Williams Pinball – Junkyard Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. Left Target Bank
2. Toilet Ramp
3. Bus Ramp
4. Left Lower Car Targets Bank
5. Left Car Spot Target
6. Crane Lane
7. Wrecking Ball Target
8. Right Car Spot Target
9. Right Lower Car Target Bank
10. Upper Car Targets
11. Toast Gun Target
12. Alley Ramp
13. Sewer Sink Hole
14. Right Target 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*! This three-pack of premium pinball perfection is comprised of classic tables from the iconic Williams Bally pinball library. The pack contains tables such as; Medieval Madness, Junkyard & The Getaway: High Speed II.

Fish Tales released as free content for all *Pinball FX3* and *Zen Pinball* Mac players. The table is fully unlocked—both classic and remastered versions along with all game modes are available for unlimited play.

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 Junkyard. Junkyard is a Williams pinball machine which was released in December, 1996. Designed by Barry Oursler & Dwight Sullivan. Programmed by Dwight Sullivan & Graham West. It had a production run of 3,013 units.



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

Skill Shot -

Whenever the Ball gets in the Plunger Lane, press the "Launch" button and you will be awarded with a Skill Shot. Note that before the Ball is launched, you can see 5 Skill Shot rewards on the Dot-Matrix Display and one of them will be highlight. When the Ball is eventually launched, each turn of the Spinner will change which of the rewards is highlighted. Whichever reward it lands on, is the one that will be awarded.



At any point before or after the Ball is launched into play, pressing the Left Flipper Button will cycle clockwise which piece of Junk is flashing. This makes it easier to collect a specific piece of Junk from the Skill Shot.

Skill Shot rewards:

- ***"Collect Junk"*** – collects the currently flashing piece of Junk.
- ***"Super Skill"*** – lights the Sewer Sink Hole (13) for about 9 Seconds. Hit the Sewer before the timer expires to collect the Super Skill Shot, which is worth 250,000 Points. Each time this is done before the timer expires, it will reset the timer and increase the Super Skill Shot value by 250,000 Points. The Super Skill Shot turns off if the timer expires or you score 2.5 Million Points, whichever comes first. The Super Skill Shot value resets to 250,000 Points the next time it's activated.
- ***"X Bonus"*** – advanced the End-of-Ball bonus Multiplier by 1x.
- ***"Lite Extra Ball"*** – lights the **Extra Ball** at the Sewer Sink Hole (13) until its collected. Once this is lit, hit the Ball into the Sewer to earn the **Extra Ball**.
- ***"Lite Time"*** – lights "Time Machine" at the Sewer Sink Hole (13). Once this is lit, hit the Ball at the Sewer Sink Hole (13) to activate the Time Machine. Look later in the guide under the "Time Machine" section for more information.
- ***"Spot D-0-G"*** – collects all of the Letters in "D-O-G". Completing D-O-G will light Spike's Dog House to activate the Video Mode. Once this is lit, hit the Ball up the Alley Ramp (12) to activate the Video Mode. Look later in the guide under "Video Mode" section,
- ***"Fireworks"*** – collects 1 Firework, these are used in the Outer Space Adventure.
- ***"Shopping"*** – automatically activates the "Window Shopping" Mode. Look later in the guide under "Window Shopping" for more information.
- ***Point based values*** – rewards ranging from 50,000 to 500,000 Points.

Kickback & Ball Save

Kickbacks – Ball Recycle –

To light “Ball Recycle W/Lit” in the Left Outlane complete the Left Target Bank (1) Targets, for the Right Outlane complete the Right Target Bank (14) Targets.



Hitting an unlit Target scores 10,000 Points. Hitting a lit Target scores 1,000 Points. Once a Target has been hit, it will light solid & the other 2 Targets in the Bank start to flash. You have about 25 seconds at this point, to hit the other 2 Targets in the Bank, or all 3 Targets will turn off. This timer will shorten each time a Bank is completed.

“Ball Recycle W/Lit” can also be lit by collecting “Lite Recycle” Magic Bus Award, (look later in the guide under “Magic Bus” section for more information).

When “Ball Recycle W/Lit” is lit at an Outlane, a Ball that drains down that Outlane is saved and sent to the Plunger. This in-turn gives you another chance to collect an award from the Skill Shot (look earlier in the guide under “Skill Shot” section for more information).

Ball Save – Autofire –

This is called “Autofire” on this table. This activates automatically for a very short time at the start of each Ball. To manually activate this, you will need to collect the “Start Autofire” Magic Bus Award. Look later in the guide under “Magic Bus” section for more information. This is a Ball Save feature which lasts about 20 seconds. While this is activated, any Balls that drain are automatically relaunched onto the Playfield.

Extra Balls

There are **6** Ways to achieve an **Extra Ball**;

Extra Balls are collected at the Sewer Sink Hole (13) once one of the below methods have been achieved —

- ***Method 1***: *Collecting 6 pieces of Junk;* look later in the section titled "Collecting Junk" for information on how to get this **Extra Ball**.
- ***Method 2***: *Landing on "Lite Extra Ball" value for a Skill Shot;* look earlier in the Guide under "Skill Shot" section for information on how.
- ***Method 3***: *Collecting the "Lite Extra Ball" Magic Bus Award;* look later in the Guide under "Side Game Modes - Magic Bus" section for information on how.
- ***Method 4***: *Collecting the "Lite Extra Ball" Window Shopping Award;* look later in the Guide under "Side Game Modes - Windowing Shopping" section for information on how.
- ***Method 5***: *Accumulating 32 Bus Rides;* look later in the Guide under "Side Game Modes - Bus Rides" section for information on how.
- ***Method 6***: *Hitting the "EB" Graphic during the "Saucer Attack" Video Mode.;* This is randomly activated by using the Time Machine, look later in the guide under "Side Game Modes - Time Machine" section for more information.

End-of-Ball Bonuses & Raising the Multiplier

The End-of-Ball bonus is of course awarded once your Ball drains.

Adding Points to the bonus is achieved by doing the following –

- Each ***Firework*** collected adds 25,000 Points.
- Collection of the ***Cuckoo Clock***, this adds 50,000 Points.
- Collection of the ***Television***, this adds 10,000 Points.
- Collection of the ***Weather Vane***, this adds 10,000 Points.
- Collection of the ***Propeller***, this adds 50,000 Points.
- Collection of the ***Fan***, this adds 25,000 Points.
- Collection of the ***Bath Tub***, this adds 25,000 Points.
- Collection of the ***Bike Tires***, this adds 25,000 Points.
- New games start with the ***Toast*** collected, it adds 10,000 Points.
- Assembling the Contraptions –
    - ***Toast Gun***, it adds 25,000 Points. This replaces the Points added to the Bonus for collecting the Toaster & the Hair Dryer.
    - ***Radar***, it adds 75,000 Points. This replaced the Points added to the Bonus for collecting the Television and the Weather Vane.
    - ***Jalopy***, it adds 100,000 Points. This replaces the Points added to the Bonus for collecting the Bike Tires, Bath Tub & Fan.
    - ***Submerger***, it adds 25,000 Points. This replaces the Bonus added for collecting the Fish Bowl.
    - ***Flying Machine***, it adds 25,000 Points. This replaces the Points added to the Bonus for collecting the Propeller.
- The ***Outer Space Adventure***; once this is activated it adds 250,000 Points. This Bonus replaces all of the Bonus values for the collected Junk & assembled Contraptions (detailed above). An additional 250,000 Points is added to the Bonus if Crazy Bob is defeated.

How to raise the Multipliers;

- Advances by 1X each time “D-O-G” is completed. Once the Multiplier reaches its maximum of 6X, completing “D-O-G” earns 250,000 Points.
- Landing on the “X Bonus” value for a Skill Shot, look earlier in the guide under “Skill Shot” section for more information.
- Collecting “Bonus Multiplier” Magic Bus Award, look later in the guide under “Side Game Modes - Magic Bus” section for more information.

Note that the Multiplier carries over throughout the game.

Side Game Modes

- **Bus Rides –**

  A Bus Ride is awarded each time the Bus Ramp (3) is hit. Various awards are given out after a certain amount of Bus Ramp (3) hits.



  The Dot-Matrix Display will show what the next Bus Ride Award will be.

  Possible Bus Ride Awards –

  - ***"Collect Junk"*** – light up "Collect Junk" at the Bus Ramp (3). When this is lit, hit the Ball up that Ramp to collect the currently flashing piece of Junk. Look later in the guide under the "Collecting Junk" section.
  - ***"Magic Bus"*** – lights up "Magic Bus" at the Bus Ramp (3). When this is lit, hit the Ball up that Ramp to earn a random Magic Bus Award. Look later in the guide under "Side Game Modes - Magic Bus Awards" section for more information.
  - "***Window Shopping"*** – lights up "Window Shopping" at the Toilet Ramp (2). When this is lit, hitting the Ball up the Toilet Ramp (2) will activate Window Shopping. Look later in the guide under "Side Game Modes - Window Shopping" section for more information.
  - ***"Lite Extra Ball"*** – lights up **Extra Ball** for collection at the Sewer Sink Hole (13) until its collected. Once this is lit, hit the Ball into the Sewer Sink Hole (13) to earn an **Extra Ball**.

- **Magic Bus** –

  A Bus Ride is awarded each time the Bus Ramp (3) is hit. Various awarded are given out after a certain number of Bus Rides have been achieved, including lighting "Magic Bus" at the Bus Ramp (3).



  "Magic Bus" lights after the 1st, 4th & 11th Bus Ride. After that, it continues to require more Bus Rides to relight "Magic Bus". It depends on how many pieces of Junk have been collected. "Magic Bus" light for about 25 seconds. It turns off if the Bus Ramp (3) is not hit in time. Hit the Bus Ramp (3) to collect a Magic Bus Award. 5 Magic Bus Awards are then shown on the Dot-Matrix Display and the game will randomly pick one.

  Here are the possible Magic Bus Awards –

  - ***"Big Points"*** – scores a random point value.
  - ***"Collect Junk"*** – collects the currently flashing piece of Junk.
  - ***"Bonus Multiplier"*** – advances the End-of-Ball Multiplier by 1x.
  - ***"Run from Spike"*** – automatically activates that Video Mode.
  - ***"Save the Girl"*** – automatically activates that Video Mode.
  - ***"Lite Extra Ball"*** - lights **Extra Ball** for collection at the Sewer Sink Hole (13) until its collected. Once this is lit, hit the Ball into the Sewer Sink Hole (13) to earn an **Extra Ball**.
  - ***"Window Shopping"*** – lights "Window Shopping" at the Toilet Ramp (2). When this is lit, hitting the Ball up the Toilet Ramp (2) will activate Window Shopping. Look later in the guide under "Side Game Modes - Window Shopping" section for more information.
  - ***"Lite Recycle"*** - lights "Ball Recycle W/Lit" in the Left or Right Outlane. When these are lit, a Ball that drains down the Outlane is saved and sent to the Plunger.
  - ***"Start Multiball"*** – activates Multiball. Look later in the guide under "Multiball" section for more information.
  - ***"Lite Jackpot"*** – lights "Jackpot" at the Crane Lane (6) until its collected. Send the Ball up that Lane to collect the Jackpot.
  - ***"Start Autofire"*** – activates Auto-Fire Ball Save. This is a Ball Save feature which lasts about 20 seconds. While this is activated, any Balls that drain are automatically relaunched onto the Playfield.
  - ***"Lite Time Machine"*** – lights "Time Machine" at the Sewer Sink Hole (13). When this is lit, hit the Ball into the Sewer Sink Hole (13) to activate the Time Machine. Look later in the guide under "Side Game Modes - Time Machine" section for more information.

- ***"All of the Above"*** – awards the other 4 Magic Bus Awards that are shown on the Dot-Matrix Display.

- **Window Shopping** –

Window Shopping can be automatically activated by collecting the "Window Shopping" Magic Bus Award (explained earlier in the guide under "Side Game Modes - Magic Bus" section) & by landing on "Shopping" value for a Skill Shot (explained earlier in the guide under "Skill Shot" section). "Window Shopping" can also by lit at the Toilet Ramp (2) by completing Bus Rides via the Bus Ramp (3), various awards are given after a certain number of Bus Rides (look earlier in the guide under "Side Game Modes - Bus Rides" section for more information). These award of course can include lighting "Magic Bus" & lighting "Windows Shopping" at the Toilet Ramp (2). Once that is lit, hit the Ball up the Toilet Ramp (2) to activate Window Shopping.



When this is activated, a Lamp will start flashing and begin moving randomly between the awards on the Backglass. You will have 10 seconds to stop the Lamp, this is done by engaging both Flippers, this in-turn will collect the lit award.

Here are the possible Window Shopping Awards:

- ***"Lite Extra Ball"*** - lights **Extra Ball** for collection at the Sewer Sink Hole (13) until its collected. Once this is lit, hit the Ball into the Sewer Sink Hole (13) to earn an **Extra Ball**.
- "Collect Fireworks" – collects 3 Fireworks.
- ***"Lite Jackpot"*** – lights "**Jackpot**" at the Crane Lane (6) until its collected. Send the Ball up that Lane to collect the **Jackpot**.
- ***"Toxic Waste"*** – this will award you with nothing
- ***"Free Game Award"*** – this isn't necessary, since you don't need a "Free Game" since you are playing the table at your leisure.

- **Time Machine** –

  Now this Mode actually allows you to play Modes from other Williams tables. “Time Machine” can be lit at the Sewer Sink Hole (13) by landing on “Lite Time” for a Skill Shot (explained earlier in the guide under “Skill Shot” section), by collecting the “Lite Time Machine” on the Magic Bus Award (explained earlier in the guide under “Side Game Modes - Magic Bus” section) & by collecting the Cuckoo Clock Junk item (explained later in the guide under “Collecting Junk” section).

  Once the “Time Machine” is lit, sink the Ball into the Sewer Sink Hole (13) to activate it.



  Once activated, a control panel with the Date & Time is shown on the Dot-Matrix Display. Whichever date that this randomly lands on will determine which Mode is to be activated.

  If the Dates are –

  - ***01-13-93***: this activates the “Move Your Car” Mode from Creature from the Black Lagoon. This Mode begins with a Hurry-Up value of 250,000 Points, that’s starts decreasing on the Dot-Matrix Display. Hitting the Crane Lane (6) before the value decreases to 100,000 to score the current value displayed on the Dot-Matrix Display. Failing to hit the Crane Lane (6) before the value decreases to 100,000 will result in the Mode ending. If a shot to the Crane Lane (6) is made in time, a 16 second timer is activated. If you manage to hit the Crane Lane (6) again before that timer expires, it will score 2X the first “Move Your Car” value. This then lights the Crane Lane (6) for 3X the first “Move Your Car” value. The value can be increased to a maximum of 4X by continuing to hit the Crane Lane (6) before the timer expires.

  - ***12-14-92***: this activates the “Mamushka” Mode from Addams Family. This Mode will last for 20 seconds. In that time, all the Lanes on the Playfield will score 100,000 Points.

- ***10-31-95***: this activates the "Saucer Attack" Mode from Attack from Mars. During this Video Mode, flying Saucers will begin to descend on the Dot-Matrix Display. You will need to stop them using a Ship which is located at the certain of the Dot-Matrix Display, this fire automatically so you just need to use the Flipper controls to move it Left & Right.



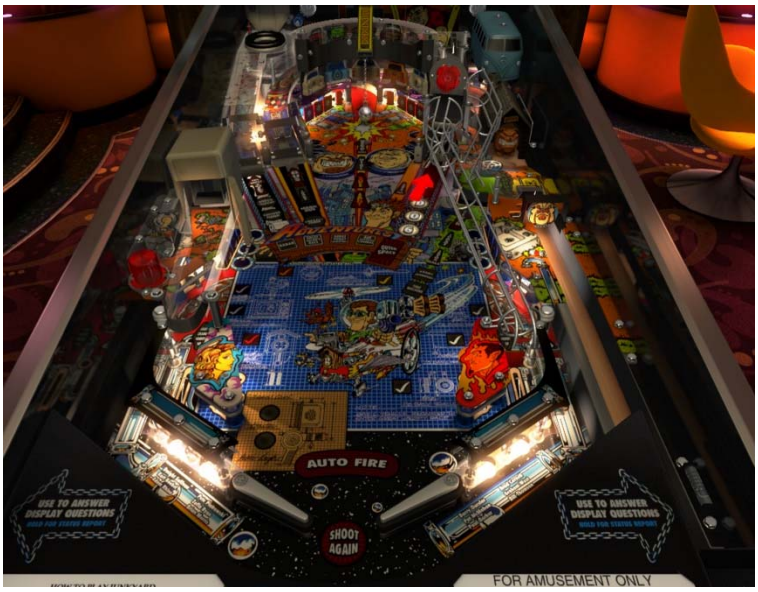
The goal here is to destroy as many Saucers as possible. Each Saucer will award 50,000 Points. If an "EB" graphic descends, then destroying it earns you an **Extra Ball**. If any of the Flying Saucers land, the Saucer Attack Mode will end.

- ***02-15-99***: this activates the "Knight Mission" Mode, which is not from a released Williams table. Once the Mode begins, the Alley Ramp (12) will be lit & a 250,000 Point Hurry-Up value will begin decreasing on the Dot-Matrix Display. Hit the Alley Ramp (12) before the value reaches 100,000 to enable you to score the current value displayed on the Dot-Matrix Display. Failure to hit the Alley Ramp (12) before the value reaches 100,000 will cause the Mode to end. Whereas, if the Alley Ramp (12) was successfully hit, the Bus Ramp (3) will light & the Hurry-Up value on the Dot-Matrix Display increases to 375,000 Points before it starts decreasing again. Each time a lit Lane is hit before the value decreases to its minimum, it will light another Lane to be hit and increases the Hurry-Up value.

An additional feature of the Time Machine is Secret Mania. If the Time Machine stops on ***3:33***, then engaging both Flippers 3 times will activate Secret Mania. This Mode lasts for 20 Seconds. Once it begins, all Lanes on the Playfield score 30,000 Points.

- **Video Modes** –

  There are 2 Video Modes available on the Junk Yard table. They are “Run from Spike” & “Save the Girl”. To activate a Video Mode, you will first need to collect all the Letters in “D-O-G”. This is done by sending the Ball up the Alley Ramp (12).



  Each time you do so, a Letter will be collected and it scores 25,000 Points. Letters for “D-O-G” can also be collected with weak Bus Ramp (3) shots that result in the Ball falling into the Hole near Spike’s Dog House. “D-O-G” can also be completed by landing on “Spot D-O-G” value on the Skill Shot (explained earlier in the guide under “Skill Shot” section). “D-O-G” is also automatically completed when the Toast Gun is assembled (look earlier in the guide under “Assemble Contraptions” for more information). Also note that each time “D-O-G” is completed, it will advance the End-of-Ball Multiplier by 1X.

  Once “D-O-G” is completed, it lights Spike’s Dog House to activate the Video Mode. Once lit, send the Ball up the Alley Ramp (12) to activate a Video Mode. Which Video Mode is activated will be determined by if you have or haven’t assembled the Toast Gun; if it hasn’t then the Video Mode is always “Run from Spike”, & if it has then the Video Mode is always “Save the Girl”.

  Video Mode can also be automatically activated by collecting the “Run from Spike” or “Save the Girl” Magic Bus Awards (explained earlier in the guide under “Side Game Modes - Magic Bus” section).

- ***Run from Spike*** – on the Dot-Matrix Display the in-game character (you) is shown running away from Spike the Dog.



A Point value starting from 1 Million begins decreasing on the Dot-Matrix Display. The goal here is to escape from Spike by alternately engaging the Flippers as quickly as you can. If Spike catches your character, then the Mode ends. If you character gets near the edge of the Dot-Matrix Display, he will get away and you will score the current displayed value. Completing a Video Mode automatically awards a piece of Junk. Now, if all pieces of Junk have already been collected, it will instead award a Firework. If completing Run from Spike awards the Hair Dryer, it assembles the Toast Gun & lights "D-O-G" at the Alley Ramp (12) for about 15 seconds. Hit the Ball up that Ramp before the timer expires to score a Double Doggie Feature worth 500,000 Points. This also activates the Save the Girl Video Mode.

- ***Save the Girl*** – lasts for 12 seconds. The Dot-Matrix Display shows the girl running away from Spike.



The goal here is to hit Spike with 3 pieces of Toast from the Toast Gun. Toast is collected each time the Sewer Sink Hole (13) is hit & each time Save the Girl is activated. Pressing the Left Flipper Button will fire Toast to the Left side of the Dot-Matrix Display & pressing the Right Flipper Button will fire Toast to the Right side of the Dot-Matrix Display. Each time you hit Spike you will score an additional 100,000 Points. If you hit the Girl however, it will subtract one of your hits on Spike. Failure to hit Spike 3 times before the timer expires or you run out of Toast, the Mode will end. Hitting Spike 3 times completes the Save the Girl Mode and scores an additional 100,000 Points. Each time Save the Girl is completed, it will increase in level and thus make it more difficult to complete. The Point values for hitting Spike & completing Save the Girl continue to increase with its level.

Multiball Modes –

- ## Multiball *3 Ball Multiball Mode*:

Activation –

To activate Multiball, you must first collect all the Letters in "M-U-L-T-I-B-A-L-L". A Letter in "M-U-L-T-I-B-A-L-L" is collected each time the Wrecking Ball Target (7) is hit, and in-turn is knocked into one of the Upper Car Targets (10) on either side of the Playfield. A Letter of "M-U-L-T-I-B-A-L-L" is also collected the Wrecking Ball Target (7) is hit, and in-turn is knocked into one of the Lower Car Target Banks (4) &/or (9) on either side of the Playfield. You can also collect 3 Letters at a time by sending the Ball up the Crane Lane (6) to "Sneak-In", a "Sneak-In" is worth 100,000 Points.

Once all the Letters of "M-U-L-T-I-B-A-L-L" have been collected. "Multiball" then lights at the Crane Lane (6) & now hitting the Ball into that Lane will start-up the Multiball. Multiball can also be activated automatically by collecting the "Start Multiball" Magic Bus Award, look earlier in the guide for more information on this under "Side Game Modes - Magic Bus" section.

Mode itself -

The 3 Ball Multiball begins; as soon as it begins "**Jackpot**" will be lit at the Crane Lane (6), send a Ball up that Lane to score a **Jackpot**. The **Jackpot** value will begin at 1 Million Points. Each hit of the Upper Car Targets (10) will increase the Jackpot value by 75,000 Points. The **Jackpot** value carries over throughout your game and can be increased up to a maximum of 3,025,000 Points. Once you have managed to score a **Jackpot**, "**Super Jackpot**" will then be lit for collection at the Crane Lane (6). Hitting the Ball up that Lane scores the **Super Jackpot** which is worth 3 Million Points. The "**Super Jackpot**" will remain available at the Crane Lane (6) until the Multiball Mode ends. This Multiball Mode will continue if you have more than a single Ball alive on the Playfield. Now if you didn't manage to score at least 1 **Jackpot**, the Crane Lane (6) will be lit up for a "Last Chance". This will last for 12 seconds, and if you manage to hit the Lane in that time, the Multiball will be re-activated. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode.

- **Crane Multiball *2 Ball Multiball Mode***:

Activation –

Crane Hurry-Up – on either side of the Wrecking Ball Target (7) there are 2 sets of Lower Car Target Banks (4) &/or (9). Hitting an unlit Lower Car Target scores 10,000 Points and lights it up. Hitting an already lit Lower Car Target scores 1,000 Points.

Hitting the Left Car Spot Target (5) will spot a Target in the Left Lower Car Target Bank (4), and the Right Car Spot Target (8) will spot a Target in the Right Lower Car Target Bank (9). Completing a Bank of Lower Car Targets collects a Letter "M-U-L-T-I-B-A-L-L". Once both banks of the Lower Car Targets are completed, it will light "Start Crane Hurry-Up" at the Right & Left Inlanes. Rolling down either Inlane will activate the Crane Hurry-Up. Once activating Crane Hurry-Up, a 50,000 Point value begins decreasing on the Dot-Matrix Display. To score the Crane Hurry-Up, the Crane Lane (6) or knock the Wrecking Ball Target (7) into the Upper Car Targets (10), before the Hurry-Up value decreases to 25,000 Points. This will score the current value which is displayed on Dot-Matrix Display & activates the Crane Multiball.

Mode itself -

The 2 Ball Multiball begins;



each hit on the Lower Car Target Banks (4) &/or (9) score previously scored Crane Hurry-Up value. Each time the Wrecking Ball Target (7) is knocked into one of the Upper Car Target (10), it will score double the previously collected Hurry-Up value. Every time the Crane Lane (6) is hit, it will score double the Hurry-Up value, plus 100,000 Points for a "Sneak-In". Crane Multiball ends once a single Ball remains on the Playfield.

This Multiball Mode will continue if you have more than a single Ball alive on the Playfield. Otherwise the Mode will end, and you will need to repeat the above activation process to re-enter this Mode.

How to Defeat Crazy Bob

The primary goal of the table is to defeat Crazy Bob in Outer Space. To achieve this, you will need to collect Junk to build Contraptions, play through the Adventures to collect Fireworks and then use these Fireworks to launch into Outer Space.

Collecting Junk

Different pieces of Junk are combined to assemble various Contraptions. Assembling these Contraptions is required to activate the first 4 Adventures. Look later in the guide under "Adventures" for more information.

There are 10 pieces of Junk, these are represented by blueprints on the Table Playfield.

The pieces of Junk are –

- Cuckoo Clock
- Television
- Weather Vane
- Fish Bowl

  ***Note – Until the Jalopy has been assembled, the Fish Bowl can't be made to flash. Look under "Assembling Contraptions" for more information ***
- Propeller

  ***Note – Until the Jalopy has been assembled, the Propeller can't be made to flash. Look under "Assembling Contraptions" for more information ***
- Fan
- Bath Tub
- Bike Tires
- Hair Dryer
- Toaster

***Note – The Toaster is automatically collected at the start of a new game. ***

Each piece of Junk has a Lamp on the Playfield. An un-lit Lamp means that piece of Junk still needs to be collected, and of course a lit Lamp means that piece has already been collected. A flashing Lamp means it will be the next piece of Junk to be collected.

***Note – at any point before or after a Ball is launched into play, engaging the Left Flipper cycles clockwise, which piece of Junk is flashing. The flashing piece of Junk also cycles clockwise with each hit of the Slingshots. ***

There ae several ways to collect Junk;

- ***"Skill Shot"*** - landing "Collect Junk" value when performing a Skill Shot.
- ***"Bus Ride"*** - hit the Ball up the Bus Ramp (3) when "Collect Junk" is lit. This is lit at the start of a new game and it will relight after completing a number of Bus Rides. A Bus Ride is awarded each time the Bus Ramp (3) is completed.
- ***"Magic Bus"*** - earning the "Collect Junk" Magic Bus Award. Magic Bus Awards are random and they are earnt by hitting the Bus Ramp (3) when "Magic Bus" is lit. "Magic Bus" lights after completing a number of Bus Rides.
- ***"Great Toilet"*** - hitting the Toilet Ramp (2) when "Choose Junk" is lit. This is lit at the start of a game and it relights for 25 Seconds each time a piece of Junk is collected from the Bus Ramp (3). Once "Chose Junk" is activated, a 12 Second timer starts and pieces of Junk that have not been collected are shown on the Dot-Matrix Display. Use the Flippers to highlight a piece of Junk and then engage both Flippers to select one. The game will automatically select a piece of Junk if the timer expires.
- ***"Video Modes"*** - completing the "Run from Spike" or "Save the Girl" Video Modes, look earlier in the guide under "Side Game Modes - Video Modes" for more information.

Each piece of Junk collected is worth 50,000 Points and adds between 10,000 and 50,000 Points to the End-of-Ball Bonus.

Once 6 pieces of Junk have been collected. **Extra Ball** lights at the Sewer Sink Hole (13) until it's collected. Once this is lit, hit the Ball into the Sewer Sink Hole (13) to earn the **Extra Ball**.

Collecting all 10 pieces of Junk will earn you the title of "Junk Champion" which scores 5 Million Points.

Assembling Contraptions

These Contraptions are required to activate the first 4 Adventures. They are automatically assembled once the required Junk is collected. Each assembled Contraption is worth 100,000 Points and adds between 25,000 & 100,000 Points to the End-of-Ball Bonus.

Here are the Contraptions, what Junk required to assemble them & what Adventure will become available (look later under "Adventures" section for more information);

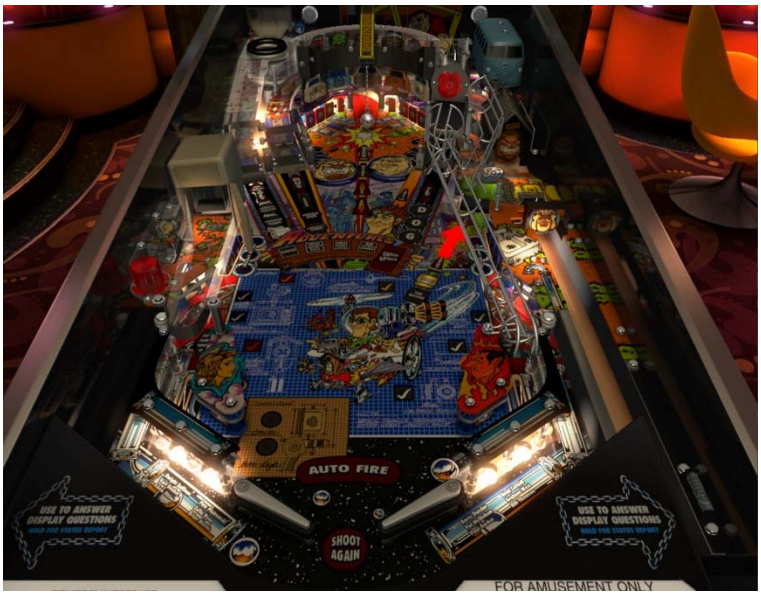
- ***Toast Gun*** – collection of the Hair Dryer & The Toaster assembles it. The Toast Gun determines which of the 2 Video Modes can be activated. If the Toast Gun has not been assembled, Video Mode is always "Run from Spike." Now, if the Toast Gun is assembled, Video Mode is always "Save the Girl." Look earlier in the guide under the "Video Modes" section for more information. The Toast Gun also allows you to collect additional Fireworks during Adventures, if it has been assembled, the Toast Gun Target (11) remains lit during all Adventures. Hitting this Target collects Fireworks, but at the cost of 5 pieces of Toast. Toast is earned by activating the "Save the Girl" Video Mode and shooting the Sewer Sink Hole (13). Sinking the Ball in the Sewer awards between 1 & 10 pieces of Toast. Each piece of Toast collected from the Sewer will score 10,000 Points.
- ***Radar*** – collection of the Television & the Weather Vane assembles it. This will light the Sewer Sink Hole (13) to activate the Radar Adventure.
- ***Jalopy*** – collection of the Bike Tires, Bath Tub & the Fan assembles it. This will light the Sewer Sink Hole (13) to activate the Great Jalopy Race Adventure. Once assembled, the Jalopy combines with other Junk to assemble additional Contraptions.
- ***Submerger*** – The Jalopy **must** have been previously assembled, then collecting the Fish Bowl assembles the Submerger. At this point the Great Toilet Adventure lights the Sewer Sink Hole (13).
- ***Flying Machine*** - The Jalopy **must** have been previously assembled, then collecting the Propeller assembles the Flying Machine. This will light the Sewer Sink Hole (13) to activate Air Tactical Combat Adventure.

Adventures

Playing through the Adventures will allow you to collect Fireworks which are needed to defeat Crazy Bob in the Wizard Mode, known as Outer Space (the final Adventure).

The first 4 Adventures can be played in any order. Specific Contraptions must be assembled in order to activate them. These are assembling the collected Junk, more information on this can be found earlier in the guide under the "Collecting Junk" & "Assembling the Contraptions" sections. Note that it isn't required to win any of these Adventures.

Once an Adventure is available, send the Ball into the Sewer Sink Hole (13) to start it.



There are 5 Adventures (the last one, Outer Space is the table's Wizard Mode) –

- ***Radar Adventure *up to 1 Minute****

  The goal here is to complete 5 lit Lanes. When the Adventure begins, several Lanes will be lit on the Playfield. What Lanes that are lit are random, but it is always between the major Lanes on the Playfield.

  The Lanes that can be lit are as follows –

  - Toilet Ramp (2)
  - Bus Ramp (3)
  - Alley Ramp (12)
  - Sewer Sink Hole (13)
  - Wrecking Ball Target (7) – this is completed by knocking the Target into any of the Upper Car Targets (10). Another way is to hit the Ball into the Crane Lane (6).

  Every 10-15 Seconds, the flashing Lanes will randomly change. Each time a flashing Lane is successfully hit, it will collect a Firework. Completing the Radar Adventure is achieved by hitting the 5 flashing Lanes in any combination. It will also end automatically if the 1 Minute timer expires.

- ***The Great Jalopy Race***

  this Adventure can last up to 20 Seconds. The goal here is to complete 5 lit Lanes. When the Adventure begins, several Lanes will be lit on the Playfield. lit Lanes that are lit are random, but it is always between the major Lanes on the Playfield.

  The Lanes that can be lit are as follows –

  - Toilet Ramp (2)
  - Bus Ramp (3)
  - Alley Ramp (12)
  - Sewer Sink Hole (13)
  - Wrecking Ball Target (7) – this is completed by knocking the Target into any of the Upper Car Targets (10).

  Each time a flashing Lane is successfully hit, it will collect a Firework. Completing the Great Jalopy Race is achieved by hitting the 5 flashing Lanes in any order. It will also end automatically if the 20 Second timer expires.

- ***The Great Toilet Adventure***

  ****Note – Until the Jalopy has been assembled, the Fish Bowl can only be collected from the "Choose Junk" feature activated at the Toilet Ramp (2). Look earlier in the guide under "Collecting Junk" for more information. ****

  This Adventure can last up to 20 Seconds. The goal here is to complete any combination of 5 shots to Toilet Ramp (2) & the Sewer Sink Hole (113). Each time these are hit, it will collect a Firework. While this Adventure is active, all Targets on the Playfield will score the Great Toilet Jackpot value. This value starts at 35,000 Points and increases by 1,000 Points each time the Ball completes a spin inside the Great Toilet. The Great Toilet Jackpot value carries over throughout the game and can be increases to 100,000 Points. To complete this Adventure, simply complete the 5 required shots. It will also end automatically if the 20 Second timer expires.

- ***Air Tactical Combat***

  ****Note – Until the Jalopy has been assembled, the Propeller can only be collected from the "Choose Junk" feature activated at the Toilet Ramp (2). Look earlier in the guide under "Collecting Junk" for more information. ****

  This Adventure can last up to 20 Seconds. The goal here is to hit the Wrecking Ball Target (5) 5 times – this is completed by knocking the Target into any of the Upper Car Target (10). The first successful hit scores 1 Million Points. This value will then increase by 250,000 Points for each subsequent Wrecking Ball Target (7) hit. To complete this Adventure, simply hit the Wrecking Ball Target (7) successfully into the Upper Car Target (10) 5 times. It will also end automatically if the 20 Second timer expires.

- ***Outer Space***

  Look below under the "Wizard Mode" section.

Wizard Mode – "Outer Space" *4 Ball Multiball*

To start the Wizard Mode, you will first need to become "Junk Champion" by collecting all 10 pieces of Junk. Play-through all the other 4 Adventures, remember that you are required to assemble Contraptions to enable access to the 4 Adventures. Look earlier in the guide under "Collecting Junk", "Assembling Contraptions" & "Adventures" for more information on how to achieve that.

Once that has that has been accomplished, then "Outer Space" Adventure will be lit at the Sewer Sink Hole (13) for activation. Before starting the Outer Space Adventure, it is important that you make sure you have collected enough Fireworks. The more Fireworks you collect throughout your game before activating this Final Adventure, the longer you will have to defeat Crazy Bob.

There are several ways to collect Fireworks –

- ***Adventures*** - these are awarded by hitting the lit lanes during any of the Adventures, includes the Outer Space Adventure also.
- ***Toast Gun*** - Hitting the Toast Gun Target (11) after the Toast Gun has been assembled previously will result in collection of a Firework at the cost of 5 pieces of Toast.
- ***Skill Shot*** - Landing on "Fireworks" value for a Skill Shot, collects 1 Firework.
- ***Window Shopping*** - Earning the "Collect Fireworks" Window Shopping Award, will award you with 3 Fireworks.
- ***Video Modes*** - Normally completing either of the Video modes awards a piece of Junk, but if all pieces of Junk have been collected, then completing a Video Mode will instead award Fireworks.
- ***Outer Space Adventure*** - Additional Fireworks can be collected during the Outer Space Adventure itself. A Firework is awarded each time the Wrecking Ball Target (7) is knocking into either of the Upper Car Target (10).

Once you have collected a sufficient number of Fireworks, hit the Ball into that Sink Hole to start it up.

Activating Outer Space adds 250,000 Points to the End-of-Ball Bonus & 50,000 Points are awarded for each Firework that has been collected. An additional 10 Million Points is awarded if you have collected at least 20 Fireworks throughout your game.

Wizard Mode Itself –

Outer Space is a 4 Ball Multiball Mode. Note that the Ball Save will remain active for the duration of this Mode, therefore any Balls that drain will be returned to the Playfield. The goal is to defeat Crazy Bob by completing the 5 lit Lanes before you run out of the Fireworks that you have amassed.

The 5 shots required are –



- Toilet Ramp (2)
- Bus Ramp (3)
- Alley Ramp (12)
- Sewer Sink Hole (13)
- Wrecking Ball Target (7) – this is completed by knocking the Target into any of the Upper Car Targets (10). Another way is to hit the Ball into the Crane Lane (6).

Each time a lit Lane is successfully hit, that Lane will then turn off & will net you 50,000 Points times the number of Fireworks which have been collected. Do note that after about 20 Seconds, a shot that have been completed will then relight, thus forcing you to complete it yet again. Crazy Bob is defeated once all 5 lit Lanes have been successfully turned off. Defeating Crazy Bob scores 10 Million Points and adds 250,000 Points to the End-of-Ball Bonus. If you run out of Fireworks before completing all 5 of the lit Lanes, Crazy Bob will escape. Whether you complete or fail Outer Space all of the Adventures will remain lit, allowing you to play-through them again in any order. Your Firework count will **reset**, but all the pieces of Junk that have been collected & all Contraptions that have been assembled will be **saved** (**not** reset).

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., Deep, 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 -

"Come on! Flip, Flip, Flip the Ball!!!"

Yours
ShoryukenToTheChin