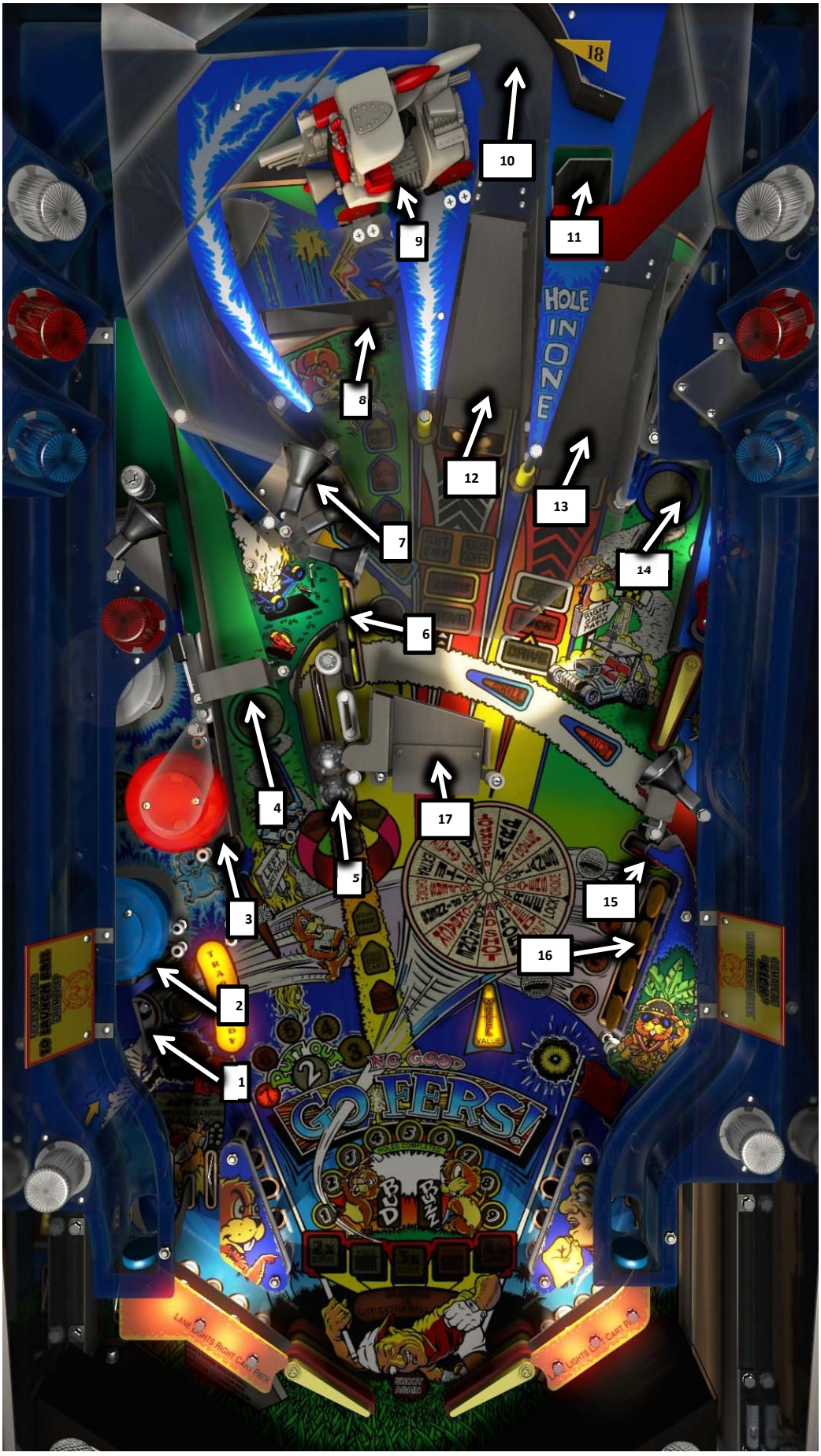
Williams Pinball – No Good Golfers Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. Sand Trap Saucer
2. Adv. Trap Spot Target
3. Adv. Jets Spot Target
4. Left Cart Path
5. Captive Ball
6. Skill Shot Spot Targets
7. Left Ramp
8. Putting Green
9. Golf Cart
10. Driving Range – Centre Ramp
11. Hole-in-One Hole
12. Centre Ramp (Bud's Hole Underneath)
13. Right Ramp (Buzz's Hole Underneath)
14. Right Cart Path
15. Kick Spot Target
16. K-I-C-K Spot Targets Bank
17. Slam Ramp

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 5 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; Tales of the Arabian Nights™, Cirqus Voltaire™ & No Good Gofers™

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.

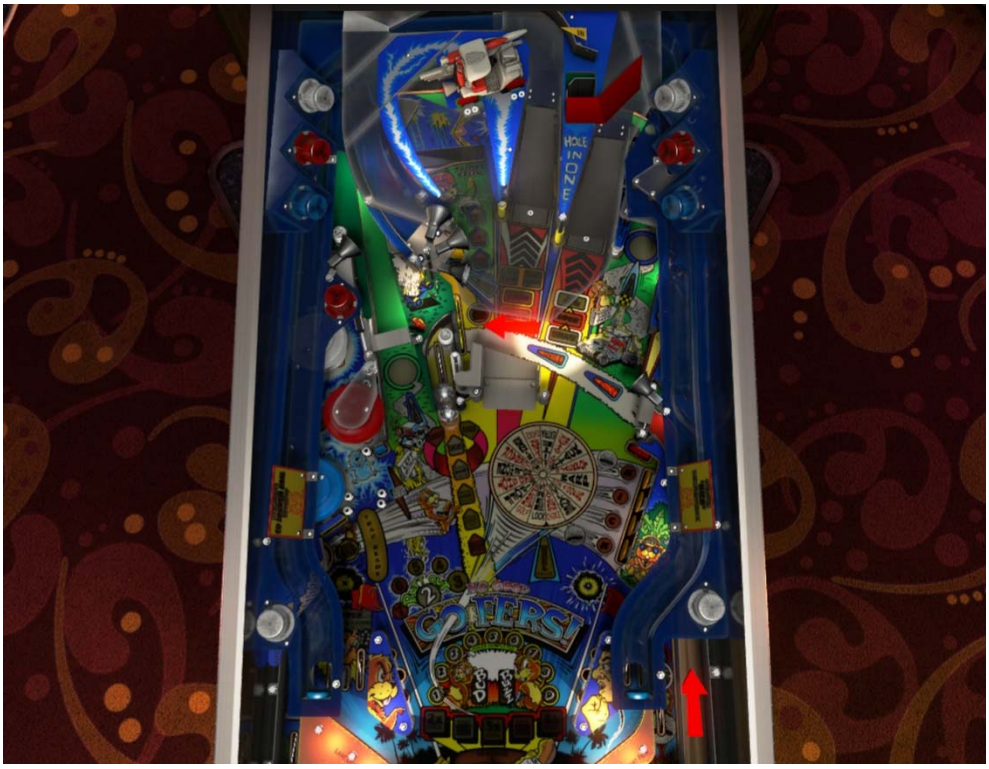
The table that this guide will cover is of course No Good Golfers™. No Good Golfers™ was released in December 1997 by Williams. Designed by Pat Lawlor & Louis Koziarz. Programmed by Louis Koziarz. It had a production run of 2,711 units.



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 to hit a Target in the Skill Shot Sport Targets Bank (6).



Skill Shots score 75,000 Points for the 1st time & an additional 25,000 Points each subsequent time. It will also complete all of the Drive shots & light "Putt Out" at the Putting Green (8) for the current hole. When this is lit, hit the Ball into the Putting Green (8) to complete the current hole at Par value. (More information can be found later in the guide).

Another option when launching the Ball onto the Playfield from the Plunger is to launch at full power. This will send the launched Ball up the Left Ramp (7), which will complete the Drive shot or score a **Jackpot** if they're lit.



The Ball will then feed to the Left Inlane where you can attempt a Driving Range Shot via the Slam Ramp (17). Look under the "Side Game Modes - Driving Range" section of the guide for more information.



Kickback (Left Outlane)

The Kickback when activated will prevent Balls from draining down the Left Outlane. It is activated at the start of each game & can be relit by completing each of the K-I-C-K Spot Targets on the K-I-C-K Spot Targets Bank (16) 2 times. These score 1,000 Points each time they're hit. The 1st hit on a K-I-C-K Spot Target makes it flash. The 2nd makes it stay lit. Note that hitting this Kick Spot Target (15) will also light 1 of the K-I-C-K Spot Targets.

Up to 2 Kickbacks can be stacked.

Extra Balls/Specials

Extra Balls -

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

Extra Balls are lit at the Putting Green (8) unless otherwise specified by performing the below methods.

Shoot the Putting Green (8) to collect the **Extra Ball** –



- ***Method 1***: *Completing the 4th Hole;* Look under the "Completing Holes" section of the guide for more information.

- ***Method 2***: *Collecting the "Lite Extra" reward from the Whirlwheel;* Look under the "Side Game Modes - Whirlwheel" section of the guide for more information. Note – if uncollected, it will turn off when the Ball drains.

- ***Method 3***: *Advancing the Cart Path value to 5X times;* – Look under the "Side Game Modes - Cart Path" section of the guide for more information.

- ***Method 4***: *Scoring a 2nd Super Jackpot & every 3rd one after that during Multiball* - An **Extra Ball** is automatically awarded when you score a 2nd **Super Jackpot** & for every 3rd **Super Jackpot** scored after that during Multiball. Look under the "Multiball" section of the guide for more information.

- ***Method 5***: *Scoring 15 Million Points* - An **Extra Ball** is automatically awarded.

Specials –

The **Extra Ball**/**Special** will light at 1 of the Outlanes (**Extra Ball** – Left Outlane & **Special** – Right Outlane) when activated. Drain a Ball down the lit Outlane to collect the **Extra Ball**/**Special**, which awards an **Extra Ball**.

- *Collecting the Whirlwheel reward called "Outlanes"- This reward lights "**Extra Ball**" in the Left Outlane & "**Special**" in the Right Outlane". Only 1 of these is lit at a time & it alternates with each hit on the Slingshots. Drain a Ball down a lit Outlane to earn an **Extra Ball**. Note – the Outlane **Extra Ball**/**Special** will turn off if you fail to collect them before the Ball drains.*

- *A **Special** is automatically earned when you score a Hole-in-One in the Hole-in-One Challenge (Wizard Mode). Look under the "Wizard Mode – Hole-in-One Challenge" section of the guide for more information.*

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 -

- Each hole completed adds a value to the Bonus. The value depends on the number of strokes it has taken to complete the hole:
  - If it has taken 7 strokes to complete a hole, it scores 10,000 Points.
  - 6 Strokes to complete a hole scores 25,000 Points.
  - 5 Strokes to complete a hole scores 50,000 Points.
  - 4 Strokes to complete a hole scores 75,000 Points.
  - 3 Strokes to complete a hole scores 100,000 Points.
  - 2 Strokes to complete a hole scores 125,000 Points.
  - 1 Stroke to complete a hole scores 250,000 Points.
- An Additional 2.5 Million Points is added for each time the 18th hole course is completed.
- 10,000 Points is added if you failed to complete at least one hole.

**Note –The End-of-Ball Bonus is cumulative throughout the game and doesn't reset when you lose a Ball.*

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 5X Times.

- Completing Cart Path Shots – Look under the "Side Game Modes - Cart Path" section of the guide for more information.

The Multiplier resets at the start of each Ball.

Side Game Modes

- **Whirlwheel** –

  Each time a hole is completed, a random reward is given from the Whirlwheel. Whichever reward is lined up with the arrow (just below the Whirlwheel) is the one that is given.



  The Whirlwheel will spin & change the reward with each hit on the Jet Bumpers & the Captive Ball (5). It also changes with each spin of the Spinners at the entrances of the Left Cart Path (4) & Right Cart Path (14) & by completing (lighting) the Left Inlane Rollover when its lit for a Driving Range shot.

Here are the different Whirlwheel rewards –

- "***Hole-in-One***" – finishes the current hole as a Hole-in-One.
- "***Bad Shot***" – increases the stroke count of the current hole by 1.
- "***Ripoff***" – lights the Captive Ball (5) for Ripoff Multiball. Look under the "Multiball- Ripoff Multiball" section of the guide for more information.
- "***Speed Golf***" – activates the Speed Golf Mode. Look under the "Side Game Modes - Speed Golf" section of the guide for more information.
- "***Free Locks***" – spots 1 lock towards Multiball. Look under the "Multiball" section of the guide for more information.
- "***Players Choice***" – starts spinning the Whirlwheel. Engage either Flipper to select a reward.
- "***Outlanes***" – lights **Extra Ball** in the Left Outlane & a **Special** in the Right Outlane. Only one of these is lit at a time & it alternates with each hit on the Slingshots.
- "***Pop-a-Gofer***" activates the Pop-a-Gofer Mode. Look under the "Side Game Modes - Pop-a-Gofer" section of the guide for more information.
- "***Warp***" - Advance a random number (1-3) of holes. It won't advance pass hole 9.
- "***Q Jackpot***" lights the Left Ramp (7) for a **Jackpot** until it's collected or the Ball drains.
- "***Attack***" – activates the Gofer Attack Mode. Look under the "Side Game Modes - Gofer Attack" section of the guide for more information.
- "***Cart Attack***" – activates the Cart Attack Mode. Look under the "Side Game Modes - Cart Attack" section of the guide for more information.
- "***Lite Extra***" – lights "**Extra Ball**" at the Putting Green (8).
- "***Big Spinners***" – lights the Spinners at the entrances of the Left Cart Path (4) & Right Cart Path (14) for 7,500 Points per spin, for the rest of the Ball. These normally score 2,500 Points per spin.
- "***Kickback***" – lights the Kickback in the Left Outlane.
- "***Gofers Choice***" – lets Bud or Buzz choose one of the following rewards:
    - "***Super Jets***" – activates Super Jets. Look under the "Side Game Modes - Jet Bumpers" section of the guide for more information.
    - "***Big Points***" – score 1 Million Points for the 1st time & an additional 1 Million Points for each subsequent time.
    - "***Dance Party***" – lights the Left Cart Path (4) or Right Cart Path (14) for about 30 seconds. During this time, each Cart Path shot scores 500,000 Points.
    - "***Super Drive***" – completes all of the Drive shots for the next hole.
    - "***Double Skill Shot***" & "***Triple Skill Shot***" – sends a new Ball to the Plunger. Complete the Skill Shot by hitting one of the 3 Spot Targets via the Skill Shot Spot Targets Bank (6) to score double or triple the current Skill Shot value. You only get 1 Skill Shot attempt at the double or triple value.

- **Cart Attack** –

  Activation:

  This can be activated as a reward from the Whirlwheel, which is awarded each time a hole is completed. It can also be activated by hitting the Golf Cart (9) 3 times from the Slam Ramp (17). To lower the Slam Ramp (17), send the Ball up the Left Ramp (7) which will feed the Ball to the Left Inlane, in-turn this lowers the Slam Ramp (17) for a few seconds. Send the Ball up the Slam Ramp (17) to launch Balls at the Golf Cart (9).

  Mode Itself:

  This Mode lasts for 20 seconds. During this time, all of the Drive Shots are lit.

  The Drive Shots are as follows –

  - Left Cart Path (4)
  - Left Ramp (7)
  - Centre Ramp (12)
  - Right Ramp (13)
  - Right Cart Path (14)

  The 1st Drive Shot completed scores 250,000 points. Each subsequent one scores an additional 100,000 Points. Shooting the Golf Cart (9) during Cart Attack scores the total of all of the Drive Shots made.



  Once the Mode ends, shooting the Golf Cart (9) 15 more times will re-activate the Mode.

- **Pop-a-Gofer** –

  Activation:

  This can be activated as a reward from the Whirlwheel, which is awarded each time a hole is completed. It can also be activated by hitting the Golf Cart (9) 8 times from the Slam Ramp (17). To lower the Slam Ramp (17), send the Ball up the Left Ramp (7) which will feed the Ball to the Left Inlane, in-turn this lowers the Slam Ramp (17) for a few seconds. Send the Ball up the Slam Ramp (17) to launch Balls at the Golf Cart (9).

  Mode Itself:

  This Mode lasts for 20 seconds. During this time, Bud (12) & Buzz (13) will pop up out of the Playfield.



  Each shot to either of them scores 1 Million Points.

  Once the Mode ends, shooting the Golf Cart (9) 15 more times will re-activate the Mode.

- **Speed Golf** –

  Activation:

  This can be activated as a reward from the Whirlwheel, which is awarded each time a hole is completed. It can also be activated by hitting the Golf Cart (9) 13 times from the Slam Ramp (17). To lower the Slam Ramp (17), send the Ball up the Left Ramp (7) which will feed the Ball to the Left Inlane, in-turn this lowers the Slam Ramp (17) for a few seconds. Send the Ball up the Slam Ramp (17) to launch Balls at the Golf Cart (9).

  Mode Itself:

  This is a 3 Ball Multiball Mode. While active, each completion of the Left Inlane lowers the Slam Ramp (17) for a few seconds.



  Shoot the Slam Ramp (17) to launch Balls at the Driving Range.



Hitting the Golf Cart (9), Driving Range – Centre Ramp (10) or Hole-in-One Hole (11) scores a value starting at 250,000 Points. Most Switches on the Table increase this value by 1,000 Points while Speed Golf is active.

The Mode ends once you lose additional Balls. shooting the Golf Cart (9) 15 more times will re-activate the Mode.

- **Gofer Attack** –

  Activation:

  This can only be activated as a reward from the Whirlwheel, which is awarded each time a hole is completed.

  Mode Itself:

  Once the Mode begins, a Point value starting at around 1 Million Points begins rapidly decreasing on the Dot-Matrix Display. Hit the Captive Ball (5) to score the current value on the Dot-Matrix Display.



  The Mode ends once you hit the Captive Ball (5) or the value on the Dot-Matrix Display decreases to 514,900 Points.

- **Sand Trap** –

  Activation:

  The Sand Trap Saucer (1) is lit at the start of each new game & can be relit by shooting the Adv. Trap Spot Targets (2) or Skill Shot Spot Targets Bank (6). Once “Trap Ready” is lit, send the Ball into the Sand Trap Saucer (1) to activate it.



Mode Itself:

Once activated, a Point value begins decreasing on the Dot-Matrix Display & the KICK Spot Targets Bank (16) begin lighting one at a time. Engaging the Left Flipper launches the Ball out of the Sand Trap at the KICK Spot Targets Bank (16).



The Goal is to hit the lit K-I-C-K Spot Target. Doing so, scores the current Sand Trap value shown on the Dot-Matrix Display. The Sand Trap value starts at 100,000 Points, but there are several targets that increase the value. Each hit on the Adv. Trap Spot Targets (2) or Skill Shot Spot Targets Bank (6) increases the value by 50,000 Points. Each hit on an unlit Jet Bumper increases the value by 2,500 Points. Each hit on a lit Jet Bumper increases the value by 10,000 Points. Each hit on a flashing Jet Bumper increases the value by 25,000 Points. Look under the "Jet Bumpers" section of the guide for more information. Whether you score the Sand Trap value or not, it will continue to increase throughout the game.

- **Cart Paths** –

  The Cart Paths shots are the Left Cart Path (4) & Right Cart Path (14). Sending the Ball around either of these Orbits scores 50,000 Points. After completing a Cart Path shot, immediately re-shooting it scores 100,000 Points. The value continues to increase by 50,000 Points for each consecutive Cart Path shot. Failure to shoot the Cart Path immediately reset the value to 50,000 Points.

  There are 6 Lamps (just above the Flippers) that show the Cart Path Rewards that can be collected. Completing the Right Inlane Rollover lights the Left Cart Path (4) for 6 seconds.





Completing the Outer Left Inlane Rollover lights the Right Cart Path (14) for 6 seconds.





Shooting the Ball around a lit Cart Path scores the flashing reward.
Once a Cart Path reward is collected, it will light the next Cart Path reward the next time a Cart Path is lit.

The 1st, 3rd & 5th Cart Path rewards collected on 1 Ball increases the End-of-Ball Bonus Multipliers by 1X times.

The 2nd & 4th Cart Path rewards collected on 1 Ball increase the base Cart Path value by 50,000 Points.

The 6th Cart Path reward collected on 1 Ball increases the End-of-Ball Bonus Multiplier by 5X times & lights **Extra Ball** at the Putting Green (8). Shoot the Putting Green (8) to collect the **Extra Ball**. One **Extra Ball** per game can be collected from the Cart Path reward. The Cart Path reward values reset with each new Ball.

- **Jet Bumpers** –

  These score Points & increase the Sand Trap value. At the beginning of each new turn, only 1 of the 3 Jet Bumpers is lit. Each hit on the Adv. Jet Bumpers Spot Target (3) scores 25,000 Points & lights a Jet Bumper. Once all 3 Jet Bumpers are lit, each hit on the Adv. Jet Bumpers Spot Target (3) will make 1 Jet Bumper flash. Each hit on an unlit Jet Bumper scores 1,500 Points & increases the Sand Trap value by 2,500 Points. Each hit on a lit Jet Bumper scores 2,500 Points & increases the Sand Trap value by 10,000 Points. Each hit on a flashing Jet Bumper scores 5,000 Points & increases the Sand Trap value by 25,000 Points.

  Once all 3 Jet Bumpers are flashing, Super Jets is activated. While Super Jets is active, each hit on a Jet Bumper scores 7,500 Points & each hit on the Adv. Jet Bumpers Spot Target (3) scores a Super Jet Bonus worth 50,000 Points.

- **Captive Ball** –

  Each time the Captive Ball (5) is hit, it spins the Whirlwheel, awarding & advancing the flashing value shown here.



  Here are the different Captive Ball values:

  - "***Drive***" – completed the next Drive Shot for the current hole.
  - "***Increase Bud Value***" – increases the value for hitting Bud (12) the Gofer by 25,000 Points.
  - "***Increase Buzz Value***" - increases the value for hitting Buzz (13) the Gofer by 25,000 Points.
  - "***Increase Golf Cart***" – increases the value of hitting the Golf Cart (9) by 100,000 Points.
  - "***Driving Range***" – lights the "Lower Driving Range" in the Left Inlane. When this is lit, completing the Left Inlane lowers the Slam Ramp (17) for a few seconds. Shoot the Slam Ramp (17) to launch Balls at the Driving Range. Look under the "Driving Range" section of the guide for more information.

  Collect all of the above Captive Ball awards 2 times, will light the Captive Ball (5) for 12 seconds. Hit the Captive Ball (5) within those 12 seconds to active Ripoff Multiball.

- **Driving Range** –

  This allows you to score Range Awards, hit the Golf Cart (9) or go for the Hole-in-One Hole (11). To shoot the Driving Range, you will need to lower the Slam Ramp (17) by completing the Left Inlane Rollover when "Lower Driving Range" is lit. This is lit at the start of each Ball & can be relit by sending the Ball up the Left Ramp (7). Once the Slam Ramp (17) is lowered, you'll have a couple of seconds to send the Ball up it before it rises again.

  Hitting the Golf Cart (9) scores 100,000 Points, it's value can be increased by hitting the Captive Ball (5) a number of times. Look under the "Captive Ball" section of the guide for more information. Hitting the Golf Cart (9) 3 times activates Cart Attack. Look under the "Cart Attack" section of the guide for more information. Hitting the Golf Cart (9) 8 times activates Pop-a-Gofer. Look under the "Pop-a-Golfer" section of the guide for more information. Hitting the Golf Cart (9) 13 times activates Speed Golf. Look under the "Speed Golf" section of the guide for more information

  Hitting the Driving Range – Centre Ramp (10) scores a Range Award. This value begins at 50,000 Points. Each time the Centre Ramp (12) or Right Ramp (13) is hit, the Range Award value increases by 35,000 to 50,000 Points.

  Hitting the Ball into the Hole-in-One Hole (11) scores a Hole-in-One. This is worth 900,000 Points, but each Left Ramp (7) shot increases this value by 100,000 Points. Scoring a Hole-in-One finishes the current hole in one stroke & collects a Whirlwheel reward.

- **Short Circuit** –

  Once the 7th hole is completed, it will automatically activate Short Circuit instead of giving a Whirlwheel reward. Short Circuit starts with a Point value of 2 Million Points, but most Switches on the Table increase this value by 20,000 Points. Hitting any of the K-I-C-K Spot Targets in the K-I-C-K Spot Targets Bank (16) stops the value from increasing & raises Buzz (13) for about 20 seconds. Shoot Buzz (13) within the time limit to score the Short Circuit value. If you fail to hit Buzz before the timer expires, he will pop down into the Table & the Table switches will continue to increase the Short Circuit value. Hit any of the K-I-C-K Spot Targets again in the K-I-C-K Spot Targets Bank (16) to raise Buzz for another 20 seconds.

Multiball Mode –

- ## Multiball *3 Balls*:

Activation –

Firstly, send the Ball up the Centre Ramp (12) to raise Bud (12).



Then hit Bud (12) with the Ball to lower him.



Doing so, will light “Lock” & raises the Centre Ramp (12). Send the Ball under the Centre Ramp (12) to lock it.



Once that is done, send the Ball up the Centre Ramp (12) again to raise Buzz (13).



Then hit Buzz (13) to lower him, note that you have to do this within 25 seconds. If you fail to hit him within the 25 seconds, you must raise him again by sending the Ball up the Centre Ramp (12) again.



Once Buzz (13) is hit, “Lock” will light & the Right Ramp (13) raises. Send the Ball under the Right Ramp (13) to lock it.



Another way to lock a Ball is by collecting the “Free Lock” reward from the Whirlwheel. Look under the “Side Game Modes - Whirlwheel” section of the guide for more information.

Once you manage to lock 2 Balls, “Multi-Ball” lights at the Putting Green (8). Shoot the Putting Green (8) to activate the Multiball.



Note – To activate the Multiball a 2nd time, the Centre Ramp (12) must be hit 3 times to raise each Gofer. To activate the Multiball a 3rd time, the Centre Ramp (12) must be hit 7 times to raise each Gofer. For each subsequent Multiball after that, the Centre Ramp (12) must be hit 9 times to raise each Gofer.

Mode itself -

During this 3 Ball Multiball, the Left Ramp (7) is lit for a **Jackpot** worth 3.5 Million Points.



Send a Ball up the Left Ramp (7) to score the Jackpot. This in-turn lights the "Lower Driving Range" at the Left Inlane. Complete the Left Inlane Rollover to lower the Slam Ramp (17) for a few seconds. Shoot the Slam Ramp (17) & aim for the Hole-in-One Hole (11).



Scoring a Hole-in-One scores a **Super Jackpot**, which is worth double the value of the last collected **Jackpot**. This will relight the **Jackpot** at the Left Ramp (7) & increase its value by 1 Million Points. The **Jackpot** can also be relit by hitting the Right Ramp (13). The 2nd time a **Super Jackpot** is scored, it will award an **Extra Ball**. After earning an **Extra Ball**, every 3rd **Super Jackpot** scored will award another one.

Multiball ends once you lose the additional Balls. If you fail to score at least 1 **Jackpot** during Multiball, the Putting Green (8) will light for 10 seconds for a last chance. Shoot the Putting Green (8) within 10 seconds to restart the Multiball.

- **Ripoff Multiball *2 Balls, up to 5 Balls***:

Activation -

Collect all of the above Captive Ball awards 2 times, will light the Captive Ball (5) for 12 seconds. Hit the Captive Ball (5) within those 12 seconds to active Ripoff Multiball.



Whether you activate Ripoff Multiball or allow the 12 second timer to elapse, in order to relight the Captive Ball (5) for Ripoff Multiball again, all of the Captive Ball awards must be collected an additional time, up to a maximum of 5 times.

One of the Whirlwheel rewards will also light the Captive Ball (5) for Ripoff Multiball. When it is lit this way, there isn't a 12 second timer to activate this Multiball Mode.

Mode itself -

Ripoff Multiball starts as a 2 Ball Multiball Mode. During this Mode, the Centre Ramp (12) & Right Ramp (13) are lit.



Sending the Ball up either of these Ramps will score a value starting at 150,000 Points. Hitting a Ramp that wasn't shot at previously, scores a **Jackpot** worth double the current Ramp value & relights both Ramps again. The Ramp values increase by 25,000 Points with each hit on the Captive Ball (5). Every 5 times the Captive Ball (5) is hit during Ripoff Multiball, another Ball is launched onto the Playfield. You can have up to 5 Balls in play during this Multiball Mode.

Ripoff Multiball ends once you go down to a single Ball.

Completing Holes:

The goal for this Table is to complete the 9 holes of Golf then activate the Hole-in-One Challenge -

How to complete holes –

This is done by shooting the Ball at the lit Drive Shots on the Lanes & Ramps until "Putt Out" lights at the Putting Green (8). The Dot-Matrix Display will show how many more Drive Shots you must complete for the current hole.

The Drive Shots are as follows –



- Left Cart Path (4)
- Left Ramp (7)
- Centre Ramp (12)
- Right Ramp (13)
- Right Cart Path (14)

The 1st reward for shooting the Captive Ball (5) also completes a Drive Shot. Complete these shots when they are lit until "Putt Out" lights at the Putting Green (8).



The Drive Shots required to light "Putt Out" for the holes are as follows –

- ***Hole 1*** - "Putt Out" lights at the Putting Green (8) automatically.
- ***Hole 2 through 9*** - 2 Drive Shots before "Putt Out" lights at the Putting Green (8).
- ***Hole 10 through 18*** - 3 Drive Shots before "Putt Out" lights at the Putting Green (8).

Note that if you send the Ball into the Putting Green (8) before "Putt Out" is lit, it will result in you scoring a "Water Hazard." This scores a Point value between 10 & 99,000 Points & doesn't affect the stroke count for the current hole.

Each hole has a specific par value – just completing the required Drive Shots will complete the hole with par value, however, there are targets on the Table Playfield that will lower or add to your number of strokes.

Completing the Hole-in One shot via the Slam Ramp (17) into the Hole-in-One Hole (11) will complete the current hole in one stroke.



To perform a Hole-in-One, 1st hit the Ball up the Left Ramp (7). This will cause the Ball to be fed into the Left Inlane, which in-turn lowers the Slam Ramp (17) for a few seconds. Shoot the Ball up the Slam Ramp (17) to launch Balls at the Hole-in-One Hole (11).

Another way to lower the stroke count on a hole is by shooting Bud (12) & Buzz (13) as they pop up on the Playfield to make snarky comments about your playing of the table. Hitting either of them will lower your stroke count by 1 & scores a Point value starting at 100,000 Points.

Each time the Ball is hit into the lit Sand Trap Saucer (1), it will increase the stroke count by 1. Draining a Ball down either of the Outlanes (Left or Right) will also increase the stroke count by 1. The stroke count can be lowered by a maximum of 2 & increased to a maximum of 7.

Each time a hole is completed, it will give a reward from the Whirlwheel, 1 of the Whirlwheel rewards is "Bad Shot", which increases the stroke count of the current hole by 1. Look under the section titled "Side Game Modes - Whirlwheel" in this guide for more information on all of the Whirlwheel rewards.

Once the 4th hole is completed, **Extra Ball** is lit at the Putting Green (8). Hit the Ball into the Putting Green (8) to earn the **Extra Ball**.

Once the 7th hole is completed, Short Circuit is activated. Look under the section titled "Side Game Modes - Short Circuit" in this guide for more information.

Completing the 18th hole scores a bonus value of 10 Million Points & restarts the round of Golf at hole 1.

Each hole completed also increases the End-of-Ball Bonus. Look under the section titled "End-of-Ball Bonus" in this guide for more information.

Wizard Modes – "Hole-in-One Challenge" *4 Balls*

Activation:

Each time, the 9th & 18th holes are completed, it will activate the Hole-in-One Challenge.

Wizard Mode Itself –

During this 4 Ball Multiball Mode, Super Jets & Big Spinners are lit. When Big Spinners are lit, each spin of the Spinner in the Left Cart Path (4) & Right Cart Path (14) scores 7,500 Points. These normally score 2,500 Points per spin. Look under the "Jet Bumpers" section of the guide for more information.

The Hole-in-One Challenge begins with the Left Ramp (7) lit for a **Jackpot**. The **Jackpot** value starts at 1 Million Points & increases by 1 Million Points each time it's scored. The Left Inlane is lit for a Driving Range shot. Complete the Left Inlane to lower the Slam Ramp (17). Shoot the Ball up the Slam Ramp (17) to try & get a Hole-in-One via the Hole-in-One Hole (11). Doing so collects a **Special**, which in-turn awards an **Extra Ball**. Once a Hole-in-One is scored, the **Jackpot** must be scored by sending the Ball up the Left Ramp (7) to relight the Left Inlane for another Driving Range shot.

Another feature that is active during the Hole-in-One Challenge is Ripoff Multiball. Hitting the Captive Ball (5) 4 times will launch a 5th Ball into play. As the Balls drain, they can be re-launched by hitting the Captive Ball (5) 5 more times.

The Hole-in-One Challenge ends once you go down to a single 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, 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 -

"You Got a Guide-in-One!"

Yours
ShoryukenToTheChin