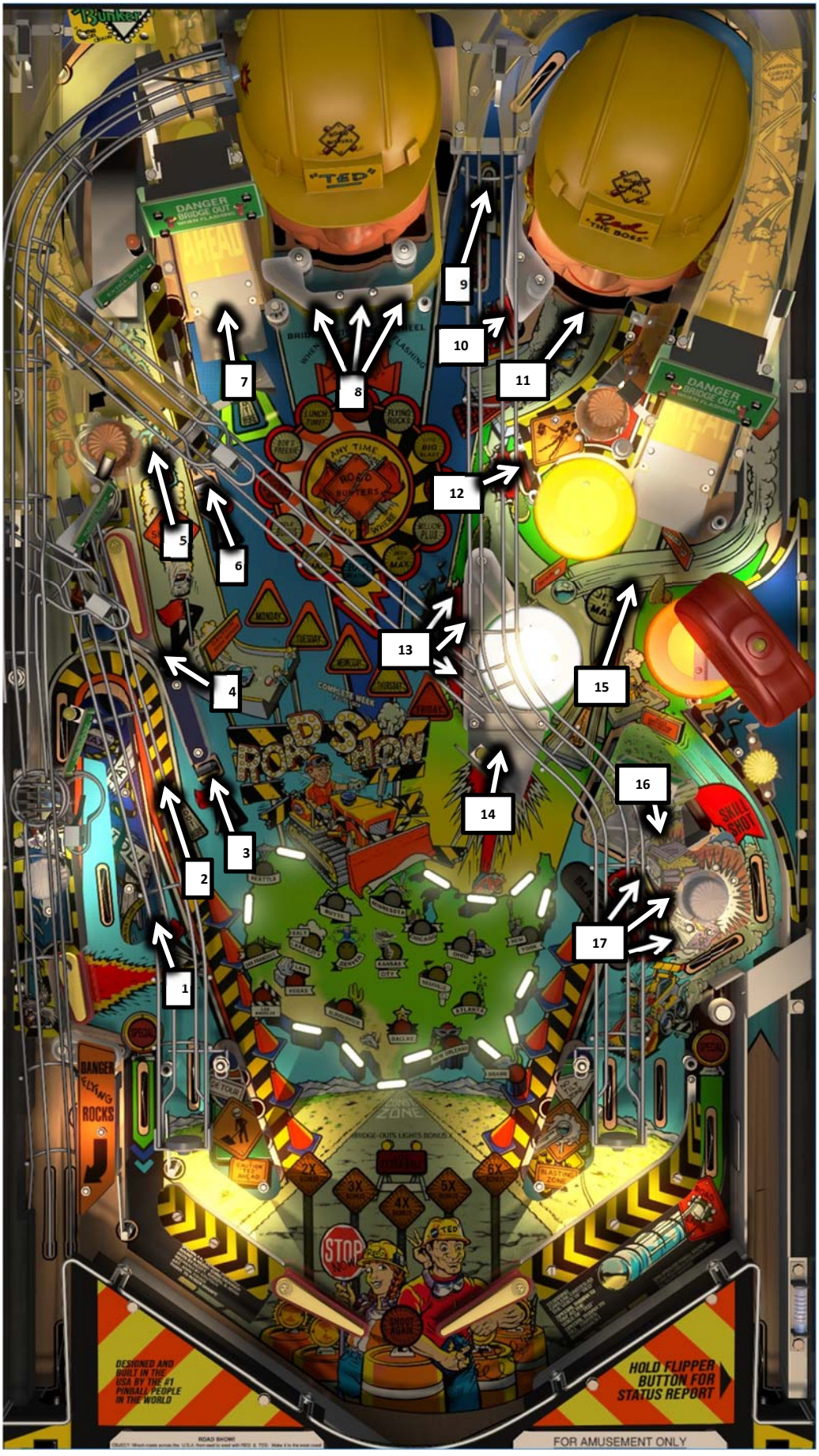
Williams Pinball – Road Show Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. Orange Stand-Up Target
2. Left Orbit
3. Yellow Stand-Up Target
4. Magic Stand-Up Target
5. Bob's Bunker (Spinner)
6. White Stand-Up Target
7. Left Ramp
8. Bulldozer Targets Bank (Ted)
9. Right Orbit
10. Left Red Stand-Up Target
11. Red
12. Right Red Stand-Up Target
13. Radio Targets Bank
14. City Event Hole
15. Right Ramp
16. Blast Hole
17. Blast Zone 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 Road Show. Road Show was released in October 1994 by Williams. Designed by Pat Lawlor. Programmed by Dwight Sullivan & Ted Estes. It had a production run of 6,259 units.



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

Skill Shot

To score a Skill Shot you will need to adjust the Plunger to launch the Ball with the correct amount of momentum required for it to land in the Blast Hole (15).



Each time you score a Skill Shot, it will award you with a free Souvenir & a Point value. Look under the "Side Game Modes - Souvenirs" section of the guide for more information.

The point value of the awards are as follows –

- 1st completed Skill Shot - awards you with 5 Million Points.
- The value then increases by 5 Million Points for each subsequent Skill Shot that you complete, up to a maximum of 25 Million Points.

If "Start City Event When Lit" Lamp is lit, completing a Skill Shot will activate the currently lit City Event Mode. If "Start City Event When Lit" Lamp is not lit, completing a Skill Shot will award 75 Miles. Look under the "City Event Modes" section of the guide for more information on Miles & each of the City Event Modes available.

Skill Shots can also be scored once the Ball is in play. A Skill Shot is awarded if the Ball completes the Rollover (located behind the Blast Zone Targets Bank (17)), & then goes into the Blast Hole (16) without hitting any other Switches (basically every Target, Rollover, anything that gives scores) on the Playfield.

Extra Balls/Specials

Extra Balls -

There are 7 Ways to achieve an **Extra Ball**;

Extra Balls are lit at Bob's Bunker (5) unless otherwise specified by performing the below methods.



Shoot Bob's Bunker (5) to collect the **Extra Ball** (note that the lit "**Extra Ball**" can be stacked. If it's lit for 2 or more **Extra Balls**, it will remain lit once an **Extra Ball** is collected) –

- ***Method 1***: *Achieving a score of 500 Million Points* (also known as the Replay Score)*;* this automatically awards an **Extra Ball**.
- ***Method 2***: *Purchasing the Zinc Pinball or Gold Pinball Souvenirs;* this automatically awards an **Extra Ball** (look under the "Side Game Modes – Souvenirs" section for more information).
- ***Method 3***: *Purchasing the Lead Pinball Souvenir;* – (look under the "Side Game Modes – Souvenirs" section for more information).
- ***Method 4***: *Collecting 7 & 50 Blasts* - (look under the "Side Game Modes – Blasts" section for more information).
- ***Method 5***: *Completing a Bridge Out once the End-of-Ball Bonus Multipliers are advanced to 6X times* - (look under the "End-of-Ball Bonus" section for more information). Note that this can only be collected **once** per game.
- ***Method 6***: *By shooting the top exit during the Flying Rocks Mode when "Lite Extra Ball when Lit" is lit* - (look under the "Side Game Modes – Flying Rocks" section for more information). Note that this can only be collected **once** per game.
- ***Method 7***: *Collecting the "Lite Extra Ball" Blast Wheel Award* - The "Lite Extra Ball" Blast Wheel Award can also be collected during the Las Vegas City Event Mode & during the Super Payday Wizard Mode (look under the "City Event Modes – Las Vegas Slot Machines" & "Wizard Mode – Super Payday" sections for more information).

Specials –

There are several ways to earn a **Special** on this table. The **Special** lights in the Left Outlane, with each hit on the Slingshots it will alternate between the Right Outlane & Left Outlane. Drain a Ball down the lit Outlane to collect the **Special**. **Specials** on this table score 50 Million Points. -

- *Purchasing the Gold Pinball Souvenir* – (look under the "Side Game Modes – Souvenirs" section for more information).

- *When Super Payday Wizard Mode is activated* - (look under the "Wizard Mode – Super Payday" section for more information).

- *When 20,100 & 250 Blasts are collected* - (look under the "Side Game Modes – Blasts" section for more information).

- *When the "Lite **Special**" Blast Wheel Award is collected* – (look under the "Side Game Modes – Blast Wheel Awards" section for more information). The "Lite Special" Blast Wheel Award can also be collected during the Las Vegas City Event Mode & during the Super Payday Wizard Mode (look under the "City Event Modes – Las Vegas Slot Machines" & "Wizard Mode – Super Payday" sections 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 -

- 2 Million Points are added for each City Event Mode activated during the game. (look under the "City Event Modes" section for more information).

- 1,000 Points are added for each Mile earned during the game, up to a maximum of 9,999 Miles. (look under the "City Event Modes" section for more information).

- 200,000 Points are added for each Blast collected during the game. (look under the "Side Game Modes - Blasts" section for more information).

- If you collect a Souvenir associated with a city & play the City Event Mode for that city, then 10 Million Points are added for each Souvenir. Although once you sell a Souvenir associated with a city, the value is no longer added. (look under the "Side Game Modes - Souvenirs" section for more information).

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.

- Completed a Bridge out shot by sending a Ball up the Left Ramp (7) or Right Ramp (15) when "Danger Bridge Out When Flashing" is lit.

  "Danger Bridge Out When Flashing" lights at the Right Ramp (15) for a few seconds when the Left Inlane (Return Lane) Rollover is completed.



"Danger Bridge Out When Flashing" lights at the Left Ramp (7) for a few seconds when the Inner Right Inlane (Return Lane) Rollover is completed.



Once it reaches 6X times, completing another Bridge Out will light "**Extra Ball**" at Bob's Bunker (5) until its collected. This **Extra Ball** can only be lit once per game this way.

The Multiplier is also applied to the value collected when Souvenirs are sold at Albuquerque City Event Mode. Look under the "City Event Modes – Albuquerque Trading post" section for more information.

The Multiplier resets at the start of each Ball unless the "Hold Bonus" Blast Wheel Award was collected before the Ball drained. (look under the "Side Game Modes – Blast Wheel Awards" section for more information).

Side Game Modes

- **Souvenirs** –

  These can be very lucrative as they can be sold for big Points at the Trading Post City Event Mode in Albuquerque. Look under the "City Event Modes – Albuquerque" section of the guide for more information.

  There are a few ways to collect Souvenirs –

  - A random Souvenir is awarded each time a Skill Shot is completed & when the "Bob's Freebie" Blast Wheel Award is collected. Look under the "Skill Shot" & "Side Game Modes – Blast Wheel Awards" sections of the guide for more information.

  - Souvenirs can be purchased by shooting the Bob's Bunker (5) when "Bob's Souvenir Bunker" is lit. This is lit at the start of each game.

    To relight it, completed the Outer Right Inlane (Return Lane) or the Right Orbit (9) when "Lite Bob's" is lit. "Bob's Souvenir Bunker" turns off & can't be relit when "Lock" is lit, when "Extra Ball" is lit, when the Blast Wheel Awards are lit, when any City Event Modes are active & when Multiball is active.

    Once "Bob's Souvenir Bunker" is lit, shooting Bob's Bunker (5) starts cycling through the Souvenirs on the Dot-Matrix Display before randomly selecting one. Once a Souvenir is selected, its price is shown. Engage the left Flipper Button to decline purchasing the Souvenir. Engage the Right Flipper Button to purchase the Souvenir. If you don't make a selection within 5 seconds, it automatically declines the purchase. Purchasing the Souvenir subtracts the indicated price from your Point total. More than one of the same Souvenir can be purchased.

    Most Souvenirs are associated with a specific city. If you collect Souvenir(s) associated with a city & play the City Event Mode for that city. 10 Million Points are added to the End-of-Ball Bonus for each Souvenir. Once you sell Souvenir(s) associated with a city, the value is no longer added to the End-of-Ball Bonus.

Here are the Souvenirs associated with specific cities & how much they cost to purchase –

- ***Air Freshener*** – this is associated with **New York** & costs 15 Million Points.
- ***Sun Tan Lotion*** – this is associated with **Miami** & costs 8 Million Points.
- ***Baseball Cap*** – this is associated with **Atlanta** & costs 9 Million Points.
- ***Fireworks*** – this is associated with **New Orleans** & costs 7 Million Points.
- ***Coffee Mug*** – this is associated with **Ohio** & costs 750,000 Points.
- ***Belt Buckle*** – this is associated with **Nashville** & costs 3 Million Points.
- ***Pennant*** – this is associated with **Chicago** & costs 1 Million Points.
- ***Cowboy Hat*** – this is associated with **Dallas** & costs 5 Million Points.
- ***Box Kite*** – this is associated with **Kansas City** & costs 8 Million Points.
- ***Rubber Spear*** – this is associated with **Minnesota** & costs 2 Million Points.
- ***Treasure Map*** – this is associated with **Butte** & costs 10 Million Points.
- ***Fool's Gold*** – this is associated with **Denver** & costs 20 Million Points.
- ***T-Shirt*** – this is associated with **Albuquerque** & costs 4 Million Points.
- ***Salt Shakers*** – this is associated with **Salt Lake City** & costs 500,000 Points.
- ***Deck of Cards*** – this is associated with **Las Vegas** & costs 3 Million Points.
- ***Sun Glasses*** – this is associated with **Los Angeles** & costs 6 Million Points.
- ***Sandals*** – this is associated with **San Francisco** & costs 9 Million Points.
- ***Baggy Shorts*** – this is associated with **Seattle** & costs 7 Million Points.
- ***Fireworks*** – this is associated with **New Orleans** & costs 7 Million Points.

Here are the other available Souvenirs & how much they cost to purchase. These aren't associated with any city –

- ***Key Chain*** – costs 5 Million Points.
- ***Picture Plate*** – costs 3 Million Points.
- ***Root Beer Mug*** – costs 1 Million Points.
- ***Rubber Nose*** – costs 1.5 Million Points.
- ***Shot Glass*** – costs 9 Million Points.
- ***Painted Tie*** – costs 8 Million Points.
- ***Wax Lips*** – costs 15 Million Points.
- ***Paperweight*** – costs 1 Million Points.

There are also 3 Pinball Souvenirs. These can't be sold at the Trading Post –

- ***Lead Pinball*** – costs 75 Million Points. This also lights "**Extra Ball**" at Bob's Bunker (5) until its collected.
- ***Zinc Pinball*** – costs 100 Million Points. This automatically awards an **Extra Ball**.
- ***Gold Pinball*** – costs 250 Million Points. This automatically awards an **Extra Ball** & lights **Special** in the Left Outlane.

When the game is selecting a Souvenir, you will see many that are never selected including Ammunition. Lawn Darts & a New Car.

- **Construction Mania** –

  This is a hidden Mode. When Bob's Bunker (5) is lit, shooting Bob's Bunker (5) starts cycling through Souvenirs on the Dot-Matrix Display before randomly selecting one. Before it starts cycling through the Souvenirs, the Dot-Matrix Display will show a sign. If the sign says "Uranium Ore S3 a Chunk", immediately engage both Flipper Buttons to activate the Construction Mania Mode.

  "Bob's Souvenir Bunker" is lit at the start of each game. To relight it, complete the Outer Right Inlane (Return Lane) or Right Orbit (9).

  This Mode has a timer of 20 seconds. While it's active, all Switches (basically every Target, Rollover, anything that gives scores) & Targets on the Playfield score 3 Million Points.

- **Blasts** –

The Blast value starts at 1 Million Points at the beginning of each Ball. Each hit on the Targets at the Blast Zone Targets Bank (17) or Jet Bumpers will increase the value by 208,030 Points, up to a maximum of 10 Million Points.

There are several ways to collect Blasts –

- A Blast is collected if the Blast Hole (16) is shot or any of the Targets at the Blast Zone Targets Bank (17) are hit while the Lamp below the Targets is lit. To light this Lamp with no timer, shoot the Ball into the Blast Hole (16) for a Skill Shot or during normal play, or hit the Magic Stand-Up Target (4). Hitting the Ball around the Left Orbit (2) will light the Targets in the Blast Zone Targets Bank (17) for a few seconds. Hitting any of those Targets before the timer expires scores 2X times the current Blast value. Hitting the Ball into the Blast Hole (16) before the timer expires scores a Super Blast. The first Super Blast is worth 5 Million Points. The second is worth 10 Million points. Each subsequent Super Blast is worth 15 Million Points.

- If "Danger Bridge Out When Flashing" is lit at the Right Ramp (15), hitting the Ball up that Ramp & then immediately hitting the Targets at the Blast Zone Targets Bank (17), scores 3X times the current Blast Value. "Danger Bridge Out When Flashing" lights at the Right Ramp (15) for a few seconds when the Left Outlane (Return Lane) Rollover is completed.

- If the Blast Zone Targets Bank (17) are lit for a Big Blast hitting the Targets in that Bank, scores 5X the current Blast value. The Blast Zone Targets Bank (17) lights for a Big Blast for a few seconds by hitting the Ball into the bottom exit during Flying Rocks (look under the "Side Game Modes – Flying Rocks" section of the guide for more information). The Blast Zone Targets Bank (17) light for a Big Blast without a timer by collecting the "Lite Big Blast" Wheel Award (look under the "Side Game Modes – Blast Wheel Awards" section of the guide for more information).

During the Super Payday Wizard Mode (look under "Super Payday Wizard Mode" section of the guide for more information), the Blast Zone Targets Bank (17) remain lit for 3X times the current Blast value.

Blasts are cumulative throughout the game. Super Blasts, Big Blasts & Blasts scored with a multiplier all count as one Blast. 200,000 Points are added to the End-of-Ball Bonus for each Blast collected during the game.

Other awards are given for collecting a number of Blasts –

- Collecting 3, 40, 60 & 80 Blasts – will light the Left Ramp (7) to activate the Flying Rocks. Once this is lit, hit the Ball up the Left Ramp (7) to feed the Ball to the Left Plunger.

- Collecting 7 & 50 Blasts – will light "**Extra Ball**" at Bob's Bunker (5) until it's collected.

- Collecting 20, 100 & 255 Blasts – will light **Special** in the Left Outlane. Drain a Ball down the lit Outlane to collect a **Special** worth 50 Million Points.

After collecting 255 Blasts, the Blast counter resets to 0.

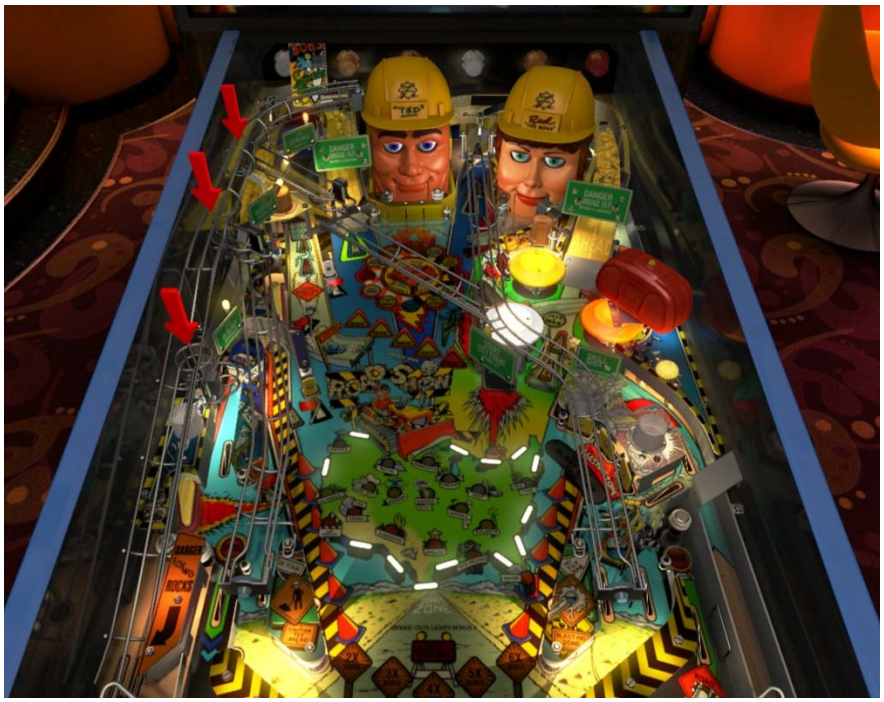
- **Flying Rocks** –

  This is a separate Skill Shot from the Left Plunger. Collecting 3, 40 & 80 Blasts or collecting the "Flying Rocks" Blast Wheel Award will light the Left Ramp (7) to activate Flying Rocks. Once this is lit, send the Ball up the Left Ramp (7).



  This will feed the Ball into the Left Plunger.

When the Ball is launched, there are 4 possible results. The 3 exits give a specific award if they are lit –



- The bottom exit is "Lite 5X Blast When Lit". This feeds the Ball to the Middle Left Flipper. Hit any of the Targets in the Blast Zone Targets Bank (17) to score a Big Blast worth 5X times the current Blast value (look under the "Side Game Modes – Blast Value" section of the guide for more information).

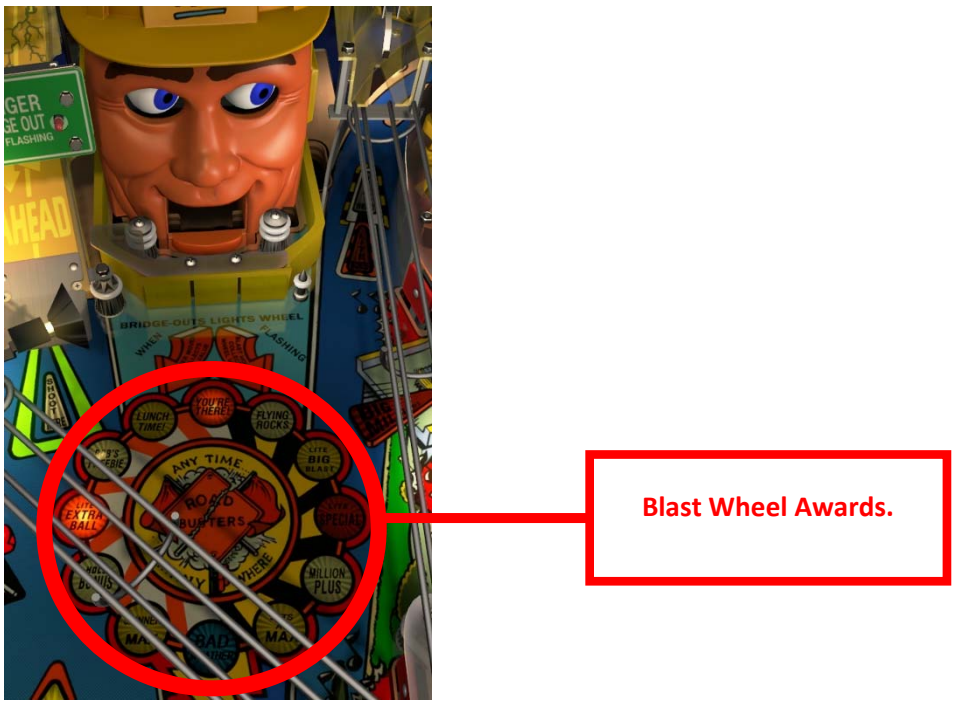
- The middle exit is "Lite Radio Riot When Lit". This lights "Radio" for the rest of the current Ball. While this is lit, each hit on the Targets on the Radio Targets Bank (13) scores 10 Million Points. These Targets normally score 30 Points per hit.

- The top exit is "Lite **Extra Ball** When Lit". This will light "**Extra Ball**" at Bob's Bunker (5) until it's collected. Hit Bob's Bunker (5) to collect it. Note that only one **Extra Ball** per game can be collected from Flying Rocks.

Completing any of the 3 exits when they are lit, scores a Super Skill Shot worth 10 Million Points. Completing any of the 3 exits when they aren't lit, scores a Rock Bonus worth 5 Million Points. If the Ball is launched past the top exit & hits Ted in the head, it scores 25 Million Points. Each time Flying Rocks is activated, "Lite 5X Blast When Lit" & "Lite Radio Riot When Lit". are automatically lit. If the Right Orbit (9) shot is completed at any time, it will light "Lite **Extra Ball** When Lit" as long as an **Extra Ball** hasn't been collected from it previously.

- **Blast Wheel Awards** –

The 12 Lamps just under the Bulldozer Targets Bank (8) represent the Blast Wheel Awards.



Each hit on the Jet Bumper changes the currently lit Blast Wheel Award. Once the Wheel is lit, the award will also change with each rotate of the Spinner at the Bob's Bunker (5).

To collect a Blast Wheel Award, first light the Wheel by advancing the End-of-Ball Bonus Multiplier. To advance the Multiplier complete a Bridge Out shot by shooting the Left Ramp (7) or Right Ramp (15) when "Danger Bridge Out When Flashing" is lit. "Danger Bridge Out When Flashing" lights at the Right Ramp (15) for a few seconds when the Left Inlane (Return Lane) Rollover is completed. "Danger Bridge Out When Flashing" lights at the Left Ramp (7) for a few seconds when Inner Right Inlane (Return Lane) Rollover is completed.

Note that the Wheel can't be lit to collect an award once "Lite **Extra Ball**" is lit. This lights after completing a Bridge Out once the Multiplier has been advanced to 6X times. The Multiplier resets at the start of each Ball unless the "Hold Bonus" Blast Wheel Award was collected before the Ball drained. Once the Multiplier is advanced, it lights the Wheel to collect an award.

Once the Wheel is lit, collect a Blast Wheel Award by shooting Bob's Bunker (5) or the Blast Hole (16). Once a Blast Wheel Award is collected, it can't be collected again until all the other Blast Wheel Awards are collected. Blast Wheel Awards can also be collected by shooting Bob's Bunker (5) during the Last Vegas City Event Mode & during the Super Payday Wizard Mode. Blast Wheel Awards that have already been collected can be collected again during those Modes (look under the "City Event Modes – Las Vegas – Slot Machines" & "Wizard Mode Super Payday" sections of the guide for more information).

Here are the Blast Wheel Awards –

- "***You're There***" – lights "Start City Event When Lit" & awards 5 Million Points plus 5 Million Points for each City Event Mode you've played. If a City Event Mode is currently active "Start City Event When Lit" will relight immediately once the Mode ends. If "Start City Event When Lit" is already lit, will relight immediately once the Mode ends.

- "***Lunch Time!***" – This automatically awards 15 Million Points.

- "***Bob's Freebie***" - This automatically awards a free Souvenir (look under the "Side Game Modes – Souvenirs" section of the guide for more information).

- "***Lite Extra Ball***" – lights "**Extra Ball**" at Bob's Bunker (5) until its collected by shooting a Ball there.

- "***Hold Bonus***" – This will carry over the current End-of-Ball Bonus Multiplier over to the next Ball.

- "***Spinner at Max***" – This increases the value of the Spinner to 1 Million Points per rotation for the rest of the current Ball. Note that the Spinner normally would only score 1,000 Points per rotation.

- "***Bad Weather***" – This activates a Hurry-Up value stating at 25 Million Points, this starts decreasing on the Dot-Matrix Display. Hit the Ball at Bob's Bunker (5) before the value decreases to 5 Million Points to score the currently displayed value on the Dot-Matrix Display.

- "***Jets at Max***" – This means that each hit on the Jet Bumpers will now score 1 Million Points for the rest of the current Ball. The Jet Bumpers normally only score 50,030 Points per hit.

- "***Million Plus***" – lights "Million Plus" at the Right Ramp (15) for the rest of the current Ball. Once this is lit, the first Right Ramp (15) shot scores 6 Million Points. The value increases by 1 Million Points for each subsequent Right Ramp (15) shot, up to a maximum of 12 Million Points.

- "***Lite Special***" – lights **Special** at the Left Outlane. Once this is lit, each hit on the Slingshots will toggle the lit **Special** between the Right Outlane & Left Outlane. Drain a Ball down the lit Outlane to collect the **Special**. **Specials** on this table score 50 Million Points.

- "***Lite Big Blast***" – lights the Blast Zone Targets Bank (17) for a Big Blast until its scored or the Ball drains. Shooting any of the Targets in that Bank scores a Big Blast worth 5X times the current Blast value. Look under the "Side Game Modes – Blasts" section of the guide for more information.

- "***Flying Rocks***" – Lights at the Left Ramp (7) for Flying Rocks. Once this is lit, send the Ball up the Left Ramp (7) to feed the Ball into the Left Plunger. Look under the "Side Game Modes – Flying Rocks" section of the guide for more information.

Once all 12 Blast Wheel Awards are collected, the Lamps reset & the Blast Wheel Awards can be collected again.

- **Red/Big Millions**–

  Red (11) is an important Target on the Playfield. During the Multiball, hitting Red (11) can score Jackpots. Look under the "Multiball" section of the guide for more information. During normal gameplay, hitting Red (11) normally scores 4,000,030 Points. Once Red (11) is hit 6 times, it scores a Cheeseburger worth 20 Million Points. If the Ball is shot into Red's (11) open mouth, it scores 20 Million Points. Each time the Ball exits Bob's Bunker (5), "Big Millions" lights for a few seconds. While this is lit, hitting Red (11) scores a Big Millions value. This is worth 5 Million Points for the first time. The value then increases by 1 Million Points for each subsequent time its scored, up to a maximum of 25 Million Points. The Big Millions value carries over throughout the game.

- **Miscellaneous Scoring**–

  Here are some other ways to score Points on this table -

  - At the start of a new game, shooting Bob's Bunker without hitting any other Switches (basically every Target, Rollover, anything that gives scores) on the Playfield scores Bob's Lotto. This is worth 1.5 Million Points.

  - Any time the Rollover just under the Blast Zone Targets Bank (17) is completed, it will light the Left Ramp (7) for a few seconds. When this is lit, sending the Ball up the Left Ramp (7) scores a Shooter Bypass. This is worth 5 Million Points the first time. The value then increases by 5 Million Points for each subsequent time a Shooter Bypass is scored, up to a maximum of 25 Million Points. The Shooter Bypass value carries over throughout the game.

  - If one Ball is locked at Bob's Bunker (5) & "Lock" is lit to lock a second Ball, rebounding a Ball off the Bank of Radio Targets Bank (13) & into the Bulldozer Targets Bank (8) scores a Bank Shot worth 5 Million Points.

  - Each shot into Bob's Bunker (5) scores 30 Points.

  - Completing the Roll-Under near the entrance of the Right Ramp (15) or Left Ramp (7) scores 11,040 Points.

  - Completing the Switch (located near the Top Left of the Playfield) after sending a Ball up the Left Ramp (7) or the Switch (located above the Right Orbit (9)) after sending a Ball up the Right Ramp (15) scores 2,000,030 Points.

  - There are 2 Rollovers in the Right Orbit (9), The first one scores 2,000,030 Points. The second scores 11,030 Points.

  - Once the End-of-Ball Bonus Multiplier is advanced to a maximum of 6X times, completing another Bridge Out scores a Bridge Maxed value worth 10 Million Points.

  - Each hit on the Left Red Stand-Up Target (10). Right Red Stand-Up Target (12), White Stand-Up Target (6), Yellow Stand-Up Target (3) or Orange Stand-Up Target (1) scores 1,500,030 Points.

  - Completing the Rollovers in the Left Orbit (2), just above the Top Left Flipper, behind the Blast Zone Targets Bank (17) or just under the Blast Zone Targets Bank (17) scores 200,030 Points.

  - Each hit to the Targets in the Blast Zone Targets Bank (17) scores 30 Points.

  - Completing the Left Inlane (Return Lane) Rollover or either of the 2 Right Inlanes (Return Lanes) scores 500,030 Points.

  - Completing the Right Outlane Rollover or Left Outlane Rollover scores 1,000,030 Points.

  - Each hit on the Slingshots scores 11,040 Points.

Multiball Mode –

- ## Multiball *3 Ball Multiball Mode*:

Activation –

To activate it, you will first have to light "Lock" at Bob's Bunker (5) by advancing the days of the week to Friday.



The lamps just above the middle of the table Playfield (triangle in shape) indicate the current day of the week. A new game starts on Monday. Each hit on the Bulldozer Targets Bank (8) will advance the days of the week to the next day & scored 1,500,030 Points. It won't advance the day of the week if any of the City Event Modes are active. Once you have advanced the day of the week to Friday, "Lock" will light at Bob's Bunker (5).



Before the 1st Ball is locked, each hit on the Bulldozer Targets Bank (8) will score Overtime. This is worth 1,100,000 Points for the 1st time & increases by 100,000 Points for each subsequent time it's scored, up to a maximum of 3 Million Points. Once "Lock" is lit, lock 2 Balls by hitting them into Bob's Bunker (5). Locked Balls score 10,000 Points for each Mile you've travelled on the current Ball. Look under the "City Event Modes" section of the guide for more information about Miles.

Once 2 Balls are locked, The Bulldozer Targets Bank (8) raises to reveal Ted's open mouth. Send a Ball into Ted's mouth to activate the Multiball.

Mode itself -

This is a 3 Ball Multiball. Once it begins. The Bulldozer Targets Bank (8) raises & lowers. When its raised, hit a Ball into Ted's mouth to score a **Jackpot**.



Once the Jackpot is scored from Ted, the next Jackpot is scored by sending a Ball at Red (11).



The Jackpot shot will continue to toggle between Red & Ted each time it's scored.

The 1st time you activate the Multiball, the Jackpot value will start at 40 Million Points. While the Multiball Mode is active, each hit to the Bulldozer Targets Bank (8) Blade will increase the **Jackpot**

value by 5 Million Points, up to a maximum of 75 Million Points. When Red (11) is the **Jackpot** shot, the Bulldozer Targets Bank (8) Blade remains lowered, making it easier to build up the **Jackpot** value.

The 2nd time you activate the Multiball, the Jackpot value will start at 65 Million Points & can be increased to a maximum of 100 Million Points. Each subsequent time that you activate the Multiball, the **Jackpot** value will start at 75 Million Points & can be increased to a maximum of 125 Million Points.

Multiball ends once you lose 2 of the 3 Balls. If you didn't score at least 1 **Jackpot**, the "Lock" Lamp will be lit at Bob's Bunker (5) for 12 seconds. Hit Bob's Bunker (5) before the timer expires to restart a 2-Ball Multiball Mode. Once the Multiball ends, the day of the week will reset to Monday. After the 1st Multiball Mode ending, "Lock" must be relit after locking the 1st Ball by advancing the day of the week to Friday again. After the 2nd Multiball Mode ending, the Bulldozer Targets Bank (8) must be hit twice to advance the day of the week. The number of Bulldozer Targets Bank (8) hits required to advance the day of the week increases by 1 each time the Multiball is activated. Bulldozer Targets Bank (8) hit that count towards advancing the day of the week will score 750,030 Points.

City Event Modes:

The primary goal on this table is to wreck roads across the U.S.A. from East to West with Red & Ted.

Advancing to the West coast allows you to activate the Super Payday Mode. The Lamps on the map represent the different cities. Each city has its own City Event Mode. The cities across the top of the map have white Lamps. The cities across the middle of the map have yellow Lamps. The cities across the bottom of the map have orange Lamps. The next city that will activate flashes. City Event Modes that you have already played are lit solid.



There are 2 different City Event Modes that can be played. Hitting any of the Jet Bumpers will toggle between the two available cities.

The available cities can also be toggled by hitting the Stand-up Targets. Here is how that works –



- If 2 available cities have white & orange Lamps, hitting the White Stand-Up Target (6) changes to a city with a white Lamp. Hitting the Orange Stand-Up Target (1) or a Yellow Stand-Up Target (3) changes to a city with an orange Lamp.

- If 2 available cities have yellow & orange Lamps, hitting the White Stand-Up Target (6) or Yellow Stand-Up Target (3) changes to a city with a yellow Lamp. Hitting the Orange Stand-Up Target (1) changes to a city with an orange Lamp.

- If 2 available cities have yellow & white Lamps, hitting the Yellow Stand-Up Target (3) changes to a city with a yellow Lamp. Hitting the Orange Stand-Up Target (1) or White Stand-Up Target (6) changes to a city with a white Lamp.

The City Event Mode for a flashing city is activated by sending the Ball into the Blast Hole (16) or City Event Hole (14) when "Start City Event When Lit" is lit. This is lit at the start of a new game. Once a City Event Mode ends, one of the cities towards the West will flash. City Event Modes activated are cumulative throughout the game. 2 Million Points are added to the End-of-Ball Bonus for each City Event Mode activated during the game. To relight "Start City Event When Lit", you must travel 400 Miles.

All Targets & Switches on the Playfield award Miles as follows:

- Left Orbit (2) – this awards 170 Miles.
- Left Ramp (7) & Right Ramp (14) – this awards 120 Miles.
- Right Orbit (9), Blast Hole (15) & City Event Hole (13) – this awards 75 Miles.
- The Spinner (located at the entrance of Bob's Bunker (5)) – this awards 10 Miles per rotation.
- All other Targets & Switches on the Playfield will award 10 Miles.

No additional Miles are awarded while a City Event Mode is active or "Start City Event When Lit" is lit. Miles are cumulative throughout the game. Each one adds 1,000 Points to the End-of-Ball Bonus. A maximum of 9,999 Miles can be accumulated.

Another way to light "Start City Event When Lit" is by collected the "You're There" Blast Wheel Award. Look under the "Side Game Modes - Blast Wheel Awards" section earlier in the guide for more details. I will now explain each of the City Event Modes below this page –

New York (Smash a Cab) *Timed – 16 Seconds*

When the “New York” Lamp is flashing & “Start City Event When Lit” is lit, sending the Ball into the City Event Hole (14) or Blast Hole (16) will activate “Smash a Cab”.

5 Million Points are immediately awarded when the Mode begins. The goal here is to smash as many Taxi Cabs as possible. While the timer is active, each hit on the Bulldozer Targets Bank (8) smashes a cab.



If you send the Ball into Bob’s Bunker (5) after the Mode begins, hitting the Magic Stand-Up Target (4) smashes 1 cab. This only works once each time the Smash a Cab Mode is activated. The 1st smashed Cab is worth 3 Million Points. Each subsequent smashed Cab increases in value by 1 Million Points, up to a maximum of 8 Million Points.

Smash a Cab ends once the timer expires or the Ball drains.

Miami (Spring Break) *Timed – 18 Seconds*

When the “Miami” Lamp is flashing & “Start City Event When Lit” is lit, sending the Ball into the City Event Hole (14) or Blast Hole (16) will activate “Spring Break”.

5 Million Points are immediately awarded when the Mode begins. The goal here is to just score as many Points as possible. When the Mode begins, all Targets on the Playfield score 1 Million Points.



The value increases by 100,000 Points with each hit on the Jet Bumpers or the Stand-Up Targets - Left Red Stand-Up Target (10), Right Red Stand-Up Target (12), White Stand-Up Target (6) & Yellow Stand-Up Target (3). If you send the Ball into Bob’s Bunker (5) after the Mode begins, hitting the Magic Stand-Up Target (4) increases the value by 300,000 Points. This only works once each time the Spring Break Mode is activated. Each subsequent hit on the Magic Stand-Up Target (4) increases the value by 100,000 Points.

Spring Break ends once the timer expires or the Ball drains.

Atlanta (Worker Trapped)

When the “Atlanta” Lamp is flashing & “Start City Event When Lit” is lit, sending the Ball into the City Event Hole (14) or Blast Hole (16) will activate “Worker Trapped”.

The goal here is to rescue a trapped worker. The Mode begins by activating a Hurry-Up value starting at 35 Million Points, which will start decreasing on the Dot-Matrix Display. If you send the Ball into Bob’s Bunker (5) after the Mode begins, hitting the Magic Stand-Up Target (4) increases the Hurry-Up value by 16 Million Points. This only works once each time the Worker Trapped Mode is activated. Hitting any Targets in the Blast Zone Targets Bank (17) or the Blast Hole (16) before the Hurry-Up value decreases to 10 Million Points to rescue the worker & score the current value displayed on the Dot-Matrix.



If you hit the Ball around the Left Orbit (2) & then immediately hitting the Targets in the Blast Zone Targets Bank (16), you will score 2X times the Hurry-Up value. If “Danger Bridge Out When Flashing” is lit at the Right Ramp (15), hitting the Ball up that Ramp & then then immediately hitting the Targets in the Blast Zone Targets Bank (17), you will score 3X times the Hurry-Up value. “Danger Bridge Out When Flashing” is lit at the Right Ramp (15) for a few seconds when the Left Inlane (Return Lane) Rollover is completed. If the Blast Zone Targets Bank (17) are lit for a Big Blast, hitting the Targets there will score 5X times the Hurry-Up value. This will only work if the Blast Zone Targets Bank (17) are lit for a Big Blast by shooting the Ball into the bottom exit during Flying Rocks. It doesn’t score 5X times the Hurry-Up value if the Blast Zone Targets Bank (17) are lit for Big Blast by collecting the “Lite Big Blast” Blast Wheel Award (look under the “Side Game Modes - Flying Rocks” section earlier in the guide for more information). 5 Million Points are awarded if you fail to hit the Targets in the Blast Zone Targets Bank (17) or the Blast Hole (16) before the Hurry-Up value decreases to 10 Million Points.

Worker Trapped ends if you rescue the worker. It will also end if you allow the Hurry-Up value to decrease to 10 Million Points or the Ball drains.

Ohio (Trapped in Ohio) *Timed – 16 Seconds*

When the “Ohio” Lamp is flashing & “Start City Event When Lit” is lit, sending the Ball into the City Event Hole (14) or Blast Hole (16) will activate “Trapped in Ohio”.

5 Million Points will be immediately awarded when the Mode begins. The goal here is to escape from the two cops before the timer expires. Hitting the Ball up the Left Ramp (7) or Right Ramp (15) will allow you to escape from the first cop & scores 10 Million Points.



Once either of those Ramps are hit successfully, hitting the Ball up the other Ramp will escape from the second cop & score 25 Million Points. If you send the Ball into Bob’s Bunker (5) after the Mode begins, hitting the Magic Stand-Up Target (4) will spot one of the Ramp shots. This only works once each time the Trapped in Ohio Mode is activated.

Trapped in Ohio ends once both Ramp shots are completed, the timer expires or the Ball drains.

New Orleans (Mardi Gras) *Timed – 20 Seconds*

When the “New Orleans” Lamp is flashing & “Start City Event When Lit” is lit, sending the Ball into the City Event Hole (14) or Blast Hole (16) will activate “Mardi Gras”.

5 Million Points will be immediately awarded when the Mode begins. The goal here is to clear as many people from the street as possible. Each shot to the Left Orbit (2), Left Ramp (7), Right Orbit (9), or Right Ramp (15) will clear a person from the street.



The first person cleared from the street scores 5 Million Points. The second person scores 8 Million Points. The third person scores 12 Million Points. Each subsequent person cleared from the street scores 20 Million Points. If you send the Ball into Bob’s Bunker (5) after the Mode begins, hitting the Magic Stand-Up Target (4) clears two people from the street. This only works once each time the Trapped in Ohio Mode is activated.

Mardi Gras ends once the timer expires or the Ball drains.

Nashville (Change the Station)

When the “Nashville” Lamp is flashing & “Start City Event When Lit” is lit, sending the Ball into the City Event Hole (14) or Blast Hole (16) will activate “Change the Station”.

This is a 2 Ball Multiball Mode, as soon as the second Ball is launched from the Plunger the Mode begins. You will also be awarded 7 Million Points upon the Mode beginning. The goal here is for you to change the radio station as many times as possible. Each of the Targets in the Radio Targets Bank (13) or these Stand-Up Targets - Left Red Stand-Up Target (10) & Right Red Stand-Up Target (12) will change the radio station.



This will score 10 Million Points for the first time. The value will increase by 1 Million Points each subsequent time the radio station is changed, up to a maximum of 15 Million Points. If you send the Ball into Bob’s Bunker (5) after the Mode begins, hitting the Magic Stand-Up Target (4) will award the next two values for changing the radio station. This only works once each time the Change the Station Mode is activated.

Change the Station ends once one of the Balls in play drains.

Chicago (Evil Toll Roads) *Timed – 16 Seconds*

When the “Chicago” Lamp is flashing & “Start City Event When Lit” is lit, sending the Ball into the City Event Hole (14) or Blast Hole (16) will activate “Evil Toll Roads”.

Upon the Mode beginning you will be immediately awarded 5 Million Points. The goal here is to destroy 4 toll booths before the timer expires. These lanes correspond to the toll booths – Left Orbit (2), Left Ramp (7), Right Orbit, & Right Ramp (15).



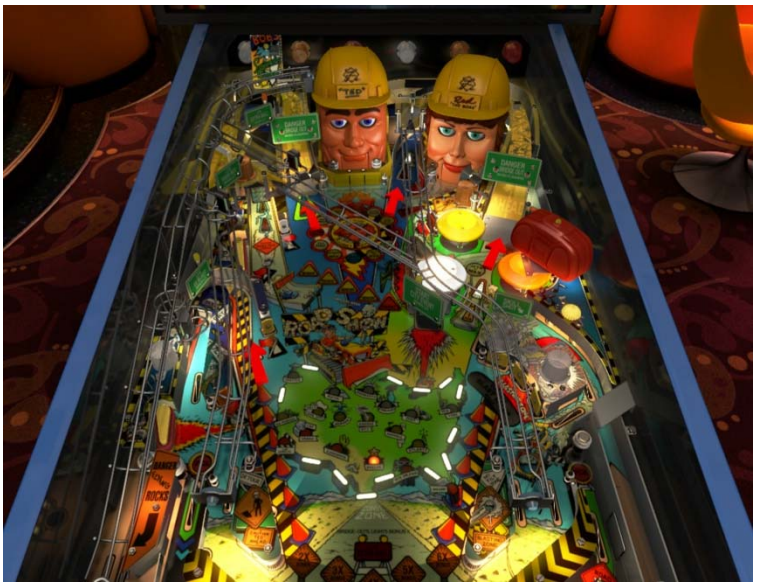
Hit those Lanes to destroy the 4 toll booths. The first destroyed toll booth scores 7 Million Points. The second scores 10 Million Points. The third scores 15 Million Points. The fourth scores 20 Million Points. If you send the Ball into Bob’s Bunker (5) after the Mode begins, hitting the Magic Stand-Up Target (4) destroys one of the toll booths. This only works once each time the Evil Toll Roads Mode is activated.

Evil Toll Roads ends once all 4 toll booths are destroyed, the timer expires or the Ball drains.

Dallas (Monster Cab) *Timed – 18 Seconds*

When the “Dallas” Lamp is flashing & “Start City Event When Lit” is lit, sending the Ball into the City Event Hole (14) or Blast Hole (16) will activate “Monster Cab”.

Upon the Mode beginning you will be immediately awarded 10 Million Points. The goal here is to destroy the monster truck cab before the timer expires by hitting the four sticks of dynamite. Each shot to the Left Orbit (2), Left Ramp (7), Right Orbit, & Right Ramp (15) will hit the monster truck cab with a stick of dynamite.



The first hit on the monster truck cab scores 13 Million Points. This value increases by 3 Million Points for each subsequent hit, up to 22 Million Points for the fourth hit. If you send the Ball into Bob’s Bunker (5) after the Mode begins, hitting the Magic Stand-Up Target (4) spots 2 hits on the monster truck cab. This only works once each time the Monster Cab Mode is activated.

Monster Cab ends once you have hit the monster truck 4 times, the timer expires or the Ball drains.

Kansas City (Tornado)

When the “Kansas City” Lamp is flashing & “Start City Event When Lit” is lit, sending the Ball into the City Event Hole (14) or Blast Hole (16) will activate “Tornado”.

This is a 2 Ball Multiball Mode, as soon as the second Ball is launched from the Plunger the Mode begins. You will also be awarded 8 Million Points upon the Mode beginning. A Hurry-Up value beginning at 25 Million Points starts decreasing on the Dot-Matrix Display down to a minimum of 5 Million Points. The goal here is to score the Hurry-Up value as many times as possible. Each shot into Bob’s Bunker (5) scores the current displayed value on the Dot-Matrix Display & resets it to 25 Million Points.



Hitting any of the Targets in the Radio Targets Bank (13) also resets the Hurry-Up value to 25 Million Points. If you send the Ball into Bob’s Bunker (5) after the Mode begins, hitting the Magic Stand-Up Target (4) awards the current value on display on the Dot-Matrix Display. This only works once each time the Tornado Mode is activated.

Tornado ends once one of the Balls in play drains.

Minnesota (Frozen People) *Timed – 18 Seconds*

When the “Minnesota” Lamp is flashing & “Start City Event When Lit” is lit, sending the Ball into the City Event Hole (14) or Blast Hole (16) will activate “Frozen People”.

Upon the Mode beginning you will be immediately awarded 10 Million Points. The goal here is to thaw out six frozen people before the timer expires. Each hit on any of these Stand-Up Targets – Orange Stand -Up Target (1), Yellow Stand-Up Target (3), White Stand-Up Target (6), Left Red Stand-Up Target (10), Right Red Stand-Up Target (12) or either of the 3 Stand-Up Targets in the Radio Targets Bank (13) thaws one person.



10 Million Points is awarded for each person you thaw. If you send the Ball into Bob’s Bunker (5) after the Mode begins, hitting the Magic Stand-Up Target (4) thaws two people. This only works once each time the Frozen People Mode is activated. Each subsequent hit to the Magic Stand-Up Target (4) thaws out one person. An additional 25 Million Points is awarded if you thaw all six people. If any of the Targets in the Blast Zone Targets Bank (17) are hit during this Mode, it fries any remaining people and ends the Mode. No Points are awarded for frying people.

Frozen People also ends if you thaw all 6 people, the timer expires or the Ball drains.

Albuquerque (Trading Post)

When the “Albuquerque” Lamp is flashing & “Start City Event When Lit” is lit, sending the Ball into the City Event Hole (14) or Blast Hole (16) will activate “Trading Post”.

Trading Post is not actually a Mode to play. Instead, it allows you to sell any Souvenirs you have been awarded or purchased. When Trading Post is activated, the game asks if you want to sell your Souvenirs. 15 Million Points are automatically awarded whether you sell Souvenirs or not. If you have one or more Souvenirs, engage the Right Flipper Button to sell them. Engage the Left Flipper Button to decline selling your Souvenirs. If you don’t make a selection within 8 seconds, it automatically declines. If you do sell your Souvenirs, you are then awarded each Souvenir’s Point value cost, multiplied times the current End-of-Ball Bonus Multiplier. For example, the Baseball Cap costs 5 Million Points. If the End-of-Ball Bonus Multiplier has been advanced to 6X, selling the Baseball Cap awards 30 Million Points. Look under the “Side Game Modes - Souvenirs” section earlier in the guide for more information about earning & purchasing them.

Denver (Gold Rush) *Timed – 20 Seconds*

When the “Denver” Lamp is flashing & “Start City Event When Lit” is lit, sending the Ball into the City Event Hole (14) or Blast Hole (16) will activate “Gold Rush”.

Upon the Mode beginning you will be immediately awarded 10 Million Points. The goal here is here is to hit the Ball up the Left Ramp (7) as many times as possible.



The first Left Ramp (7) shot scores 5 Million Points. This value increases by 5 Million Points for each subsequent Left Ramp (7) shot, up to a maximum of 20 Million Points. If you send the Ball into Bob’s Bunker (5) after the Mode begins, hitting the Magic Stand-Up Target (4) awards the next two values for completing the Left Ramp (7). This only works once each time the Gold Rush Mode is activated.

Gold rush ends once the timer expires or the Ball drains.

Butte (Tunnel Hunt) *Timed – 18 Seconds*

When the “Butte” Lamp is flashing & “Start City Event When Lit” is lit, sending the Ball into the City Event Hole (14) or Blast Hole (16) will activate “Tunnel Hunt”.

Upon the Mode beginning you will be immediately awarded 5 Million Points. The goal here is to dig 3 tunnels before the timer expires by completing underground shots. 3 mounds of dirt are shown on the Dot-Matrix Display. These represent the three tunnels to dig. Each of them corresponds to a specific shot on the table Playfield. The left tunnel is dug by shooting Bob’s Bunker (5). The middle tunnel is dug by shooting the City Event Hole (14). The right tunnel is dug by shooting the Blast Hole (16).



The first tunnel dug scores 10 Million Points. The second scores 12 Million Points. The third scores 20 Million Points. If you send the Ball into Bob’s Bunker (5) after the Mode begins, hitting the Magic Stand-Up Target (4) will dig one of the tunnels. This only works once each time the Tunnel Hunt Mode is activated.

Tunnel Hunt ends once all 3 tunnels are dug, the timer expires or the Ball drains.

Salt Lake City (Old West)

When the “Salt Lake City” Lamp is flashing & “Start City Event When Lit” is lit, sending the Ball into the City Event Hole (14) or Blast Hole (16) will activate “Old West”.

When the Mode begins, the Bulldozer & Cab will be driving at each other in a standoff. The goal here is to destroy the cab in a head on collision. Hit the Bulldozer via the Bulldozer Targets Bank (8) within 5 seconds to destroy the cab.



This scores 60 Million Points. If you send the Ball into Bob’s Bunker (5) after the Mode begins, hitting the Magic Stand-Up Target (4) destroys the cab. If you fail to destroy the cab, 25 Million Points are still awarded.

Old West ends if the cab is destroyed, if you fail to destroy the cab within 5 seconds or the Ball drains.

Las Vegas (Slot Machines) *Timed – 15 Seconds*

When the “Las Vegas” Lamp is flashing & “Start City Event When Lit” is lit, sending the Ball into the City Event Hole (14) or Blast Hole (16) will activate “Slot Machines”.

Upon the Mode beginning you will be immediately awarded 20 Million Points. The goal here is to shoot Bob’s Bunker (5) to collect Blast Wheel Awards.



While the Mode is active, it will continually cycle through the Blast Wheel Awards, which are also shown on the Dot-Matrix Display. Each time the Ball is shot into the Bob’s Bunker (5), it collects the currently lit Blast Wheel Award. Blast Wheel Awards that have already been collected can be collected again during this Mode. Look under the “Side Game Modes - Blast Wheel Awards” section earlier in the guide for more information on the awards. If you send the Ball into Bob’s Bunker (5) after the Mode begins, hitting the Magic Stand-Up Target (4) collects the currently lit Blast Wheel Award. This only works once each time Slot Machines is activated.

Slot Machines ends once the timer expires or the Ball drains.

Seattle (Alien Invasion) *Timed – 20 Seconds*

When the “Seattle” Lamp is flashing & “Start City Event When Lit” is lit, sending the Ball into the City Event Hole (14) or Blast Hole (16) will activate “Alien Invasion”.

Upon the Mode beginning you will be immediately awarded 25 Million Points. This goal here is to squash as many aliens as possible. When the Mode begins, all Targets on the Playfield score 1 Million Points. Each time the Left Ramp (7) or Right Ramp (15) is completed, it squashes an alien.



This scores 14 Million Points & increases the value of all Targets on the Playfield by 500,000 Points, up to a maximum of 5 Million Points.

Seattle is one of the West coast cities that allows you to activate Super Payday. First lock a Ball at Bob’s Bunker (5). Once a Ball is locked there, lock a second Ball at Bob’s Bunker (5), The City Event Hole (14), or the Blast Hole (16). This activates Super Payday (look under the “Wizard Mode - Super Payday” section later in the guide for more information).

Alien Invasion ends if you activate Super Payday, the timer expires or the Ball drains.

San Francisco (Monster Attack) *Timed – 20 Seconds*

When the “San Francisco” Lamp is flashing & “Start City Event When Lit” is lit, sending the Ball into the City Event Hole (14) or Blast Hole (16) will activate “Monster Attack”.

Upon the Mode beginning you will be immediately awarded 25 Million Points. This goal here is to hit Godzilla with the Bulldozer as many times as possible. When this Mode begins, all the Targets on the Playfield will score 1 Million Points. Each hit to the Bulldozer via the Bulldozer Targets Bank (8) scores 10 Million Points & raises the value of all the other Targets on the Playfield by 500,000 Points, up to a maximum of 5 Million Points.



San Francisco is one of the West coast cities that allows you to activate Super Payday. First lock a Ball at Bob’s Bunker (5). Once a Ball is locked there, lock a second Ball at Bob’s Bunker (5), The City Event Hole (14), or the Blast Hole (16). This activates Super Payday (look under the “Wizard Mode - Super Payday” section later in the guide for more information).

Monster Attack ends if you activate Super Payday, the timer expires or the Ball drains.

Los Angeles (Earthshaker) *Timed – 20 Seconds*

When the “Los Angeles” Lamp is flashing & “Start City Event When Lit” is lit, sending the Ball into the City Event Hole (14) or Blast Hole (16) will activate “Earthshaker”.

Upon the Mode beginning you will be immediately awarded 25 Million Points. This goal here is to shake the Earth as many times as possible. When this Mode begins, all the Targets on the Playfield will score 1 Million Points. Each hit on any of the Blast Zone Targets on the Blast Zone Targets Bank (17) shakes the Earth.



This scores 10 Million Points & raises the value of all the other Targets on the Playfield by 500,000 Points, up to a maximum of 5 Million Points.

Los Angeles is one of the West coast cities that allows you to activate Super Payday. First lock a Ball at Bob’s Bunker (5). Once a Ball is locked there, lock a second Ball at Bob’s Bunker (5), The City Event Hole (14), or the Blast Hole (16). This activates Super Payday (look under the “Wizard Mode - Super Payday” section later in the guide for more information).

Earthshaker ends if you activate Super Payday, the timer expires or the Ball drains.

Wizard Mode – "Super Payday"

Activation:

Super Payday can be activated once you activate any of the West coast City Event Modes (Information can be found just above this page under the relevant headings) –

- "***Alien Invasion***" in Seattle.
- "***Monster Attack***" in San Francisco.
- "***Earthshaker***" in Los Angeles.

Each of the above Modes has a 20 second timer.

To activate Super Payday, first lock a Ball at the Bob's Bunker (5). If the timer for the currently active West coast City Event Mode is at less than 10 seconds, it resets to 10 seconds. Once a Ball is locked at Bob's Bunker (5) lock a second Ball at Bob's Bunker (5), The City Event Hole (14) or the Blast Hole (16). Upon doing so, a third Ball is sent to the Plunger & activate Super Payday. Launch the third Ball from the Plunger to play through this Mode.

Wizard Mode Itself –

Super Payday is normally a 3-Ball Mode, but it is possible to play it as a 4-Ball Mode. There are 3 ways to do this –

1. During a West coast City Event Mode, lock 2 Balls at Bob's Bunker (5) & then complete a Skill Shot. This sends a fourth Ball to the Plunger.

2. Lock a Ball at Bob's Bunker (5) for Multiball before a West coast City Event Mode is activated. Then activate a West coast City Event Mode. Once this is active, lock a Ball at Bob's Bunker (5) & then lock another Ball in the City Event Hole (14) or Blast Hole (16), this sends a fourth Ball to the Plunger.

3. Lock a Ball at Bob's Bunker (5) for Multiball before a West coast City Event Mode is activated. Then activate a West coast City Event Mode. Once this is active, lock 2 Balls at Bob's Bunker (5). This will eject one of the Balls, lock that Ball in the City Event Hole (14) or Blast Hole (16) before another Ball is ejected from Bob's Bunker (5). This sends a fourth Ball to the Plunger.

While Super Payday is active –

- All Targets on the Playfield score 1 Million Points.

- The Jet Bumpers remain at their maximum value of 1 Million Points per hit for the duration of the Wizard Mode.

- The Spinner via Bob's Bunker (5) remains at its maximum value of 1 Million Points per rotation for the duration of the Wizard Mode.

- The Blast Zone Targets at the Blast Zone Targets Bank (17) remain lit for 3X the current Blast value for the duration of the Wizard Mode.

- Each shot into Bob's Bunker (5) during the Mode, collects the currently lit Blast Wheel Award. The lit award changes with each rotation of the Spinner via Bob's Bunker (5) & each hit on the Jet Bumpers.

- The **Special** lights in the Left Outlane. Once this is lit, each hit on the Slingshots toggles the lit **Special** between the Right Outlane & the Left Outlane. Drain a Ball down the lit Outlane to collect the **Special**. **Specials** on this table score 50 Million Points.

- Additional bonus Points can be scored by shooting the Left Orbit (2), Left Ramp (7), Right Orbit (9) & Right Ramp (15). Completing any of the shots awards the point value earned during a City Event Mode. The first of these shots awards the Point value earned from the first City Event Mode activated. It continues to move East to West as Orbit & Ramp shots are completed.

Super Payday ends once all but one Ball in play drains. Once it ends, the City Event Modes can be played again, starting with New York & Miami.

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 -

"Look Ted! A Table Guide!"

Yours
ShoryukenToTheChin