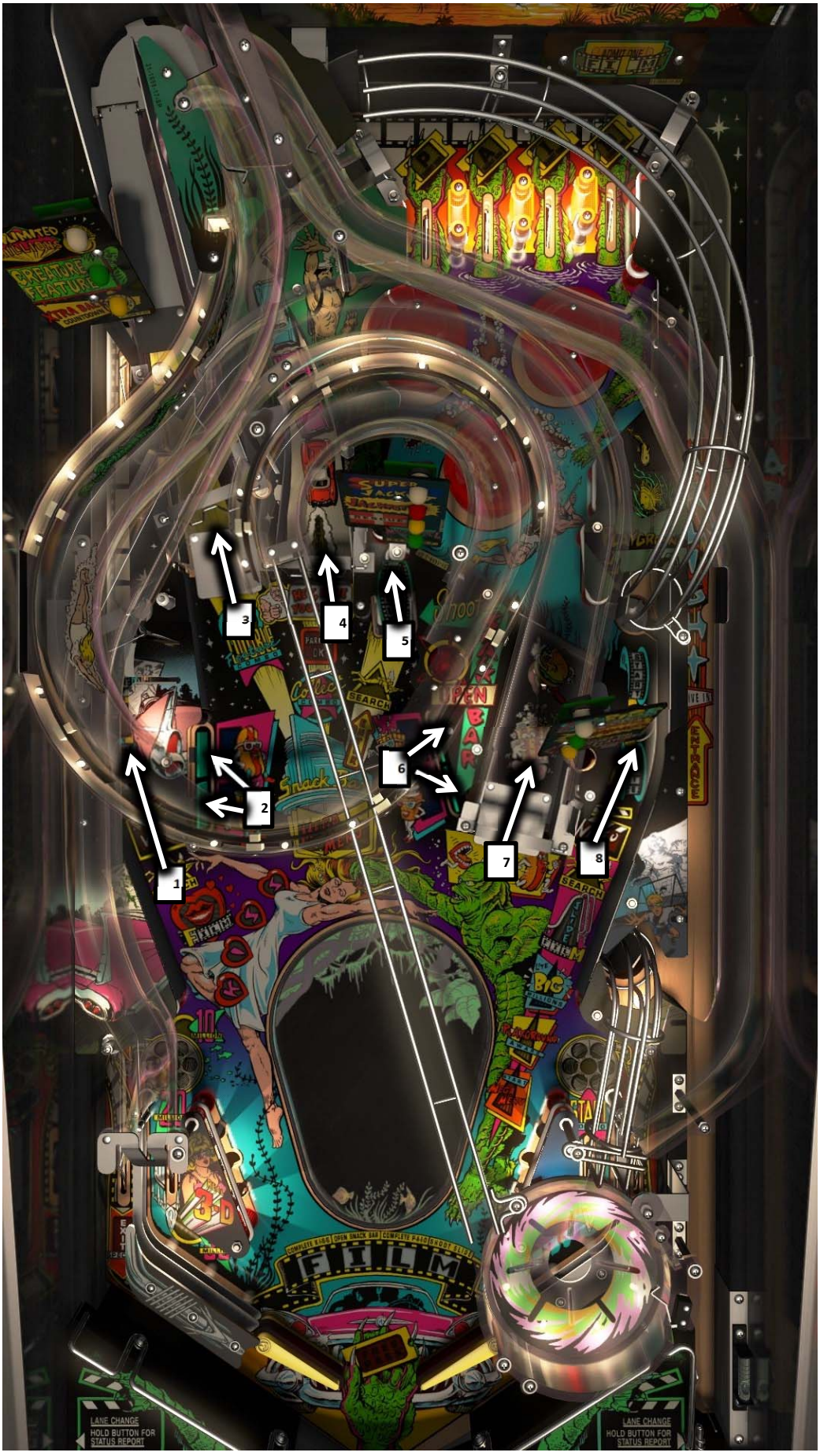
Williams Pinball – Creature from the Black Lagoon Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. Left Saucer
2. Left Menu Targets
3. Left Ramp
4. Centre Lane
5. Snackbar
6. Right Menu Targets
7. Right Ramp
8. Right Saucer

In this guide when I mention a Ramp, Lane, Hole etc. I will put a number in brackets which will correspond to the above Key, so that you know where on the Table that feature is located.

TABLE SPECIFICS

***Notice*: This Guide is based off the Pinball FX3 (PS4) version of the Table on default controls. Some of the controls will be different on the other versions (Steam, etc...), but everything else in the Guide remains the same.**



INTRODUCTION

Zen Studios is bringing world-renowned pinball tables to *Pinball FX3*! Universal Monsters Pack is a 2-pack of premium pinball perfection which again is comprised of classic tables from the iconic Williams Bally pinball library. The pack contains the iconic tables; Monster Bash™ and Creature from the Black Lagoon.

Each table features a classic, exact replica version as well as a remastered version, transforming these tables into modern-day pinball experiences at the toggle of a button.

The table that this guide will cover is of course Creature from the Black Lagoon. Creature from the Black Lagoon was released in December 1992 by Bally. Designed by John Trudeau. Programmed by Jeff Johnson. It had a production run of 7,841 units.



I hope my Guide will help you understand the Table better.

Skill Shot

There are 3 different Skill Shots on this table;

1. Completing the lit “P-A-I-D” Rollover on Ball Launch - this also completes the “P-A-I-D” sequence, increases the End-of-Ball Bonus Multiplier & collects the Letter “L” in “F-I-L-M”. Use the Flipper Buttons to alternate the lit “P-A-I-D” Rollovers Left & Right.



2. The “K-I-S-S” Lamps represents another Skill Shot. Before the Ball is launched, these Lamps will cycle through each of the Letters. Launch the Ball around the Orbit & time it so that it passes the sensor when as many “K-I-S-S” Lamps are lit as possible. A perfectly timed shot can collect all of the Letters in “K-I-S-S”. The “K-I-S-S” Letters will only cycle on the 1st Skill Shot attempt. After that, completing this Skill Shot will only collect 1 Letter.



3. Another Skill Shot is the Double Film Letter Combo. If “F” in “F-I-L-M” is collected by completing the “K-I-S-S” on the Ball launch & the Ball is immediately hit into the Right Saucer (8) to collect the Letter “M” in “F-I-L-M”, it scores a Double Film Letter Combo worth 4 Million Points.



Extra Balls/Specials

Extra Balls -

There are **several** ways to achieve an **Extra Ball**;

Extra Balls are lit at Centre Lane (4) unless otherwise specified by performing the below methods –



- ***Method 1***: *Achieving a score of 200 Million Points* (also known as the Replay Score)*;* this automatically awards an **Extra Ball**.

- ***Method 2***: *Collecting all of the Letters of "K-I-S-S" twice;* lights "Xtra Ball" at the Centre Lane (4). To relight Xtra Ball this way a 2nd time, all the letters in "K-I-S-S" have to be collected 6 times. To relight Xtra ball each subsequent time, all the Letters in "K-I-S-S" have to be collected 4 times. (look under the "How to Activate the Rescue the Girl Wizard Mode: - "F-I-LM" Letters" section for more information).

- ***Method 3***: *Xtraball Countdown;* Xtra Ball Countdown is activated as a random award from the Snackbar (5). Once this is activated, shoot the Ball up the Left Ramp (3) during Xtra Ball Countdown to light Extra Ball for collection at the Centre Lane (4)– (look under the "How to Activate the Rescue the Girl Wizard Mode: - "F-I-LM" Letters" section for more information).

Specials –

There are several ways to earn a **Special** on this table. The **Special** will light at the Left & Right Outlanes when activated. Drain a Ball down the lit Outlane to collect the **Special**, which awards an Extra Ball.

- *Snack Bar* – One of the random rewards from the Snackbar (5), lights Special at the Left & Right Outlanes. Look under the "How to Activate the Rescue the Girl Wizard Mode: - "F-I-LM" Letters" section for more information.

- *Snack Bar* - A Special can be **automatically** collected as a random reward from the Snackbar (5). Look under the "How to Activate the Rescue the Girl Wizard Mode: - "F-I-LM" Letters" section for more information.

End-of-Ball Bonuses & Raising the Multiplier

When the Ball eventually drains, you will score an End-of-Ball Bonus. Most Switches on the table add Points to the Bonus.

How to raise the End-of-Ball Bonus Multipliers;

There is also an End-of-Ball Bonus Multiplier that is applied to the Bonus Value. This can be increased to a maximum of 10X Times.

- Completing the lit "P-A-I-D" Rollover on a Ball Launch for a Skill Shot increases the Multiplier.
- Each time all 4 "P-A-I-D" Rollovers are completed, it also increases the Multiplier. Use the Flipper Buttons to alternate the lit Rollovers Left & Right.

Once the End-of-Ball Bonus Multiplier is increased to the maximum of 10X, completing the "P-A-I-D" Rollovers scores 5 Million Points.

Side Game Modes

- **Mega Menu** –

  Once the Right Saucer (8) is shot for the 1st time, it will light "Mega Menu". Shoot the Right Saucer (8) when that is lit to activate the Mode. Once this begins, you will have 15 seconds to shoot the 4 Menu Targets - Left Menu Targets (2) & Right Menu Targets (6).



  Each of these Targets scores 5 Million Points. Mega Menu ends once you hit all 4 Menu Targets or the 15 second timer expires. Once Mega Menu ends, the Right Saucer (8) lights for a Playground Award. The Right Saucer (8) is lit again for Mega Menu after the "Big Millions" Mode ends.

- **Playground Award** –

  Once Mega Menu is activated from the Right Saucer (8), it will light Playground Award. Hit the Ball into the Right Saucer (8) when this is lit to collect a Playground Award.

  The Playground Award can be 1 of 3 possible awards:

  - ***Super Jets*** – lights the Jet Bumpers for 1 Million Points per hit. This will last for 15 seconds.
  - ***Unlimited Millions*** – lights the Left Ramp (3) for 25 seconds. The 1st shot scores 3 Million Points. Each subsequent shot scores an additional 3 Million Points.
  - ***Intermission Time*** – lights the Left Ramp (3) & Right Ramp (7) for 10 seconds. During this time. Each shot up these Ramps scores 5 Million Points.

- **Big Millions** –

  Once Playground Award is collected from the Right Saucer (8), it will light Big Millions. Hit the Ball into the Right Saucer (8) to activate this Mode. Big Millions lights the Right Ramp (7) for 12 seconds.



  The 1st shot up that Ramp scores 5 Million Points. Each subsequent shot scores an additional 5 Million Points.

- **Double Feature** –

  Double Feature is a Combo Shot on this table. Shooting the Ball up the Left Ramp (3) once lights the Centre Lane (4) for a Double Feature worth 500,000 Points. This is on a timer that lasts 10 seconds. While the timer is active, each Left Ramp (3) shot resets the 10 second timer & doubles the Double Feature value, up to a maximum of 16 Million Points. Shoot the Ball up the Centre Lane (4) before the timer expires to score a Double Feature.

- **Snack Attack** –

  Hit the Ball up the Right Ramp (7) 4 times to activate the Mode.



  The Mode begins with a 20 Million Point value that starts decreasing on the Dot-Matrix Display. Hit the Snackbar (5) to earn the score which is currently displayed on the Dot-Matrix Display. The Mode will end once you score the value or it decreases down to 9 Million Points.

- **Video Mode**–

  The Video Mode is played on the Dot-Matrix Display. Send the Ball up the Right Ramp (7) 8 times to light “Video Mode” at the Right Saucer (8).



  Once this is lit, each hit on the Jet Bumpers alternates the Video Mode between the Right Saucer (8) & Left Saucer (1). Hit the lit Saucer to activate the Video Mode.

  Video Mode begins with the discovery of a peeping Tom watching you. In order to win the Video Mode, you must beat up the peeping Tom by punching him 17 times within 12 seconds. The peeping Tom will dodge left & right so you must use the Left & Right Flipper buttons to land punches. If you successfully hit the peeping Tom 17 times the Video Mode is won & a score of 15 Million Points is awarded. Failing to punch him 17 times will instead score 300,000 Points per punch landed & 50,000 Points multiplied times the hit percentage.

- **Super Mode**–

  Send the Ball up the Right Ramp (7) 12 times to light "Super Mode" at the Snackbar (5) for 12 seconds. Hit the Snackbar (5) within 12 seconds to activate the Mode. If you fail to hit the Snackbar (5) within 12 seconds. Super Mode must be relit by sending the Ball up the Right Ramp (7) 5 more times.

  Super Mode lasts for 25 seconds. Once it begins, the following Modes are activated:

  - Big Millions
  - Mega Menu
  - Snack Attack

  Please look this section of the guide under the corresponding headings for more information.

  Super Mode also activates Unlimited Millions & Intermission Time. Look under the "Playtime Award" section of the guide for more information on those 2 Modes.

  One additional Mode that can only be activated during Super Mode is **Super Creature Feature**. To activate it, send the Ball up the Left Ramp (3) within 10 seconds after Super Mode begins. This will send the Ball to the Whirlpool. The 1st spin in the Whirlpool scores 5 Million Points. Each subsequent spin scores an additional 5 Million Points, up to a maximum of 35 Million Points.

- **Move Your Car**–

  To activate this Mode the 1st time, send the Ball up the Centre Lane (4) 5 times.



  The Mode begins with someone parking their large vehicle in front of you. The goal is to get them to move. Move Your Car starts with an 8 Million Point value that starts decreasing on the Dot-Matrix Display. Shoot the Centre Lane (4) to score the current displayed value on the Dot-Matrix Display. The Mode ends if you fail to shoot the Centre Lane (4) before the value decreases to 2 Million Points.

  Once the Centre Lane (4) is successfully hit, a 15 second timer begins; Shoot the Centre Lane (4) again to score **twice** the value of the 1st Centre Lane (4) shot, hit the Centre Lane (4) a 3rd time to score **three** times the value of the 1st Centre Lane (4) shot, & hit the Centre Lane (4) a 4th time to score **four** times the value of the 1st Centre Lane (4) shot. Move Your Car ends once the 15 second timer runs out or you complete 4 Centre Lane (4) shots.

  If you successfully completed at least 1 Centre Lane (4) shot before the Dot-Matrix Display deceased to 2 Million Points, then it requires 8 Centre Lane (4) shots to activate Move Your Car again. If you failed to completed at least 1 Centre Lane (4) shot before the Dot-Matrix Display deceased to 2 Million Points, then it only requires 3 Centre Lane (4) shots to activate Move Your Car again

How to Activate the Rescue the Girl Wizard Mode:

The goal for this Table is to start the Movie & rescue the girl from the Creature.

To rescue the girl from the Creature, you must collect all the Letters in “F-I-L-M” & then activate the Wizard Mode.

Collecting 1 Letter in “F-I-L-M” scores 2 Million Points. Each additional Letter collected scores 2 Million Points. Collecting all of the Letters in “F-I-L-M” in order scores a Sequential Film Bonus worth an additional 8 Million Points.

“F-I-L-M” Letters

K-I-S-S (Letter “F”)

To collect the Letter “F” in “F-I-L-M”, you must collect all of the Letters in “K-I-S-S”.

Letters in “K-I-S-S” can be collected by –

- Completing a Skill Shot. Look earlier in the guide under “Skill Shot” for more information on how to perform one.



- Shooting the Left Saucer (1).



- As a random reward from the open Snackbar (5). Look below this page under “Snackbar” for more information on how to open it.

Completing “K-I-S-S” 2 times in a game will light “**Xtra Ball**” at the Centre Lane (4). “K-I-S-S” must be completed 6 times to relight “**Xtra Ball**” a 2nd time. “K-I-S-S” must be completed 4 times to relight “**Xtra Ball**” each subsequent time.

Snackbar (Letter "I")

To collect the Letter "I" in "F-I-L-M", you must shoot the Ball into the opened the Snackbar (5). To open the Snackbar (5), you will need to light the 4 Menu Targets by shooting them –



- Left Menu Targets (2) – 2 can be found here.
- Right Menu Targets (6) – 2 can be found her.

Menu Targets score 30,000 Points whether there are lit or not. A Menu Target is also lit each time the Snackbar (5) is shot until you score the 1st **Jackpot** in Multiball. Each hit on the Jet Bumpers will cause the currently lit Menu Targets to rotate, except during Mega Menu.

In addition to awarding the Letter "I" in "F-I-L-M", there are some other great rewards that can be collected from the Snackbar (5). If a Ball has been shot into the Snackbar (5) before it has ever been opened, it scores 80,000 Points. If a Ball is shot into the Snackbar (5) when it's closed but a Snackbar reward has previously been collected, it scores 1.1 Million Points the 1st time. This value increases by 100,000 Points each subsequent time. If a Ball is shot into the Snackbar (5) when it's open, the game selects a random reward from a menu in the Dot-Matrix Display.

Possible rewards are:

- ***Spot 1 of the Letters in "F-I-L-M"*** – this will spot 1 Letter that is not currently collected in "F-I-L-M".
- ***Multiball*** – activates Multiball so you can try to rescue the girl.
- ***Lite Special*** – lights **Special** in the Left & Right Outlane.
- ***Millions*** – lights Unlimited Millions for 25 seconds at the Left Ramp (3). The 1st shot scores 3 Million Points. Each subsequent shot scores an additional 3 Million Points.
- ***EB Countdown*** – lights Xtra Ball Countdown for 20 seconds at the Left Ramp (3). Shoot the Left Ramp (3) within the time frame to light "**Xtra Ball**" at the Centre Lane (4).
- ***Extra Ball***.
- ***Special***.
- ***Food items*** – Popcorn & Hotdogs, which award random Point values ranging from 1 Million Points & 5 Million Points.

Note – that other rewards you see on the Dot-Matrix Display menu such as new car & hula hoop are never collected. Once a reward is collected from the Snackbar (5), it has to be opened again by lighting the Menu Targets.

P-A-I-D (Letter “L”)

You can collect the Letter “L” in “F-I-L-M” using any of the methods listed below -

- Completing the “P-A-I-D” Rollover on a Ball launch for a Skill Shot.
- Completing all of the unlit “P-A-I-D” Rollovers.



- As a random reward from the opened Snackbar (5).

The “P-A-I-D” Rollovers score 503,000 Points whether they are lit or not. You can use the Flipper Buttons to move the lit “P-A-I-D” Rollovers Left or Right. Collecting all the Letters in “P-A-I-D” or completing a “P-A-I-D” Rollover for a Skill Shot increases the End-of-Ball Bonus Multiplier, up to a maximum of 10X times. Once the End-of-Ball Bonus Multiplier is maxed out on 10X times, completing the “P-A-I-D” Rollovers scores 5 Million Points.

Slide (Letter “M”)

To collect the Letter “M” in “F-I-L-M”, shoot the Right Saucer (8) when its lit for “SLIDE”.



The Right Saucer (8) is always lit for “SLIDE” if you haven’t collected the Letter “M”. The Letter “M” can also be collected as a random reward from the Snackbar (5).

Wizard Mode – "Rescue the Girl Multiball"

Activation:

Once you've managed to collect all the Letters in "F-I-L-M", you will be ready to rescue the girl from the Creature by activating Multiball.

To activate the Multiball, you must first lock a Ball in the Left Saucer (1) or Right Saucer (8). Upon doing so, a 2nd Ball will be sent to the Plunger. Launch that Ball to activate the Multiball with 2 Balls.



Wizard Mode (Multiball) Itself:

Once the Multiball begins, the Left Saucer (1), Snackbar (5) & Right Saucer (8) are lit for a Search.



Each of these represents a cave that the Creature may have taken the girl to. Shoot for these until you find the cave where the Creature & the girl are. Finding the Creature & the girl scores 5 Million Points times the Playfield Multiplier & lights "Rescue" at the Snackbar (5). Hit the Snackbar (5) to rescue the girl.



This scores 10 Million Points times the Playfield Multiplier & lights the Snackbar (5) for a **Jackpot**. Hit the Snackbar (5) to score the **Jackpot**. The **Jackpot** value starts at 40 Million Points but each hit on the Jet Bumpers increases the value by 295,390 Points.

If you lose 1 of the 2 Balls before scoring the **Jackpot** from the Snackbar (5), "Multiball Restart" lights at the Snackbar (5) for 14 seconds.



Hit the Snackbar (5) in that timeframe to restart Multiball in exactly the same state you left it previously. If you don't hit it in time then the Mode fails, & you will need to recollect all the Letters in "F-I-L-M" to restart the Mode.

Once the **Jackpot** is scored, the Snackbar (5) can be lit for a **Super Jackpot** by hitting the Jet Bumpers 20 times. Once these are hit 20 times, hit the Snackbar (5) to score the **Super Jackpot**, which is worth twice the current **Jackpot** value, times the Playfield Multiplier. Scoring the **Super Jackpot** doubles the value of the **Jackpot** for the rest of the game.

The Multiball effectively restarts upon scoring the **Super Jackpot**, so the Left Saucer (1), Snackbar (5) & Right Saucer (8) relight & the sequence of finding & rescuing the girl starts again. The number of Jet Bumper hits required to light **Super Jackpot** at the Snackbar (5) continues to increase each time. Each time the **Super Jackpot** is scored, it will double the **Jackpot** value again.

The Playfield Multiplier in Multiball starts at 1X times. It can be increased to 4X times by collecting all the Letters of "C-R-E-A-T-U-R-E" from the Whirlpool via the Left Ramp (3). While the Multiball is active, hit the Ball up the Left Ramp (3) to send the Ball to the Whirlpool. Each spin in the Whirlpool collects a Letter in "C-R-E-A-T-U-R-E". Each Letter collected scores 1 Million Points. Each time all the Letters in "C-R-E-A-T-U-R-E" are collected, it increases the Playfield Multiplier by 1X, up to a maximum of 4X. For the 1st Multiball only, the Playfield Multiplier is applied to the 1 Million Point value for each Letter in "C-R-E-A-T-U-R-E".

Other ways to score Points during Multiball are with Movie Madness & Monster Madness -

- ***Movie Madness*** – this is lit at the Right Ramp (7) for the duration of Multiball. The 1st Right Ramp (7) shot score 500,000 Points times the Playfield Multiplier. Each subsequent shot scores an additional 500,000 Points.
- ***Monster Madness*** - Collecting all 4 Menu Targets – Left Menu Targets (2) & Right Menu Targets (6) lights the Right Ramp (7) for Monster Madness. Shooting the Right Ramp (7) scores 4 Million Points times the Playfield Multiplier. Monster Madness can be relit at the Right Ramp (7) by completing the 4 Menu Targets – Left Menu Targets (2) & Right Menu Targets (6) again.

Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, Cloda, Ty-43, deep (without his help this guide wouldn't have been possible!), Captain B. Z., wims, skyway73, tenorhero, DiscoKing & surf1der**. I couldn't have completed the Guide without your help either directly or indirectly - you are all awesome!!!

In closing I hope you enjoyed this Table; I certainly have and I hope by using this Guide it increases that Fun factor for you and everyone else who plays with you.

Check out the other Tables, they are available to download on the PlayStation 4, Xbox One & Windows 10, Steam, Nintendo Switch and Mac. Also, on the iOS Appstore and Google Play on Mobile.

Thanks for viewing my Guide; any feedback would be greatly appreciated -

"Move! Your! Pinball!"

Yours
ShoryukenToTheChin