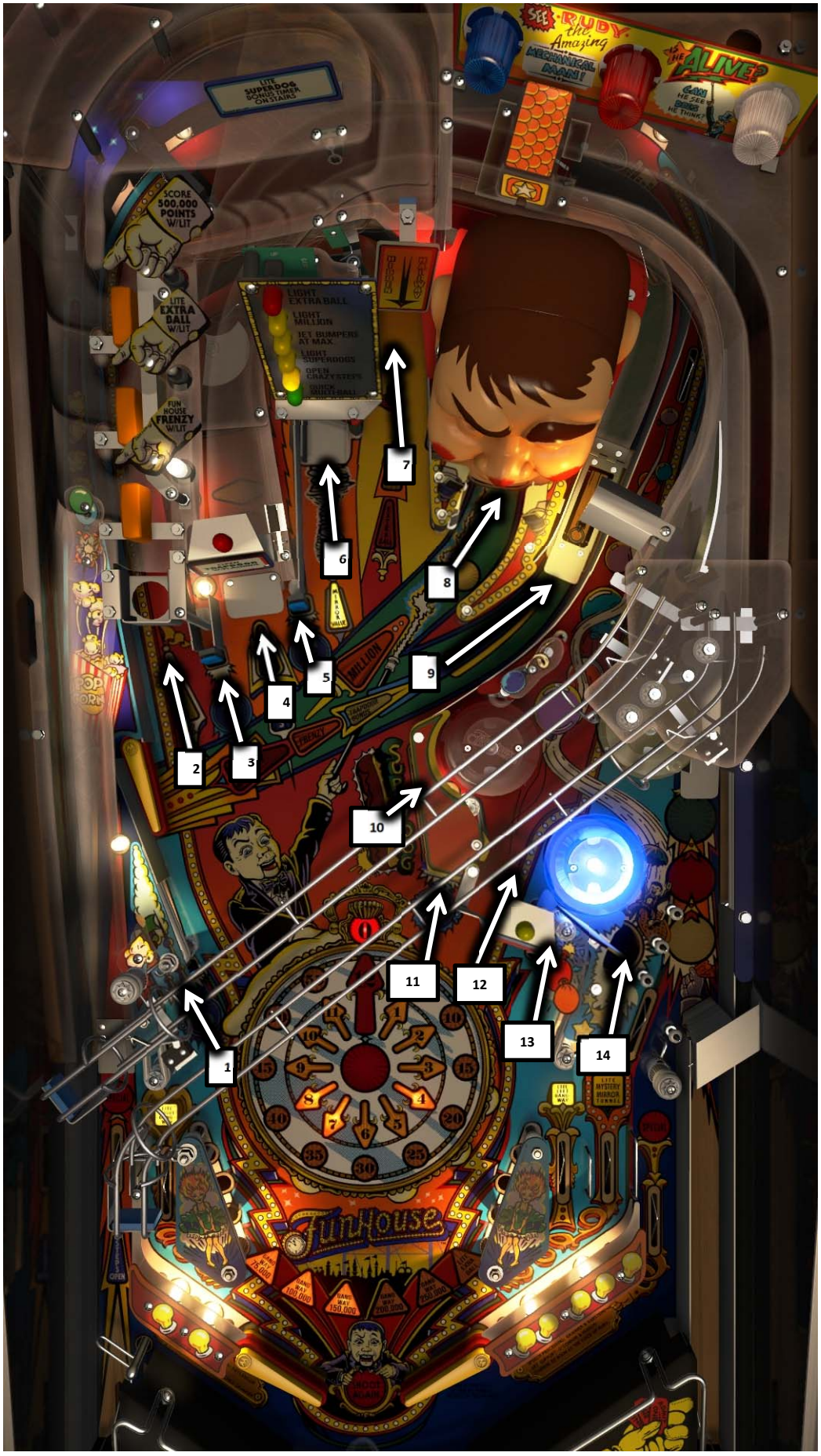
Williams Pinball – Fun House Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. “S” Spot Target
2. Left Gangway Orbit
3. “T” Spot Target
4. Centre Ramp
5. “E” Spot Target
6. Wind Tunnel Hole
7. Hidden Hallway
8. Rudy
9. Trap Door Loop
10. Superdog Spot Targets Bank
11. “P” Spot Target
12. Right Gangway Orbit
13. Scoop Hole
14. Manhole

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 Fun House™. Fun House™ was released in November 1990 by Williams. Designed by Pat Lawlor & Larry DeMar. Programmed by Larry DeMar & Brian Eddy. It had a production run of 10,750 units (approximation).



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

Skill Shot

To score a Skill Shot you will need to send the Ball out of the Plunger with enough momentum for it to stop in the Loop at the top of the Table's Playfield, & roll back into Rudy's Hideout (just behind his head).



This scores 250,000 Points the 1st time, and an additional 250,000 Points each time after that up to a maximum of 1 Million Points.

Extra Balls/Specials

Extra Balls -

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

Extra Balls are lit at Hidden Hallway (7) unless otherwise specified by performing the below methods.

Shoot the Hidden Hallway (7) to collect the **Extra Ball** –



- ***Method 1***: *Completing 4 lit Gangway Orbit shot* - Look under the "Gangway Bonus" section of the guide for more information.
- ***Method 2***: *Collecting the "Lite **Extra Ball**" reward from the Crazy Steps* - Look under the "Crazy Steps" section of the guide for more information.
- ***Method 3***: *Collecting the "Lite **Extra Ball**" reward from the Mystery Mirror* - Look under the "Mystery Mirror" section of the guide for more information.
- ***Method 4***: *Upon reaching 7.2 Million Points* – This is awarded **automatically**.

Specials –

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**. Hitting the Slingshots will turn it On/Off.



- *Upon advancing the Clock to 11:30PM for the 2nd time.* – it will then light in the Outlanes.

End-of-Ball Bonuses & Raising the Multiplier

When the Ball eventually drains, you will score an End-of-Ball Bonus.

How this scoring is calculated –

- 50,000 Points will be awarded for each Rudy (8) hit accumulated throughout the game.
- Any Points earned from Funhouse Frenzy & Super Frenzy are also added.

Note that there is **no** End-of-Ball Bonus Multiplier on Funhouse.

Side Game Modes

- **Rudy** –

  Rudy (8) can be hit using the Top Left Flipper.



The 1st time he's hit, it scores 100,000 Points. Each subsequent hit scores 50,000 Points. Every time Rudy (8) is hit, it counts as a Rudy Hit. These accumulate throughout the game & each one adds 50,000 Points to the End-of-Ball Bonus. Hitting Rudy (8) 6 times scores a Sausage Bonus worth 1 Million Points. Rudy can't seem to keep his mouth shut, always making comments on the action during the game. Shooting the Ball into his mouth while he is talking scores a Rudy Gulp worth 250,000 Points. Hitting Rudy (8) will also relight the Mystery Mirror at the Wind Tunnel Hole (6). Shooting the Ball into Rudy's mouth once the Clock has been advanced to Midnight scores 1 Million Points & activates Multiball. Hitting Rudy (8) during Quick Multiball scores 1 Million Points. Balls that land behind Rudy's head after the Skill Shot score a Rudy's Hideout worth 75,000 Points.

- **The Trap Door** –

  At the start of the game, hitting the Ball through the Trap Door Loop (9) once will open the Trap Door for 7 seconds.



  Hitting the Ball into the opened Trap Door via the Trap Door Loop (9) scores a Trap Door Bonus worth 500,000 Points.



  Once that is scored, the Trap Door Bonus increases to 750,000 Points & requires 2 shots through the Trap Door Loop (9) to open the Trap Door again. Once the 750,000 Point Trap Door Bonus is scored, the value increases to 1 Million Points & requires 3 shots through the Trap Door Loop (9) to open the Trap Door again.

  Each Trap Door Loop (9) shot starts a 7 second timer whether the Trap Door is opened or not. Failing to shoot the Ball into the opened Trap Door or make the next Trap Door Loop (9) shot, resets the number of Trap Door Loop (9) shots required to open the Trap Door.

- **The Mystery Mirror** –

The Mystery Mirror is lit at the start of each Ball. When it's lit shots into the Wind Tunnel Hole (6) collects the reward that is flashing.



Each hit on the Jet Bumpers will change which reward is flashing. Once a reward is collected, the Mystery Mirror can be relit by hitting Rudy (8). It can also be relit for about 5 seconds by completing the Rightmost Inlane Rollover.

There are 6 Mystery Mirror rewards:

- ***Light Extra Ball*** – lights the **Extra Ball** at the Hidden Hallway (7) & stays lit until collected.
- ***Light Million*** – lights the Million Point shot at Rudy (8). This will stay lit until Rudy (8) is hit or the Ball drains.
- ***Jet Bumpers at Max*** – makes all 3 Jet Bumpers flash until the Ball drains. Flashing Jet Bumpers score 5,000 Points & advance the Clock by 10 minutes.
- ***Light Superdogs*** – lights the Superdog Targets in the Superdog Spot Targets Bank (10) for 20 seconds. During this time, the 1st hit on a Superdog Spot Target scores 200,000 Points. Each additional hit increases the value by 25,000 Points, up to a maximum of 400,000 Points.
- ***Open Crazy Steps*** – lights "Steps" at the Centre Ramp (4). When this is lit, shots through the Centre Ramp (4) will go to the Left Side Plunger. This allows you to launch the Ball at the Crazy Steps.
- ***Quick Multiball*** – sends a new Ball to the Plunger. Launch the Ball to start this 2 Ball Multiball Mode. During this Mode, the "Million Point" shot is lit at Rudy (8). Each Rudy (8) hit scores 1 Million Points. "250K" is also lit at the Centre Ramp (4). Each shot through the Centre Ramp (4) scores 250,000 Points. Quick Multiball ends once you lose 1 of the 2 Balls.

Once you have collected all 6 rewards from the Mystery Mirror, shooting the Ball into the Wind Tunnel Hole (6) activated Super Frenzy. Super Frenzy lasts for 20 seconds & automatically scores a Frenzy Total worth 1.2 Million Points. While the timer is activated every target hit adds 100,000 Points to the Frenzy Total. This value is added to the End-of-Ball Bonus, so it's not collected until you lose the current Ball.

- **Crazy Steps** –

Balls can only be shot into the Crazy Steps from the Left Plunger. To send a Ball to the Left Plunger, hit the Centre Ramp (4) when "Steps" is lit. This can be lit by getting a Ball into the Manhole (14) or by collecting the Open Crazy Steps reward from the Mystery Mirror.



There are 4 Crazy Step rewards:

- ***Light Superdog Bonus Timer on Stairs*** - is always the reward on a full power Ball launch from the plunger. It lights the Superdog Spot Targets on the Superdog Spot Targets Bank (10) for 20 seconds. During this time, the 1st hit on a Superdog Spot Target scores 200,000 Points. Each additional hit increases the value by 25,000 Points, up to a maximum of 400,000 Points.

The next 3 rewards can be collected from the Left Plunger into the Lanes representing them. Adjust the power of the Plunger to aim for the reward you want.

- ***Score 500,000 Points*** – this scores that value.
- ***Lite Extra Ball*** – lights **Extra Ball** at the Hidden Hallway (7). It can only be lit once per game.
- ***Funhouse Frenzy*** – lights Frenzy & opens the Trap Door. Shoot the Ball into the opened Trap Door via the Trap Door Loop (9) to start Funhouse Frenzy. Funhouse Frenzy lasts 20 seconds & automatically scores a Frenzy Total worth 100,000 Points. While the timer is active, every target hit adds either 50,000 or 100,000 Points to the Frenzy Total. This value is added to the End-of-Ball Bonus, so it's not collected until you lose the current Ball.

When a game starts, only Funhouse Frenzy & light Superdog Bonus Timer on Stairs are lit. Light Superdog Bonus Timer on Stairs is always lit. Lite **Extra Ball** & score 500,000 Points have to be lit by completing the "S-T-E-P" Spot Targets located here –

- "S" Spot Target (1)
- "T" Spot Target (3)
- "E" Spot Target (5)
- "P" Spot Target (11)

Once Funhouse Frenzy is awarded, it has to be relit to collect it again by completed the above "S-T-E-P" Spot Targets. Completing the "S-T-E-P" Spot Targets lights the rewards in the following order: Funhouse Frenzy, Score 500,000 Points & then Lite **Extra Ball**. Hitting an unlit reward scores a Step Award worth 100,000 Points.

- **Gangway Bonus** –

  Completing the Left Inlane Rollover cause the Right Gangway Orbit (12) to light for 6 seconds. Completing the Right Inlane Rollover cause the Left Gangway Orbit (2) to light for 6 seconds. Shooting an unlit Gangway Orbit will also light it for 6 seconds. When the Left Gangway Orbit (2) or Right Gangway Orbit (12) is lit, send the ball around that Orbit to complete the Gangway shot. Completing a Gangway Orbit shot scores & advances the flashing Gangway Bonus value (shown just above the Flippers).

  The Gangway Bonus values are;

  - *150,000 Points*.
  - *200,000 Points*.
  - *250,000 Points*.
  - ***Lite Extra Ball*** – this scores 250,000 Points & lights **Extra Ball** at the Hidden Hallway (7).

  The Gangway Bonus Point value is carried over from Ball to Ball until Lite **Extra Ball** is scored.

- **Combo Shots** –

  Shoot the Centre Ramp (4) then the Right Gangway Orbit (12) & then the Trap Door Loop (9) to score a 3-Way Combo worth 500,000 Points. They will need to be hit in that order without hitting anything else. After the 3-Way Combo is completed, hitting Rudy (8) quickly scores a 4-way Combo worth 1 Million Points.

Advancing the Clock to Midnight:

The goal is to put Rudy to sleep by advancing the clock to Midnight.

Advancing the Clock

When the game begins, the Clock (located at the centre of the Playfield) starts at 8:00PM.

There are a number of Targets that advance the Clock towards midnight;



- There are 4 "S-T-E-P" Spot Targets located here –

  - "S" Spot Target (1)
  - "T" Spot Target (3)
  - "E" Spot Target (5)
  - "P" Spot Target (11)

  Each hit on an unlit "S-T-E-P" Spot Target scores 45,000 Points & advances the Clock by 5 minutes.
  Each hit on a lit "S-T-E-P" Spot Target scores 42,000 Points & advances the Clock by 5 minutes.

- Each shot into the Hidden Hallway (7) scores 25,000 Points & advances the Clock by 10 minutes.

- Each shot into the Wind Tunnel Hole (6) scores 10,000 Points & advances the Clock by 15 minutes.

- Shooting the Centre Ramp (4) scores a Ramp Bonus value starting at 75,000 Points & advances the Clock by 15 minutes the 1st time. The Ramp Bonus value increases by 25,000 Points each time the Centre Ramp (4) is hit, up to a maximum of 150,000 Points. The amount that the Clock is advanced increases by 5 minutes each time the Centre Ramp (4) is hit, up to a maximum of 30 minutes.

- Each time the Ball lands into the Manhole (14), it scores 85,000 Points & advanced the Clock by 30 minutes.

- Hitting any of the Superdog Spot Target on the Superdog Spot Targets Bank (10) scores 3,000 Points & advances the Clock by 5 minutes.

- Shooting the Trap Door Loop (9) scores 50,000 Points & advances the Clock by 10 minutes. Hitting the Ball into the Trap Door (located on the Trap Door Loop (9)) advances the Clock by 15 minutes.

- Shooting the Ball into the Scoop Hole (13) scores 10,000 Points & advances the Clock by 10 minutes.

- At the start of the game, 1 of the 3 Jet Bumpers are lit. Every hit on an unlit Jet Bumper scores 1,000 Points & every 2 hits advances the Clock by 5 minutes. Completing the Rollover (located just below the Manhole (14)) lights an unlit Jet Bumper. Every hit on a lit Jet Bumper scores 3,000 Points & advances the Clock by 5 minutes. Once all 3 Jet Bumpers are lit, completing the Rollover will cause a lit Jet Bumper to flash. Every hit on a flashing Jet Bumper scores 5,000 Points & advances the Clock by 10 Minutes. The Jet Bumpers can also be made to flash by collecting the "Jet Bumpers at Max" reward from the Mystery Mirror. The Jet Bumpers reset with each new Ball.

- The Clock can also be advanced by completing the Rollover above the Launch Lane when launching a new Ball, it scores 70,000 Points & advances the clock by 30 minutes.

Multiball

Activation –

When the Clock reaches 11:30PM, "Lock" will light at the Hidden Hallway (7). The only way to advance the Clock further is to lock a Ball in the Hidden Hallway (7). This advances the Clock to 11:45PM & serves another Ball to the Plunger. Locking a 2nd Ball in the Hidden Hallway (7) advances the Clock to midnight (12:00PM) & puts Rudy to sleep. Another Ball is then served to the Plunger. When Rudy falls asleep, his mouth opens. Shoot the Ball into the mouth hitting Rudy (8) to score 1 Million Points & activate Multiball.

Mode Itself –

This is a 3 Ball Multiball. Once activated, "Million Plus" lights & the Trap Door opens. Send the Ball up the Trap Door Loop (9) to score a "Million Plus" value starting at 2 Million Points. This value increase by 1 Million Points each time it's scored, up to a maximum of 10 Million Points. Each time the "Million Plus" value is scored the Trap Door will close. Sending the Ball up the Centre Ramp (4) scores 250,000 Points & re-opens the Trap Door.

The Multiball ends once 2 of the 3 Balls are lost.

If at least one "Million Plus" value was scored during the Multiball, the Clock resets to 5:00PM & normal play resumes.

If at least one "Million Plus" value wasn't scored during the Multiball, "Lock" will light at the Hidden Hallway (7). You will then have 12 seconds to relock the one remaining Ball into the Hidden Hallway (7). If the Ball is locked in time, another Ball is served to the Plunger & Hidden Hallway Multiball is activated. This plays exactly like the Multiball except instead of 3 Balls, it only has 2 Balls. Advancing the Clock to 11:30PM a 2nd time lights a **Special** in the Left & Right Outlane. The **Special** toggles between on & off each time the Ball hits the Slingshots. Roll down the Outlane Rollover when this is lit to collect the **Special**, which awards you with an **Extra Ball**. The **Special** turns off when you lost your Ball.

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 -

"Quit playing with the Guide!"

Yours
ShoryukenToTheChin