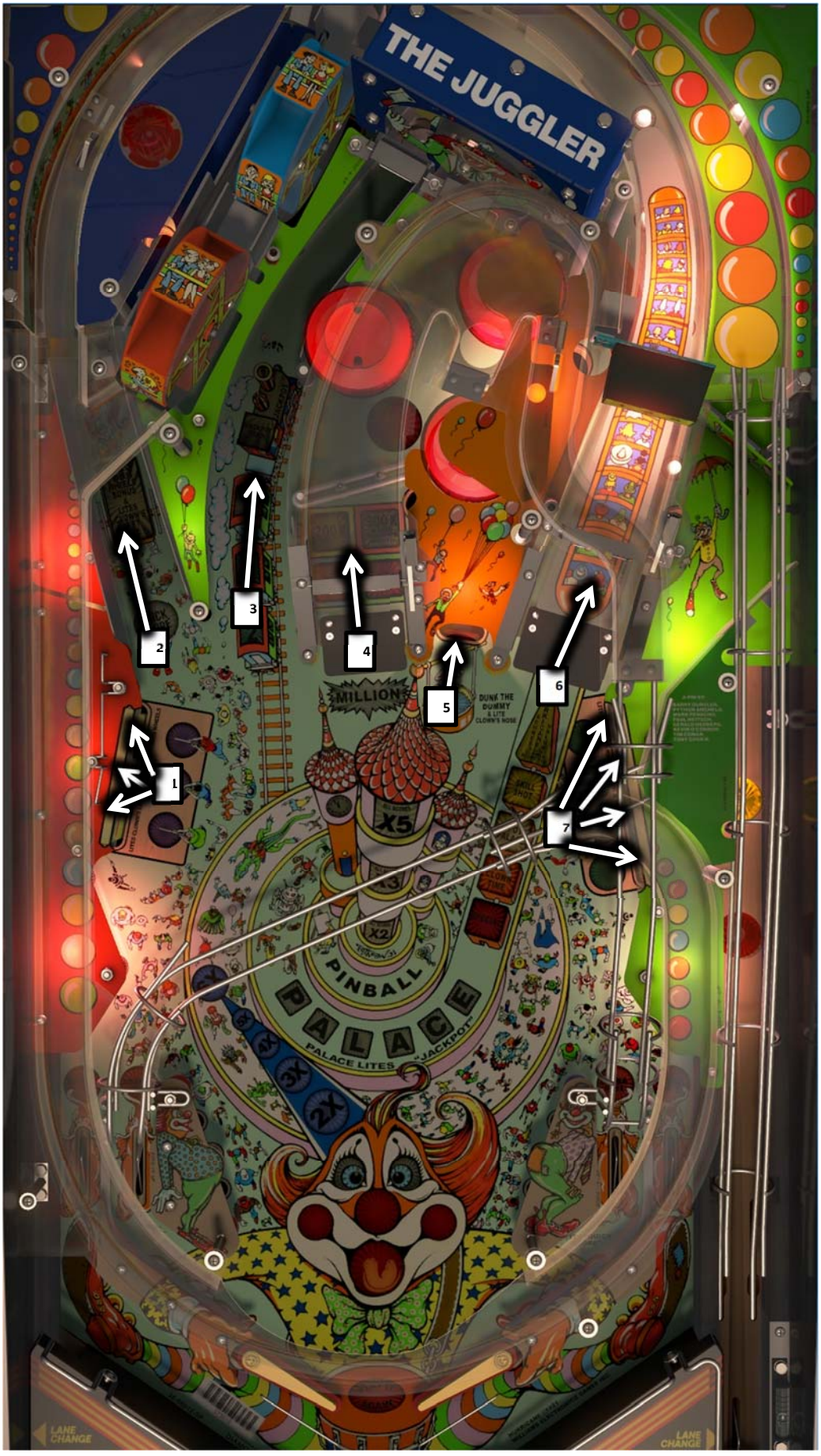
Williams Pinball – Hurricane Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. Duck Drop Targets Bank
2. Left Lane – grants access to the Ferris Wheels
3. Juggler
4. Comet Ramp
5. Dummy Target
6. Hurricane Ramp
7. Cat Spot Targets Bank

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*! Volume 4 is a three-pack of premium pinball perfection which again is comprised of classic tables from the iconic Williams Bally pinball library. The pack contains tables such as; Hurricane, Road Show & White Water.

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 Hurricane. Hurricane was released in August 1991 by Williams. It was designed by Barry Oursler as the third game in Oursler's amusement park themed pinball trilogy. The first being Comet, released in 1985, and the second being Cyclone, released in 1988. Programmed by Mark Penacho. It had a production run of 4,400 units.



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

Skill Shot

To score a Skill Shot you will need to launch the Ball using full power so that the Ball is fed to the Left Flipper. Then you must immediately hit the Ball up the Hurricane Ramp (6) to complete the Skill Shot.



This scores 500,000 Points the first time. The value then increases by 500,000 Points for each subsequent Skill Shot, up to a maximum of 2 Million Points.

Each completed Skill Shot also collects a Letter in “P-A-L-A-C-E”. Collecting all the Letters in “P-A-L-A-C-E” lights the Jackpot at the Juggler (3). Look later in the guide under the “Main Modes - Jackpot” section for more information.

Extra Balls/Specials

Extra Balls -

There are **4** Ways to achieve an **Extra Ball**;

Extra Balls light at the Right Inlane (Return Lane) unless otherwise specified by performing the below methods. Note that once the **Extra Ball** is lit, it moves Left & Right between the Inlanes (Return Lanes) & Outlanes by engaging the Flipper Buttons & by hitting the Jet Bumpers or Slingshots. Complete a lit Inlane (Return Lane) or Outlane to collect the **Extra Ball**.

- ***Method 1***: *Achieving a score of 20 Million Points* (also known as the Replay Score)*;* this automatically awards an **Extra Ball**.

- ***Method 2***: *"Extra Ball" Mystery Score;* this automatically awards an **Extra Ball** (look under the "Side Game Modes – Mystery Score" section for more information).

- ***Method 3***: *"Lite Extra Ball" Mystery Score;* (look under the "Side Game Modes – Mystery Score" section for more information).

- ***Method 4***: *End-of Ball Bonus Multiplier*; The first time the End-of-Ball Bonus Multiplier is advanced to 3X times. After lighting **Extra Ball** from the Multiplier, it will relight on another Ball the first time the End-of-Ball Bonus Multiplier is advanced to 6X times. Note that the "3X" or "6X" Multiplier Lamps will flash to indicate that advancing to that level will light the **Extra Ball**. 2 **Extra Balls** per game can be collected by advancing the End-of-Ball Bonus Multiplier.

Specials –

There are several ways to earn a **Special** on this table. The **Special** lights on the Hurricane Ramp (6) until its collected. Hit the Ball up the Hurricane Ramp (6) to collect the **Special**. **Specials** on this table score 1 Million Points. -

- *"Special" Mystery Score;* this automatically awards the **Special** (look under the "Side Game Modes – Mystery Score" section for more information).

- *"Lite Special" Mystery Score;* (look under the "Side Game Modes – Mystery Score" section for more information).

- *Upon activating the Multiball on the 3rd time*; (look under the "Side Game Modes – Multiball" section for more information).

End-of-Ball Bonuses & Raising the Multiplier

When the Ball eventually drains, you will score an End-of-Ball Bonus. The Bonus starts at 1,000 Points.

How this scoring is calculated -

- Most Switches (basically every Target, Rollover, anything that gives scores) on the Playfield increases the Bonus by 1,000 to 5,000 Points, up to a maximum of 500,000 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.

When the Lamp just under the Dummy Target (5) is lit, hitting the Dummy Target (5) advances the End-of-Ball Bonus Multiplier by 1X times.



The Dummy Target (5) is lit at the start of the game with no timer. It relights on an 18 second timer each time the Dummy Target (5) is hit or Left Inlane (Return Lane) is completed.

Side Game Modes

- **Hurricane Value** –

  The Hurricane Ramp (6) represents the Hurricane Roller Coaster. This Ramp is one of the primary targets on the Playfield. When the Lamp (just under the entrance of the Ramp, looks like an arrow) is lit, hitting the Ball up the Hurricane Ramp (6) activates an 11 second timer, while scoring & advancing the Hurricane Value.



The Hurricane Value starts at 200,000 Points. Completing the 1st Hurricane Ramp (6) shot scores 200,000 Points & advances the Hurricane Value to 225,000 Points. Completing another Hurricane Ramp (6) shot before the timer expires scores 225,000 Points, resets the 11 second timer & advanced the Hurricane Value to 1 Million Points. Completing another Hurricane Ramp (6) shot before the timer expires scores 1 Million Points & resets the timer. Subsequent Hurricane Ramp (6) shots which are completed before the timer expires, continue to reset the timer & score 1 Million Points. Each time the 1 Million Point Hurricane Value is scored, it collects a Letter in "P-A-L-A-C-E".



Collecting all the Letters in "P-A-L-A-C-E" lights the **Jackpot** at the Juggler (3). Look later in the guide under the "Main Modes - Jackpot" section for more information.

If the timer expires before at least one 1 Million Point Hurricane Value is scored, the Hurricane Value resets to 200,000 Points, & the Hurricane Value Lamp remains lit. If the timer expires after at least one 1 Million Point Hurricane Value is scored, the Hurricane Value Lamp turns off. To score & advance the Hurricane Value again, it must be relit by completing the Cat Spot Targets Bank (7). Each time the Hurricane Value Lamp has to be relit; it will require additional Hurricane Ramp (6) shots to advance the Hurricane Value to 1 Million Points. For example, the second sequence to advance the Hurricane Value to 1 Million Points works like this – the first Hurricane Ramp (6) shot scores 200,000 Points. The second one scores 225,000 Points. The third scores 250,000 Points & advances the Hurricane Value to 1 Million Points.

- **Comet Value** –

The Comet Ramp (4) represents the Comet Roller Coaster. This Ramp is another of the primary targets on the Playfield.

When 1 of the Comet value Lamps under the Comet Ramp (4) is lit, sending the Ball up the Comet Ramp (4) will activate an 8 second timer, while scoring & advancing the Comet value. The Comet value starts at 100,000 Points. Completing the 1st Comet Ramp (4) shot scores 100,000 Points & advances the Comet value to 200,000 Points. Completing another Comet Ramp (4) shot before the timer expires scores 200,000 Points, resets the 8 second timer & advances the Comet value to 300,000 Points. Completing another Comet Ramp (4) shot before the timer expires scores 300,000 Points, lights the mouth on the Clown Face toward activating Clown Time, resets the 8 second timer & advances the Comet value to 1 Million Points.



If the timer expires before at least one 1 Million Point Comet value is scored, the Comet Ramp (4) remains lit to collect a Comet value, resetting to 100,000 Points. If another Comet Ramp (4) shot is completed while the 1 Million Comet value is lit, it scores 1 Million Points & resets the timer.

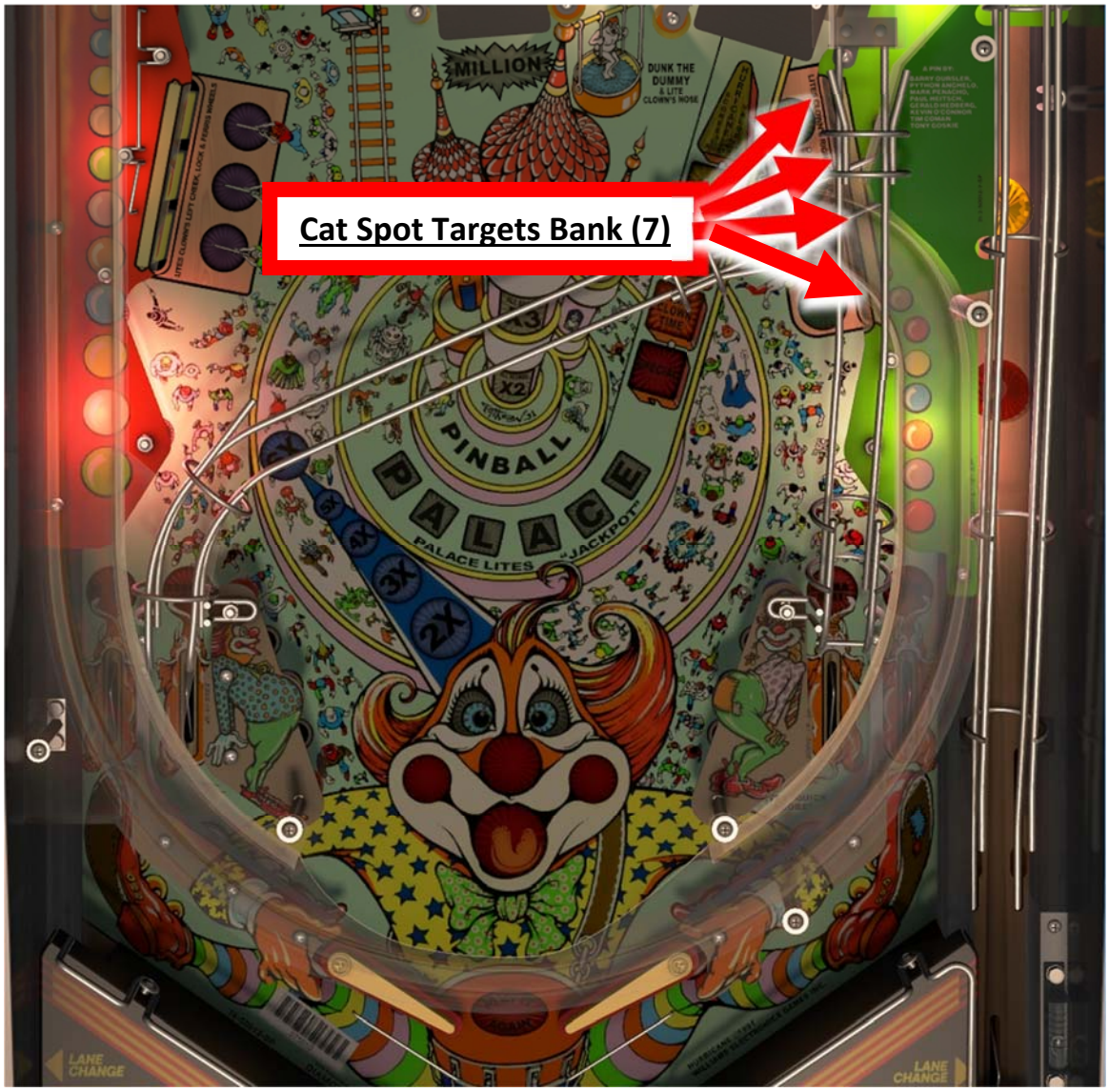
Once the 1st 1 Million Point Comet value is scored, scoring additional 1 Million Point Comet values requires you to shoot the Comet Ramp (4) without hitting any other Switches (basically every Target, Rollover, anything that gives scores). If you hit any Switches (basically every Target, Rollover, anything that gives scores) besides the Right Inlane (Return Lane) or the Comet Ramp (4), the Comet value Lamps turn off. The Comet value Lamps also turn off if at least one 1 Million Point Comet value is scored & then the timer expires.

Once the Comet value Lamps turn off, Riding the Ferris Wheels via the Left Lane – Ferris Wheel (2) lights the 50,000 Point Comet value.



The Comet value can then be scored & advanced again by hitting the Comet Ramp (4). The 50,000 Point Comet value will also light at the start of a new Ball if the Lamps were turned off.

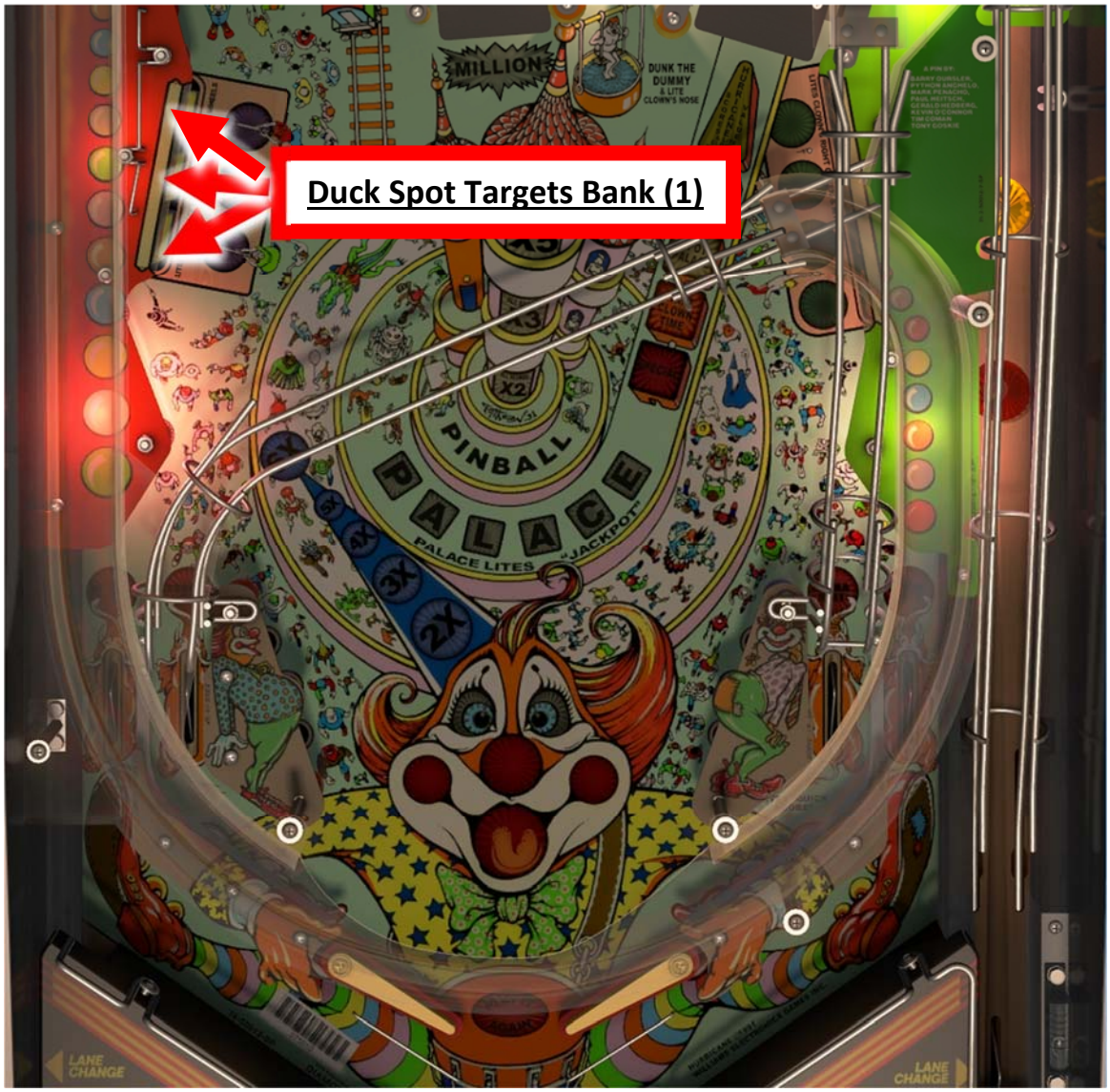
- **Cat Targets** –



Hitting a lit or unlit Cat Spot Target in the Cat Spot Targets Bank (7) scores 8,110 Points. Completing the entire Bank of Targets in the Cat Spot Targets Bank (7) scores 100,000 Points the 1st time. The value increases by 100,000 Points each subsequent time the Bank is completed, up to a maximum of 1 Million Points. The 1st 2 times an unlit Cat Spot Target in the Cat Spot Targets Bank (7) is hit, it will spot an additional Cat Spot Target. This makes it easier to complete the Bank the first time.

Completing the Cat Spot Targets Bank (7) relights the Juggler (3) for a Mystery Score, relights the Hurricane value if the Lamp was turned off & lights "Spot Palace" at the Hurricane Ramp (6) for 8 seconds. While this is lit, hitting the Hurricane Ramp (6) collects a Letter in "P-A-L-A-C-E". Look later under the "Side Game Modes - Mystery Score", "Side Game Modes - Hurricane Value" & "Main Modes - Jackpot" sections of the guide for more information. Completing the Cat Spot Targets Bank (7) also lights the right cheek on the Clown Face. Lighting all of the Clown Face Lamps lights the Hurricane Ramp (6) to activate the Clown Time Mode. Look later under "Main Modes - Clown Time" section of the guide for more information.

- **Duck Targets** –



Hitting a lit or unlit Duck Drop Target in the Duck Drop Targets Bank (1) scores 6,110 Points. Completing the entire Bank of Targets in the Duck Drop Targets Bank (1) scores 29,110 Points & has several effects. Completing the Duck Drop Targets Bank (1) relights the Ferris Wheel Bonus. When this is lit, hit the Left Lane – Ferris Wheel (2) to ride the Ferris Wheels & collect the Ferris Wheel Bonus. Look under the "Ferris Wheels" section of the guide for more information. Completing the Duck Drop Targets Bank (1) lights the left cheek of the Clown Face & lights "Spot Palace" at the Hurricane Ramp (6) for 8 seconds. While this is lit, hitting the Hurricane Ramp (6) collects a Letter in "P-A-L-A-C-E". Look later under "Main Modes - Jackpot" section of the guide for more information. Lighting all of the Clown Face Lamps lights the Hurricane Ramp (6) to activate the Clown Time Mode. Look later under "Main Modes - Clown Time" section of the guide for more information.

The 1st time the Bank of Duck Drop Targets is completed, it lights both Locks at the Juggler (3). Each subsequent time the Bank of Duck Drop Targets is completed, it lights 1 of the 2 Lock Lamps at the Juggler (3). Locking 2 Balls at the Juggler (3) activates the Multiball. Look under the "Side Game Modes - Multiball Mode" section of the guide for more information.

- **Mystery Score** –

  Hitting the Juggler (3) when "?" is lit collects a random Mystery Score.



  "?" is lit at the start of a new game & relights when you complete the Cat Spot Targets Bank (7).



Here are the possible Mystery Awards –

- "***Absolutely Nothing***" – awards nothing.
- "***Clown Time***" activated the Clown Time Mode. Look later under the "Main Modes - Clown Time" section of the guide for more information.
- "***Instant Lock***" – locks a Ball for Multiball. Look under the "Side Game Modes - Multiball" section of the guide for more information.
- "***Palace Letter***" – collects a Letter in "P-A-L-A-C-E". Completing "P-A-L-A-C-E" lights the Jackpot. Look under the "Jackpot" section of the guide for more information.
- "***2X Playfield Scores***" – adds a 2X Times Multiplier to all scoring for 20 seconds.
- "***3X Playfield Scores***" – adds a 3X Times Multiplier to all scoring for 20 seconds.
- "***5X Playfield Scores***" – adds a 5X Times Multiplier to all scoring for 20 seconds.
- "***Lite Extra Ball***" – lights **Extra Ball** until its collected.
- "Bonus Multiplier" – advanced the End-of-Ball Bonus Multiplier by 1X times.
- "***Extra Ball***" – automatically awards an **Extra Ball**.
- "***Lite Special***" – lights ***Special*** at the Hurricane Ramp (6) until its collected.
- "***Special***" – automatically awards a ***Special*** worth 1 Million Points.
- "***Point Values***" - ranging from "1 Million" to "5 Million" Points – awards the score shown.

- **Ferris Wheels** –

  Hit the Ball at the Left Lane (2) to ride the Ferris Wheels. When the Ferris Wheel Bonus is lit, riding the Ferris Wheels scores the Ferris Wheels Bonus.



  The Ferris Wheels Bonus is lit at the start of a new game & relights when the Duck Drop Targets Bank (1) is completed.



  The Ferris Wheel Bonus starts at 250,000 Points. While the Bonus is lit, it can be increased. It increases by 15,000 Points with each hit on the Jet Bumper & each time a Drop Target in the Duck Drop Targets Bank (1) is knocked down, up to a maximum of 1 Million Points. Once the Ferris Wheel Bonus is scored, it resets to 250,000 Points.

  Another way to score Points from the Ferris Wheel is Quick Score. Each time the Right Inlane (Return Lane) is completed, its lights "Quick Score" at the Left Lane (2) for a couple of seconds. While this is lit, hit the Left Lane (2) to ride the Ferris Wheels & collect the Quick Score. The Quick Score is worth 250,000 Points the 1st time. The value increases by 100,000 Points each time its scored, up to a maximum of 750,000 Points.

- **Dummy Target** –

  The Dummy Target (5) allows you to Dunk the Dummy. The Dummy Target (5) is lit at the start of the game without a timer.



  It relights on an 18 second timer when the Left Inlane (Return Lane) is completed or the unlit Dummy Target (5) is hit. Hitting the unlit Dummy Target (5) scores 8,630 Points. Hitting a lit Dummy Target (5) dunks the Dummy, scores 60,000 Points & advances the End-of-Ball Bonus Multiplier by 1X times, up to a maximum of 6X Times. Once the End-of-Ball Bonus Multiplier is advanced to 6X times, hitting the Dummy Target (5) scores 1 Million Points. Hitting the lit Dummy Target (5) also lights the Nose Lamp on the Clown Face (look later under the "Main Modes - Clown Time" section of the guide for more information).

- **Miscellaneous Scoring** –

  Here are some other ways to score Points on this Table.

  - Each ride on the Ferris Wheels scores 10,320 Points.
  - Each shot into the Juggler (3) scores 10,000 Points.
  - Each hit on the Jet Bumpers scores 9,310 Points.
  - Sending the Ball up the Comet Ramp (4) scores 25,530 Points.
  - Sending the Ball up the Hurricane Ramp (4) scores 25,000 Points.
  - Completing the Right or Left Inlane (Return lane) scores 15,110 Points.
  - Completing the Left or Right Outlane scores 25,030 Points.
  - Each hit on the Slingshots scores 10 Points.

Multiball Mode –

- ## Multiball *3 Ball Multiball Mode*:

Activation –

First you will need to lock 2 Balls at the Juggler (3). To lock Balls, first you must light the 2 Locks at the Juggler (3). The 1st time the Duck Drop Targets Bank (1) is completed, it lights both Locks at the Juggler (3).



Each subsequent time the Bank of Duck Drop Targets is completed, it lights 1 of the 2 Lock Lamps at the Juggler (3). Once 1 or more of the Locks are lit, shoot the Juggler (3) to lock Balls.



Balls can also be automatically locked by collecting the "***Instant Lock***" Mystery Score. Look under the "Side Game Modes - Mystery Score" section of the guide for more information.

Once you have locked 2 Balls at the Juggler (3), launch a 3rd Ball from the Plunger to activate the Multiball.

Mode itself -

This is a 3 Ball Multiball. While this Mode is active, sending the Ball up the Hurricane Ramp (6) first time scores 1 Million Points. A second time results in scoring 2 Million Points. A third time results in scoring 5 Million Points. After which, the Hurricane Ramp (6) resets to 1 Million Points & will advance in the same pattern as before.

Sending the Ball to the Left Lane (2) to ride the Ferris Wheels during this Mode scores 750,000 Points. Once a Ball is riding the Ferris Wheels, quickly shooting a 2nd Ball at the left Lane (2) into the Ferris Wheels scores 1 Million Points. Then, quickly sending a 3rd Ball into the Ferris Wheels via the Left Lane (2) scores 2 Million Points.

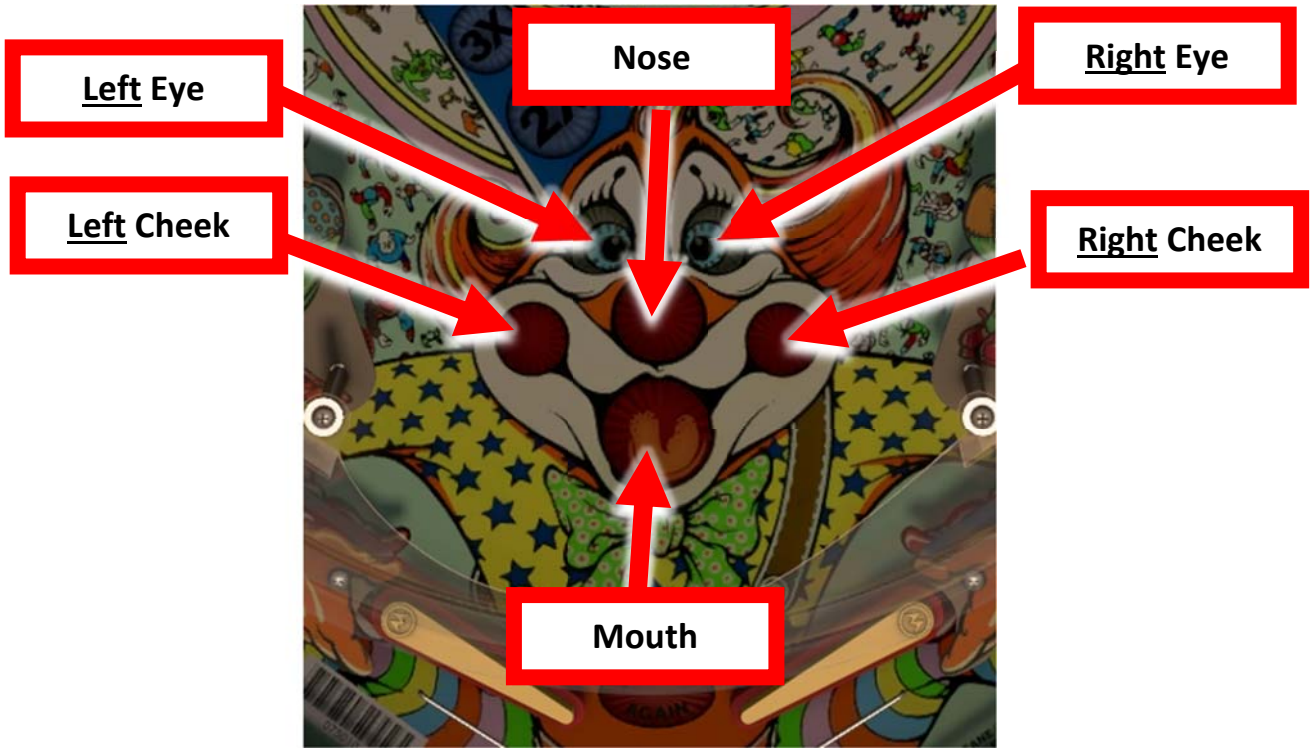
The Multiball ends once you go down to a single Ball in play. Once the Multiball ends, a timer starts & scoring on the Playfield is increased to 2X, 3X or 5X times. The scoring Multiplier is random. The timer length is the number of seconds that you were able to last playing the Multiball Mode.

Main Modes:

"Clown Time"

Activation –

You will first need to light all 6 Lamps on the Clown Face. Each of these Lamps has a specific Target & they can be lit in any order.



- ***Left Eye*** – ride the Ferris Wheels via the Left Lane (2) when they're lit to award the Ferris Wheel Bonus. They're lit at the start of a new game & relight when the Duck Drop Targets Bank (1) is completed.
- ***Right Eye*** – send the Ball up the Hurricane Ramp (6).
- ***Right Cheek*** – complete the Cat Spot Targets Bank (7).
- ***Left Cheek*** – complete the Duck Drop Targets Bank (1).
- ***Nose*** – hit the Dummy Target (5) when the Lamp (just below it) is lit. This will light for 18 seconds each time the Dummy Target (5) is hit or the Left Inlane (Return Lane) is completed.
- ***Mouth*** – score the 300,000 Point Comet Value. This is accomplished by completing multiple Comet Ramp (4) shots in a row to score & advance the Comet Value.

*Lit Lamps on the Clown Face carry over from Player to Player & Game to Game until Hurricane is reloaded. If all of the Clown Face lamps were lit but Clown Time was not activated, the next game starts with all of the Clown Face Lamps lit except for the Nose. *

Mode itself -

Once all 6 Lamps on the Clown Face are lit, send the Ball up the Hurricane Ramp (6) to activate Clown Time.

Clown Time can also be automatically activated by collecting the "***Clown Time***" Mystery Score. Look earlier under the "Side Game Modes - Mystery Score" section of the guide for more information.

This Mode lasts for 25 seconds. While its active, most Targets on the Playfield add 50,000 Points to the Clown Time Total. Major Targets on the Playfield such as the Ramps add a higher value to the Clown Time Total.

The Major Targets are as follows –

- Left Lane (2) – Ferris Wheels.
- Juggler (3).
- Comet Ramp (4).
- Hurricane Ramp (6).

The first time any of the above shots are completed, it adds 500,000 Points to the Clown Time Total & increases the value of all Major Targets to 750,000 Points. The 2nd time any of the above Major Targets on the Playfield are shot, it increases the value of all Major Targets to 1 Million Points. Clown Time ends once the 25 second timer expires or the Ball drains. If Clown Time is activated on the same Ball, any Points earned are added to your previous Clown Time Total & it carries over the value of the Major Targets on the Playfield from the previous Clown Time.

The Clown Time Total is awarded once the Ball drains as part of the End-of-Ball Bonus. Note that the End-of-Ball Bonus Multiplier is not applied to the Clown Time Total.

“Jackpot” – “P-A-L-A-C-E” Letters

Activation –

The Jackpot is scored by shooting the Juggler (3) when the **Jackpot** is lit. To light the **Jackpot**, you will need to collect all the Letters in “P-A-L-A-C-E”.



There are several ways to collect the Letters –

- A Letter is collected each time a Skill Shot is achieved. Look earlier in the guide under the “Skill Shot” section for details on how to complete a Skill Shot.
- A Letter is collected each time the 1 Million Point Hurricane Value is scored form the Hurricane Ramp (6). Look earlier in the guide under the “Side Game Modes – Hurricane Value” section for details on how to score & increase the Hurricane Value from 200,000 Points to 1 Million Points.
- Another way to collect Letters from Hurricane Ramp (6) is by either completing the Duck Drop Targets Bank (1) or the Cat Spot Targets Bank (7) which will then light “Spot Palace” at the Hurricane Ramp (6) for 8 seconds, while this is lit, sending the Ball up the Hurricane Ramp (6) will collect a Letter in ““P-A-L-A-C-E”.
- “***Palace Letter***” Mystery Score – a random Mystery Score is awarded if the Juggler (3) is shot when its lit for a Mystery Score. Look under the “Side Game Modes - Mystery Score” section of the guide for more information on how.

*Collected “P-A-L-A-C-E” Letters carry over from Player to Player & Game to Game until the **Jackpot** is lit or Hurricane is reloaded. *

Mode itself -

Once all the Letters in “P-A-L-A-C-E” are collected the **Jackpot** will light under the Juggler (3) for 30 seconds.



Shoot the Ball at the Juggler (3) before the timer expires to score the **Jackpot**. The **Jackpot** value starts at 5 Million Points. The value increases by 130,000 Points each time the Comet Ramp (4) or Hurricane Ramp (6) is hit. The **Jackpot** value can be increased up to 15,960,000 Points. Once the value is increase beyond 16 Million Points, it wraps around to 15 Million Points again. The **Jackpot** value resets to 5 Million Points once its scored. Note that if you fail to score the **Jackpot** before the 30 second timer expires, the **Jackpot** Lamp & the last 3 Letters in “P-A-L-A-C-E” turn off. This means you will need to collect the last 3 Letters in “P-A-L-A-C-E” again to relight the **Jackpot**.

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 -

"Hurry, Hurry, Hurry! Step Right Up to This Table Guide!"

Yours
ShoryukenToTheChin