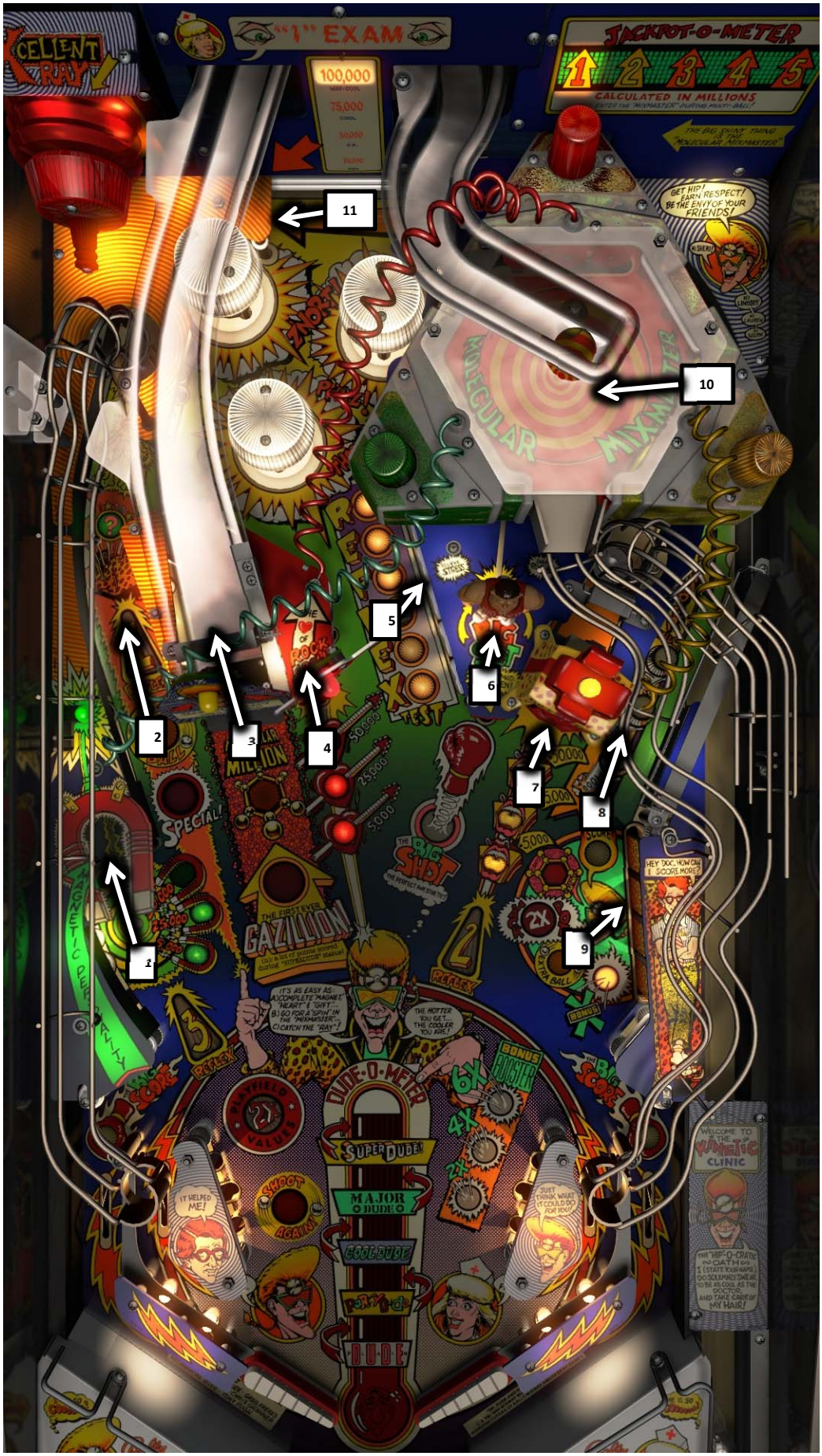
Williams Pinball – Dr. Dude and His Excellent Ray Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. Magnetic Personality Spot Target
2. Excellent Ray Saucer
3. Ramp
4. Heart of Rock ‘N Roll Spot Target
5. Reflex Spot Targets Bank
6. Big Shot Spot Target
7. Gift of Gab Saucer
8. Right Orbit
9. Drop Targets Bank
10. Molecular Mixmaster Whirlwind Spinner –
    contains 3x Yellow, 3x Red & 3x Green Spot Targets.
11. Skill Shot Spot Target

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*! Williams Pinball: Volume 6 Pack is a 3-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; Fun House™, Dr. Dude and His Excellent Ray™ & Space Station™

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 Dr. Dude and His Excellent Ray ™. Dr. Dude and His Excellent Ray ™ was released in November 1990 by Williams. Designed by Dennis Nordman. Programmed by Bill Pfutzenreuter. It had a production run of 4,000 units.



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

Skill Shot

Before the Ball is launched, you will notice Lamps located at the back middle part of the Playfield will cycle through each of the Skill Shot values.

The Skill Shot values in ascending order:

- 25,000 Points (Geek).
- 50,000 Points (O.K.).
- 75,000 Points (Cool).
- 100,000 Points (Way Cool).

To score a Skill Shot you will need to send the Ball out of the Plunger at full power to hit the Skill Shot Spot Target (11) & by doing so score whichever value is currently lit.



Try to time it so that the Ball hits the Spot Target when the 100,000 Point value is lit. Hitting the Skill Shot Spot Target (11) at any time during normal gameplay will also score the currently lit value. Scoring 75,000 Point value during normal gameplay or on the Skill Shot, increases the value of the Jumper Bumpers to their maximum of 5,000 Points for a short time. The Jumper Bumpers normally score 500 Points per hit.

Extra Balls/Specials

Extra Balls -

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

Extra Balls are lit at Excellent Ray Saucer (2) unless otherwise specified by performing the below methods.

Shoot the Excellent Ray Saucer (2) to collect the **Extra Ball** –



- ***Method 1***: *Completing the Drop Targets Bank (9) 3 times* - this will light **Extra Ball** at the Saucer. When this is lit, send the Ball into that Saucer to earn an **Extra Ball**. The **Extra Ball** will relight once the Drop Targets Bank (9) is completed a further 4 times. At that point, the number of times the Drop Targets Bank (9) must be completed to relight the **Extra Ball**, increases by 1 each time it's lit. The lit Extra Ball can also be stacked by completing the Drop Targets Bank (9) the required number of times to light **Extra Ball** more than once before it's collected.

- ***Method 2***: *Bag of Tricks reward* - Look under the "Side Game Modes - Bag of Tricks" section of the guide for more information.

- ***Method 3***: *If you scored poorly on the 1st 2 Balls* - **Extra Ball** will also ***automatically*** light at the Saucer at the start of the 3rd Ball.

Specials –

The **Special** will light at the Excellent Ray Saucer (2). Hit the Ball into the Saucer to collect the **Special**, which awards an **Extra Ball**.

- *Scoring 5 Million Points.*

You can earn a maximum of 2 **Extra Balls** per Ball in play.

End-of-Ball Bonuses & Raising the Multiplier

When the Ball eventually drains, you will score an End-of-Ball Bonus. The value starts at 2,000 Points & can be increased up to a maximum of 198,000 Points.

How this scoring is calculated –

- Each time an Element of Coolness is collected, it increases the Bonus by 2,000 Points. The Elements of Coolness are – The Gift of Gab, The Heart of Rock 'N Roll & the Magnetic Personality.
- Each shot into the Excellent Ray Saucer (2) increases the Bonus by 2,000 Points.
- Each hit on an unlit Spot Target on the Reflex Spot Targets Bank (5) increases the Bonus by 2,000 Points.
- Each completed Drop Target on the Drop Targets Bank (9) increases the Bonus by 2,000 Points.
- Each completed of the Rollover in the Right or Left Inlane increases the Bonus by 2,000 Points.
- Each completed of the Rollover in the Right or Left Outlane increases the Bonus by 6,000 Points.

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 6X Times.

- Each time the Drop Targets Bank (9) is completed, it advances the End-of-Ball Bonus Booster by 2X.

The Multiplier resets at the start of each Ball.

Side Game Modes

- **Big Shot & Big Score** –

  The Big Shot Spot Target (6) scores 1,000 Points when it's not lit. Each time an Element of Coolness is collected 3 times (more information under the "Elements of Coolness" section later in the guide).



  After, it will light the Big Shot Spot Target (6).



  When this is lit, shooting it scores 10,000 Points the 1st time. This value increases to 20,000 Points the 2nd time & then increases by 20,000 Points each subsequent time, up to a maximum of 100,000 Points. The Elements of Coolness that will light the Big Shot Spot Target (6) are The Gift of Gab, The Heart of Rock 'N Roll & The Magnetic Personality. The lit Big Shot Spot Target (6) can be stacked by collecting Elements of Coolness multiple times. For example, collecting the Heart of Rock 'N Roll & The Gift of Gab 3 times each will light the Big Shot Spot Target (6) for 2 shots. The lit Big Shot Spot Target (6) can be stacked up to 255 times.

Each time Big Shot Spot Target (6) is hit, it lights Big Score in the Left & Right Outlane.



When these are lit, draining a Ball down either Outlane scores the Big Score value. The Big Score value starts at 200,000 Points. Until it is scored, it increases by 100,000 Points each time the lit Big Shot Spot Target (6) is hit. The maximum Big Score value is 1 Million Points & it reverts to its base value of 200,000 Points once it is scored.

- **Reflex 1-2-3** –

  To activate this Mode, complete the Bank of Reflex Spot Targets (5).



  Each Hit on an unlit Reflex Spot Target (5) scores 25,000 Points. Each hit on a lit Reflex Spot Target (5) scores 10,000 Points.

  Once the Bank of Reflex Spot Targets (5) is completed, it will light “Reflex 1” at the Excellent Ray Saucer (2).



When this is lit, shooting the Saucer lights “Reflex 2” at the Gift of Gab Saucer (7) for about 12 seconds.



When this is lit, shooting this Saucer lights “Reflex 3” at the Magnetic Personality Spot Target (1) for about 12 seconds.



When this is lit, shotting this Spot Target scores the current Reflex 1-2-3 Bonus & completes the Mode.

The Reflex 1-2-3 Bonus starts at 1 Million Points & increases by 250,000 Points each time the Bank of Reflex Spot Targets (5) is completed while the Reflex 1-2-3 Mode is active. The maximum Reflex 1-2-3 Bonus is 2 Million Points. If the Bank of Reflex Spot Targets (5) is completed while "Reflex 2" or "Reflex 3" are lit, it increases the Reflex 1-2-3 Bonus by 250,000 Points & restarts the Mode. If you fail to complete "Reflex 2" or "Reflex 3" before they time out, the Bank of Reflex Spot Targets (5) must be completed again to re-activate the Reflex 1-2-3 Mode. Re-activating the Reflex 1-2-3 Mode after "Reflex 2" or "Reflex 3" times out will also increase the Reflex 1-2-3 Bonus by 250,000 Points. Once the Reflex 1-2-3 Bonus is scored, it reverts back to the base value of 1 Million Points the next time the Mode is activated.

- **<u>Bag of Tricks</u>** –

  To collect a random Bag of Trick reward, shot the Excellent Ray Saucer (2) when its lit for “Bag of Tricks”.



  This is lit at the start of each new Ball & can be relit by completing the Drop Targets Bank (9).



Here are the possible Bag of Trick rewards:

- "***A Measly 10 Points***" – scores 10 Points.
- "***Slings Now Score 10,000***" – makes each hit on the Slingshots score 10,000 Points for the rest of the current Ball. These normally score 110 Points.
- "***Jumper Bumpers at Maximum***" – makes each hit on the Jumper Bumpers score 5,000 Points for the rest of the current Ball. These normally score 500 Points.
- "***Increase Bonus Booster***" – increases the End-of-Ball Bonus Booster by 2X times.
- "***Bonus Booster at Maximum***" – increases the End-of-Ball Bonus Booster to 6X times.
- "***Jackpot at Maximum***" – makes it so that the Jackpot value will always be at its maximum of 5 Million Points for the current Ball. Look under the "Multiball" section of the guide for more details on the Jackpot.
- "***Advanced Dude-O-Meter***" – advanced the current Dude-O-Meter level by one. Look under the "Multiball" section of the guide for more details on Dude-O-Meter.
- "***Super Dude is Next***" – advanced the current Dude-O-Meter level to "Major Dude". Look under the "Multiball" section of the guide for more details on Dude-O-Meter,
- "***Lit Magnetic Personality***" – spots 3 Magnetic Personality collections. Look under the "Elements of Coolness" section of the guide for more details on the Magnetic Personality.
- "***Received Gift of Gab***" – spots 3 Gift of Gab collections. Look under the "Elements of Coolness" section of the guide for more details on the Gift of Gab.
- "***Found the Heart of Rock 'N Roll***" – spots 3 Heart of Rock 'N Roll collections. Look under the "Elements of Coolness" section of the guide for more details on the Heart of Rock 'N Roll.
- "***Extra Ball is Lit***" – lights **Extra Ball** at the Excellent Ray Saucer (2). When this is lit, shoot the Saucer to earn the **Extra Ball**.
- "***Added 1 More Tilt Warning***" – increases the number of tilt warnings the game gives before it tilts by one.
- "***R-E-F-L-E-X-1-2-3***" – activates the Reflex 1-2-3 Mode. Look under the "Reflex 1-2-3" section of the guide for more information.
- "***Million Shot is Now Lit***" – lights "Molecular Million" at the Ramp (3). When this is lit, shoot the Ramp to score 1 Million Points.
- ***Various Point Rewards*** – these range between 25,000 to 400,000 Points.

- **Drop Targets** –



Each completed Drop Target on the Drop Target Bank (9) scores 10,000 Points. Completing the Bank of Drop Targets (9) scores an additional 50,000 Points. Each time the Bank of Drop Targets (9) is completed, it advances the End-of-Ball Bonus Booster by 2X times, to a maximum of 6X times. The 2nd time the Bank of Drop Targets (9) is completed, it will light "Molecular Million" at the Ramp (3). When this is lit, send the Ball up the Ramp (3) to score 1 Million Points. "Molecular Million" relights once the Bank of Drop Targets (9) is completed 3 more times. At that point, the number of times the Bank of Drop Targets (9) must be completed to relight "Molecular Million", increases by 1 each time it's lit. The lit "Molecular Million" shot can also be stacked by completing the Bank of Drop Targets (9) the required number of times to light "Molecular Million" more than once before it is collected. The 3rd time the Bank of Drop Targets (9) is completed, it lights Extra Ball at the Excellent Ray Saucer (2). When this is lit, send the Ball into the Saucer to earn an **Extra Ball**. **Extra Ball** relights once the Bank of Drop Targets (9) is completed 4 more times. At that point, the number of times the Bank of Drop Targets (9) must be completed to relight **Extra Ball**, increases by 1 each time it's lit. The lit **Extra Ball** can also be stacked by completing Bank of Drop Targets (9) the required number of times to light **Extra Ball** more than once before it is collected.

- **Jumper Bumpers** –

  Each hit on the Jumper Bumpers normally score 500 Points. Completing the Right Orbit Rollover the 1st time increases the Jumper Bumper value to 1,000 Points. Completing it a 2nd time increases the value to 2,500 Points. Completing it a 3rd time increases the value to 5,000 Points. One of the random Bag of Tricks rewards will also increase the Jumper Bumpers to their maximum value of 5,000 Points.
  The Jumper Bumper value can also be increased to 5,000 Points for a short time by scoring 75,000 Points form the Skill Shot Spot Target (11) during normal gameplay or from the Skill Shot via the Plunger.
  The Jumper Bumper value reverts to 500 Points with each new Ball.

Elements of Coolness

The goal on Dr. Dude & His Excellent Ray is to advance the Dude-O-Meter to "Super Dude" & then score Points from the Gazllion Point Shot via the Ramp (3).

To Advance the Dude-O-Meter, you'll need to activate Multiball. To activate Multiball, you must first collect the 3 Elements of Coolness. These are as follows –



- "***The Gift of Gab***"– Yellow Lamp.
- "***The Heart of Rock 'N Roll***" – Red Lamp.
- "***The Magnetic Personality***" – Green Lamp.

Each of these Elements of Coolness must be collected 3 times. At the start of a new game, 1 of each Element of Coolness is already collected.
To collect "***The Magnetic Personality***", hit the Magnetic Personality Spot Target (1). To collect "***The Heart of Rock 'N Roll***", hit the Heart of Rock 'N Roll Spot Target (4). To collect "***The Gift of Gab***", hit the Gift of Gab Saucer (7).

The first time each Element of Coolness is collected in a new game, it scores 25,000 Points. The second time each Element of Coolness is collected in a new game, it scores 50,000 Points. Once the 50,000 Points value is scored for an Element of Coolness, the value resets to 10,000 Points. The value then cycles between 10,000 Points, 25,000 Points & 50,000 Points, each time an Element of Coolness is collected.
The Lamp above each Element of Coolness – Yellow Lamp, Red Lamp & Green Lamp will flash while the corresponding Element needs to be collected. Once the required number of Elements are collected, the Lamp(s) will stay lit.

Each Element of Coolness can also be collected from the Molecular Mixmaster Whirlwind Spinner (10). The Molecular Mixmaster Whirlwind Spinner (10 has 3 banks of Spot Targets inside of it. The 3 Yellow Spot Targets correspond to "***The Gift of Gab***". The 3 Red Spot Targets correspond to "***The Heart of Rock 'N Roll***". The 3 Green Spot Targets correspond to "***The Magnetic Personality***". Hitting any combination of the Yellow Spot Targets 10 times collects "***The Gift of Gab***". Hitting any combination of the Red Spot Targets 10 times collects "***The Heart of Rock 'N Roll***". Hitting any combination of the Green Spot Targets 10 times collects "***The Magnetic Personality***".

Each of the Elements of Coolness can also be collected as a random reward from the Bag of Tricks (look under the section titled "Side Game Modes" - "Bag of Tricks" in this guide for more information).

Once each of the Elements of Coolness have been collected 3 times, the Molecular Mixmaster Whirlwind Spinner (10) will start spinning. Shoot the Ball up the Ramp (3) to send the Ball into the Molecular Mixmaster Whirlwind Spinner (10).



Hitting any of the Spot Targets inside the Molecular Mixmaster Whirlwind Spinner (10) activates the Excellent Ray. While this is activated, send the Ball into the Excellent Ray Saucer (2) to lock the Ball. Upon doing so, a new Ball will be sent to the Plunger. Once the new Ball is launched, Multiball is activated. Look under the section titled "Multiball Mode" in this guide for more information.

Multiball Mode –

- ## Multiball *2 Balls*:

Activation –

To activate it, you must complete the following steps in this order:

- Collect each Element of Coolness 3 times. Look under the above section titled “Elements of Coolness” for more information.
- Hit 1 of the Spot Targets inside the Molecular Mixmaster Whirlwind Spinner (10).
- Lock a Ball in the activated Excellent Ray Saucer (2).
- Finally launch a new Ball onto the Playfield.

Mode itself -

During this 2 Ball Multiball Mode, hit the Ramp (3) to send the Balls to the Molecular Mixmaster Whirlwind Spinner (10). The goal here is to hit any combination of the Spot Targets inside the Molecular Mixmaster Whirlwind Spinner (10) 10 times to score the **Jackpot**. The **Jackpot** value ranges from 1 Million Points to 5 Million Points. Each time one of the Elements of Coolness is collected 3 times, it increases the **Jackpot** value by 100,000 Points. Each time a Ball is locked in the Excellent Ray Saucer (2), it increases the **Jackpot** value by 1 Million Points. The **Jackpot** value reverts to 1 Million Points once the Multiball ends. Once the **Jackpot** is scored, the number of Spot Target hit required to score another Jackpot increases by 10. This continues to increase by 10 each time a **Jackpot** is scored. The value of the **Jackpot** can be doubled by completing the bank of Drop Targets (9) while the Multiball is active.

Each time the Multiball is activated, it will advance the Dude-O-Meter. The levels of the Dude-O-Metre are –

- "***Plain Dude***"
- "***Party Dude***"
- "***Cool Dude***"
- "***Major Dude***"
- "***Super Dude***"



Once the Dude-O-Meter is advanced to "Super Dude", it lights the Ramp (3) for the Gazillion Point shot. When this is lit, send the Ball up that Ramp (3) to have it drop into the Molecular Mixmaster Whirlwind Spinner (10), each hit on the Spot Targets scores 500,000 Points. The Gazillion Point shot turns off once it has been scored.

Multiball Ball ends upon you draining one of the two Balls. Once Multiball ends, all of the scoring on the Table is doubled for the rest of the current Ball. If you failed to score the Gazillion Point shot before Multiball ended, you'll start at "Super Dude" the next time Multiball is activated. If you did score the Gazillion Point shot, you'll start at "Plain Dude" the next time Multiball is activated.

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 4/5, Xbox One, Xbox Series S/X & 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 -

"Duuude???!"

Yours
ShoryukenToTheChin