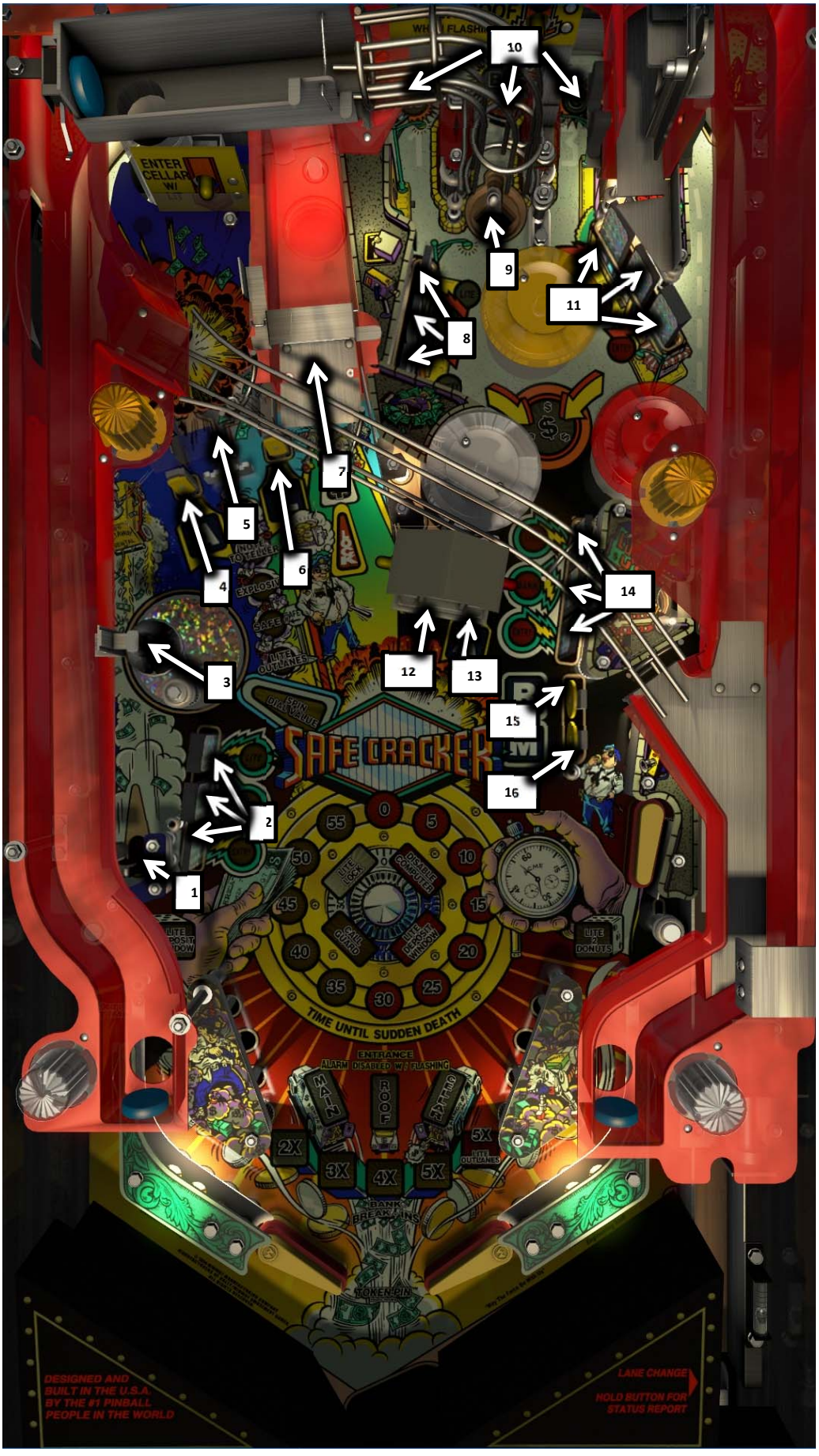
Williams Pinball – Safe Cracker Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. Kicker
2. "Lite Next Entry" Drop Targets Bank
3. Disc
4. 1st "A" Spot Target
5. Vari-Target (*Cellar Bank Entrance*)
6. "L" Spot Target
7. Centre Ramp
8. 1st "Lite Bank Entry" Drop Targets Bank
9. Roof Saucer (*Roof Bank Entrance*)
10. "A-B-C" Rollover Lanes
11. 2nd "Lite Bank Entry" Drop Targets Bank
12. Teller (*Main Bank Entrance*)
13. 2nd "A" Spot Target
14. 3rd "Lite Bank Entry" Drop Targets Bank
15. "R" Spot Target
16. "M" Spot Target

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 3 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; Theatre of Magic, The Champion Pub & Safe Cracker.

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 Safe Cracker. Safe Cracker was released in March 1996 by Williams (under the Bally label). Designed by Pat Lawlor. Programmed by Matt Coriale. It had a production run of 1,148 units.







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

Timed Play/Sudden Death Mode

Unlike most Pinball Tables, Safe Cracker is timer based & doesn't give a specific number of turns (Balls).

During normal play, the game is either in Timed Play or Sudden Death Mode. New games will begin in Timed Play. The game indicates the timer starts at 45 minutes but the timer is much shorter than that. The Lamps (located in the middle of the Playfield) represents the timer.



Every 3 seconds. The timer goes down by 5 minutes. The timer gets a little faster each time the Board Game is played (more on this later in the guide). During Timed Play, any Balls that drain will be automatically re-launched back into play.

Once the timer expires, the game enters the Sudden Death Mode. The game ends once the Ball drains in Sudden Death.

Now there are several ways to increase the timer. During Timed Play, most Switches (basically every Target, Rollover, anything that gives scores) on the Playfield add a small amount to the timer. During Sudden Death, only certain features will add to the timer & put the game back into Timed Play.

- Lighting all 3 "A-B-C" Rollover Lanes will add 5 minutes to the timer. If you're in Sudden Death, it will instead award a Doughnut. Look later in the guide under the sections "Side Game Modes – A-B-C Rollover Lanes" for more information

Here are the ways to increase the timer that will put the game back into Timed Play –

- Selecting a time award after landing on a "**?**" space in the Board Game adds 5, 10, 15 or 20 minutes to the timer. Look later in the guide under the sections "Board Game – Playing the Board Game – "**?**" Board Game Space" for more information
- Collecting the "Time" Free Gift from the Teller adds 5, 10 or 15 minutes to the timer. Look later in the guide under the sections "Side Game Modes – Free Gifts" for more information
- During the TNT Multiball Mode, hitting the required number of Targets & Switches (basically every Target, Rollover, anything that gives scores) as indicated on the Dot-Matrix Display, will add 5 minutes to the timer. Look later in the guide under the sections "Muliball Modes – TNT Multiball" for more information
- During the Vault Multiball Mode, scoring a **Jackpot** adds 10 minutes to the timer. Look later in the guide under the sections "Multiball Modes – Vault Multiball" for more information
- If "Extra Time" is lit at the Left Outlane or Right Outlane, then draining a Ball down the lit Outlane adds 20 minutes to the timer.

  This can be lit by collecting the "Lite Outlane" Cellar Award, by collecting the "Lite Outlane" Free Gift from the Teller & starting the Board Game again after the End-of-Game Bonus Multiplier has been advanced to 5X times. Once "Extra Time" is lit, each hit on the Slingshots will alternate which Outlane the "Extra Time" Lamp will be lit on.

The timer can also be stopped for 20 seconds by collecting the "Disable Computer" Wheel Value (look later under the "Side Game Modes - Wheel Value" section of the guide for more information).

Assault on the Vault Multiball Mode *4 Balls*

This is a separate game that can be played on the table.

Activation:

To be able to play it, you must have at least 1 Magic Credit. If you have a Magic Credit you will need to select the "Assault on the Vault" option on the Dot-Matrix Display when starting the game. Note that Magic Credits are earned by collecting Magic Tokens. Look later under the "Side Game Modes - Magic Tokens/Magic Credits" section of the guide for more information on those.

Mode Itself:

This is 4 Ball Multiball Mode that lasts 90 seconds. Any Balls that you drain will be automatically re-launched. The goal here is to score as many Points as possible by scoring **Assault Jackpots** & breaking into the Vault.

To score **Assault Jackpots**, simply hit a Ball up the Centre Ramp (7) when "**Jackpot**" is lit. This is lit at the start of the game. Once an **Assault Jackpot** is scored, "**Jackpot**" can be relit by spinning the Disc (3). The **Assault Jackpot** value starts at $50,000. Each rotation of the Disc (3) will increase the value by $5,000. The **Assault Jackpot** value will reset to $50,000 every time its scored.

To break into the Vault - At the start of the game a path is lit from each Bank Entrance to the nearest entrance to the Vault. The goal here is to advance to the Vault from each Bank Entrance. Each time the 1st "Lite Bank Entrance" Drop Targets Bank (8) is completed it advances one space towards the Vault from the Main Entrance. Each time the 2nd "Lite Bank Entrance" Drop Targets Bank (11) is completed it advances one space towards the Vault from the Roof Entrance. Each time the 3rd "Lite Bank Entrance" Drop Targets Bank (14) is completed it advances one space towards the Vault from the Cellar Entrance. Each time the "Lite Next Entry" Drop Targets Bank (2) is completed & each time the Vari-Target (5) is hit, it will advance one space towards the Vault from all 3 Bank Entrances. Each space advanced from any of the Bank Entrances will score $10,000. Advancing all the way to the Vault from any of the Bank Entrances will score $250,000.

This Multiball Mode ends once the 90 second timer expires. Once the Mode ends, an End-of-Game Bonus is awarded. Each space moved on the Board Game adds $5,000 to the Bonus. For each time you advance all the Vault from all 3 Bank Entrances, it will add $750,000 to the Bonus & you collect a letter in "V-A-U-L-T". Each **Assault Jackpot** scored within this Mode will add $50,000 to the Bonus.

End-of-Game Bonuses & Raising the Multiplier

Upon the game ending, you will be granted an End-of-Game Bonus. The scoring for this is as follows –

- Each Doughnut collected will add $5,000 to the Bonus. Remember that Doughnuts used to bribe the Guard in the Board Game won't be added to the Bonus.
- Each ATM Visit will add $10,000 to the Bonus. An ATM Visit is accumulated each time you land on a "***S***" Board Game space. Look later in the guide under the sections "Board Game – Playing the Board Game – "S" Board Game Space" for more information

How to raise the End-of-Ball Bonus Multipliers;

There is also an End-of-Game Bonus Multiplier that is applied to the Bonus Value. This can be increased to a maximum of 5X Times. Note - Once the Multiplier is at its maximum, starting the Board Game again lights the "Extra Time" Lamp in one of the Outlanes. Draining the Ball down a lit Outlane will add 20 minutes to the Timed Play timer.

You can raise the Multiplier by doing the following –

- Collecting the "***Bonus X***" Free Gift from the Teller will advance the Multiplier by 1X times. Look later in the guide under the sections "Side Game Modes – Free Gifts" for more information
- Each time the Board Game is started, it will advance the Multiplier by 1X times.

Side Game Modes

- **Wheel Values** –

  At the start of the game, the Bank's Main Entrance – Teller (12) is lit to collect a Wheel Value & "Spin Dial Value" is lit at the Disc (3). When this is lit, spinning the Disc (3) changes the current lit Wheel Value & turns off "Spin Dial Value". When the Ball passes through the lane just above the Top Right Flipper, it lights "Spin Dial Value" for a few seconds. This lights with no timer after hitting the Ball up the Centre Ramp (7). "Spin Dial Value" also lights with no timer when the "Lite Wheel" Free Gift is collected from the Teller. When the Bank's Main Entrance – Teller (12) is lit for a Wheel Value, hitting the Ball into it will collect the currently lit Wheel Value. This will also turn off "Spin Dial Value".

  Below are the possible Wheel Values –



  - "***Lite Deposit Window***" – this collects a Free Gift from the Teller. Look later in the guide under the sections "Side Game Modes – Free Gifts" for more information
  - "***Call Guard***" – this randomly awards $100,000 or immediately starts the Board Game.
  - "***Lite Lock***" – this lights "Lock" at the Centre Ramp (7). Once this is lit, hitting the Ball up the Ramp locks a Ball. If "Lock" is already lit, collecting "Lite Lock" will lock a Ball. Locking a Ball opens one of the "***Gate***" Board Game spaces & lights one or more of the Bank Entrances. Look later under the "Board Game - Starting the Board Game" section of the guide for more information.
  - "***Disable Computer***" – this stops the Timed Play timer for 10 seconds.

- **Free Gifts** –

When a Lamp just above the Teller (12) is lit & the Wheel is not lit to award a Wheel Value hitting the Bank's Main Entrance – Teller (12) will collect a random Free Gift. The lamp just above the Teller (12) lights for just a few seconds to award a Free Gift each time the Left Inlane (Return Lane) Rollover is completed. A Free Gift is also awarded when you collect the "Lite Deposit Window" Wheel Value & when you land on the "Teller" Board Game space.

Below are the possible Free Gifts –

- "***Blender***" – this will award nothing.
- "***Free Token***" – this awards a Magic Token (look later under the "Side Game Modes - Magic Tokens/Magic Credits" section of the guide for more information).
- "***Bonus X***" – this will advance the End-of-Game Bonus Multiplier by 1X times.
- "***Lite Outlane***" – this will light "Extra Time" in the Left Outlane or Right Outlane. Draining a Ball down a lit Outlane will add 20 minutes to the Timed Play timer.
- "***Jets at Max***" – this advances the Jet Bumpers to their maximum of value of $1,010 per hit with the Ball.
- "***Time***" – this adds 5, 10 or 15 minutes to the Timed Play timer.
- "***TNT Multiball***" – this activates the TNT Multiball Mode. Look later under the "Multiball Modes – TNT Multiball" section of the guide for more information.
- "***Lite Wheel***" – this will light "Spin Dial Value" at the Disc (3). Once this is lit, spinning the Disc (3) will change the currently lit Wheel Value & lights the Bank's Main Entrance – Teller (12) to collect that Wheel Value. Look above this page under the "Side Game Modes - Wheel Values" section of the guide for more information.
- "***$50,000***" – this automatically awards $50,000.
- "***Doughnuts***" – this will award 4, 6 or 12 Doughnuts. Look later under the "Side Game Modes - Doughnuts" section of the guide for more information.
- "***Lite Lock***" – this lights "Lock" at the Centre Ramp (7). Once this is lit, hitting the Ball up the Ramp locks a Ball. Locking a Ball opens one of the "***Gate***" Board Game spaces & lights one or more of the Bank Entrances. Look under the "Starting the Board Game" section of the guide for more information.
- "***Money Bomb***" – this will immediately end the Board Game. This is awarded 50% of the time after landing on a "***Teller***" Board Game space unless you have collected "Note to Teller". A "Note to the Teller" can be collected as a Cellar Award & by selecting the "NOT" code after landing on a "***Candy 2000***" Board Game space.

- **Cellar Awards** –

  Hitting the Bank's Cellar Entrance via the Vari-Target (5) will collect the currently lit Cellar Award. In front of the Cellar Entrance is a Moveable Target, this is in fact the Vari-Target (5). Each hit on this Target will score $50 & pushes it back. Once you have hit the Vari-Target enough times this will move back far enough, that the Cellar Entrance will be exposed. Once a Cellar Award is collected, the next Award will be lit. The lit Cellar Award also changes each time all 3 "A-B-C" Rollover Lanes are lit.

  Below I will list the Cellar Awards in the order that they will light –

  - "***ATM Card***" – This will award an ATM Card. This doubles the value added to the Stash to $40,000 when you land on a "***S***" Board Game space. Look later in the guide under the sections "Board Game – Play the Board Game – "S" Board Game Space" for more information
  - "***Note to Teller***" – This will award a note that prevents the Teller from giving you a "Money Bomb" when you land on a "***Teller***" Board Game space. Note that a "Money Bomb" will end the Board Game. Look later in the guide under the sections "Board Game – Play the Board Game – "Teller" Board Game Space" for more information
  - "***Explosives***" – This will activate a Frenzy Mode that lasts for 20 seconds. While the timer is active, most of the Targets & Switches (basically every Target, Rollover, anything that gives scores) on the Playfield will score $5,000. Each time the Centre Ramp (7) or the Vari-Target (5) is hit, it will score $25,000.
  - "***Safe #***" – This will award a letter in "V-A-U-L-T". Once "V-A-U-L-T" is completed, breaking into the Vault in the Board Game scores a **Vault Jackpot** worth $500,000 & activates the Token Multiball Mode.
  - "***Lite Outlane***" – will light the "Extra Time" Lamp in the Left or Right Outlane. Draining a Ball down a lit Outlane will in-turn add 20 minutes to the Timed Play timer.

- **“A-B-C” Rollover Lanes** –



Completing an unlit “A-B-C” Rollover Lane (10) will score $1,000. Whereas completing a lit “A-B-C” Rollover Lane (10) will score $500. Lighting all 3 of the “A-B-C” Rollover Lanes (10) will score $3,500 & changes the currently lit Cellar Award. If you are in Timed Play, lighting 3 of the “A-B-C” Rollover Lanes (10) will add 5 minutes to the timer. If you are in Sudden Death or any of the Multiball Modes are active, lighting 3 of the “A-B-C” Rollover Lanes (10) collects a Doughnut. Look later under the “Side Game Modes - Doughnuts” section of the guide for more information.

You can change the currently lit “A-B-C” Rollover Lanes (10) by pressing either of the Flipper Buttons, this makes it easily to light the “A-B-C” Rollover Lanes (10). Lit Lanes can be moved Left or Right by pressing the corresponding Flipper Button.

- **<u>"A-L-A-R-M" Spot Targets</u>** –

  To make the Board Game easier I would suggest lighting all the "A-L-A-R-M" Spot Targets –



  - <u>1st</u> "A" Spot Target (4)
  - "L" Spot Target (6)
  - <u>2nd</u> "A" Spot Target (13)
  - "R" Spot Target (15)
  - "M" Spot Target (16)

  The "A-L-A-R-M" Spot Targets can be completed in any order. Hitting any unlit "A-L-A-R-M" Spot Target will score <u>$1,510</u>. Hitting any lit "A-L-A-R-M" Spot Target will score <u>$1,250</u>. Completing all <u>5</u> "A-L-A-R-M" Spot Targets will score <u>$6,510</u> & de-activates <u>1</u> of the <u>4</u> Alarm Board Game spaces, starting with the first one. The Board Game will continue if you land on an Alarm Board Game space that has been de-activated. Now if you land on an activate Alarm Board Game space then it will cause you to exit the Board Game. If all <u>4</u> Alarm Board Game spaces have been de-activated, completing the "A-L-A-R-M" Spot Targets will now score <u>$50,000</u>.

- **Doughnuts** –

  It's important to collect Doughnuts for these reasons –

  - Once 5 or more Doughnuts are collected, the Guard will automatically take a number of them as a bribe, if you land on a "***Bribe Guard***" Board Game space. If you don't have 5 or more Doughnuts, the Guard must be bribed with money.
  - Each Doughnut that you have collected upon the game ending adds $5,000 to the End-of-Game Bonus. Doughnuts that have been taken by a Guard for a bribe won't be added to the Bonus.

  There are several ways to collect Doughnuts –

  - Each shot up the Centre Ramp (7) will collect 1 Doughnut.
  - Each time the Right Inlane (Return Lane) Rollover is completed, hitting the Ball up the Centre Ramp (7) within a few seconds collects 2 Doughnuts.
  - Once you are in Sudden Death Mode or any of the Multiball Modes are active, lighting all 3 of the "A-B-C" Rollover Lanes (10) will collect 1 Doughnut.
  - Collecting the "Doughnuts" Free Gift will award 4, 6 or 12 Doughnuts. Look earlier under the "Side Game Modes - Free Gifts" section of the guide for more information.
  - Selecting the "DNT" code after landing on a "***Candy 2000***" Board Game space will award 4, 6 or 12 Doughnuts. Look later in the guide under the sections "Board Game – Play the Board Game – "***Candy 2000***" Board Game Space" for more information
  - Selecting the Doughnut award after landing on a "***?***" Board Game Space will award 4, 6 or 12 Doughnuts. Look later in the guide under the sections "Board Game – Play the Board Game – "***?***" Board Game Space" for more information

- **Magic Tokens/Magic Credits** –

This is a cool feature of the table. There are 26 unique Magic Tokens that can be collected. Each time you collect a Magic Token, you are awarded with a Magic Credit. The Magic Credits are used to play a separate game on this table called, Assault on the Vault. Select the "Assault on the Vault" Button when starting the game to play it. Look under the "Assault on the Vault Mode" section earlier in the guide for more information. The HUD will indicate the number of Magic Credits & the number of unique Magic Tokens you have collected. Collecting a duplicate of a Magic Token that you already have will still award a Magic Credit.

******Magic Tokens that have been collected can be viewed at the bottom right of the table, just left of the Plunger Lane******



There are several ways to collect Magic Tokens –

- One Magic Token is awarded when you break into the Vault on the Board Game. If you complete "V-A-U-L-T" & then break into the Vault, it activates the Token Multiball Mode. Look later in the guide under the sections "Multiball Modes – Token Multiball" for more information
- One Magic Token is awarded for the first 3 **Jackpots** scored during the Token Multiball Mode. Look later in the guide under the sections "Multiball Modes – Token Multiball" for more information
- One Magic Token is awarded if you select the token award after landing on a "?" Board Game space. Look later in the guide under the sections "Board Game – Playing the Board Game – "***?***" Board Game Space" for more information
- One Magic Token is awarded if you select the "TOK" code after landing on a "***Candy 2000***" Board Game space. Look later in the guide under the sections "Board Game – Playing the Board Game – "***Candy 2000***" Board Game Space" for more information
- One Magic Token is awarded if you collect the "Free Token" Free Gift from the Teller. Look earlier in the guide under the sections "Side Game Modes – Free Gifts for more information

- **Miscellaneous Scoring**–

  Below are some other ways to score on this table –

  - Each hit on an unlit Jet Bumper will score $110. Each hit on a lit Jet Bumper will score $500. Each hit on a flashing Jet Bumper scores $1,010. At the start of the game all 3 Jet Bumpers are unlit. They can be lit by completing the closest bank of "Lite Bank Entry" Drop Targets. Once a Jet Bumper is lit completing the closet bank of "Lite Bank Entry" Drop Targets will make the Jet Bumper flash. Collecting the "Jets at Max" Free Gift from the Teller causes all the Jet Bumpers to flash.
  - Each hit into the Bank's Roof Entrance - Roof Saucer (9) will score $500.
  - Each spin of the Disc (3) will score $50.
  - Each time the Ball lands at the Kicker (1), it scores a Bob's Getaway Value. These range from about $5,000 to $17,500.
  - Completing the Rollover just above the Top Right Flipper will score $130.
  - Completing the Right or Left Inlane (Return Lane) Rollover will score $2,500.
  - Completing the Left or Right Outlane Rollover will score $5,000.
  - Each hit on the Slingshots will score $370.

Multiball Modes –

There are 3 Multiball Modes (4 if we include the Assault on the Vault Multiball Mode – explained near the beginning of the guide) on this table -

- ## Vault Multiball *3 Ball Multiball Mode*:

  This is a high scoring Mode.

  Activation –

  It is automatically activated once you break into the Vault unless you have managed to collect all the letters of "V-A-U-L-T". If you have completed "V-A-U-L-T", breaking into the Vault will instead activate the Token Mutliball (look under the "Multiball Modes – Token Multiball" section for more information). For information on how to collect the letters in "V-A-U-L-T" look under the "Board Game – Board Game Spaces – "Vault" Board Game Space" section for information on how.

  Mode itself -

  This is a 3 Ball Multiball. Upon the Mode starting, "**Jackpot**" will be lit at the Centre Ramp (7). Hit a Ball up that Ramp to score a **Jackpot**. The **Jackpot** value is the Stash value collected when you broke into the Vault. Each time a **Jackpot** is scored, it will add 10 minutes to the Timed Play timer. Once a **Jackpot** is scored, "**Jackpot**" can be relit by spinning the Disc (3).

  Vault Multiball remains active until you go down to a single Ball in play.

- ## Token Multiball *4 Ball Multiball Mode*:

  This is the best way to collect Magic Tokens.

  Activation –

  It is automatically activated once you break into the Vault & have managed to collect all the letters of "V-A-U-L-T". If you haven't completed "V-A-U-L-T", breaking into the Vault will instead activate the Vault Mutliball (look under the "Multiball Modes – Vault Multiball" section for more information). For information on how to collect the letters in "V-A-U-L-T" look under the "Board Game – Board Game Spaces – "Vault" Board Game Space" section for information on how.

  Mode itself -

  This is a 4 Ball Multiball. Upon the Mode starting, "**Jackpot**" will be lit at the Centre Ramp (7). Hit a Ball up that Ramp to score a **Jackpot**. Once the **Jackpot** is scored, "**Jackpot**" can be relit by spinning the Disc (3). The first 2 **Jackpots** scored will award Magic Tokens. $150,000 is awarded for each subsequent **Jackpot** scored. Magic Tokens are used to activate the Assault on the Vault Mode. Look under the "Magic Tokens" & "Assault on the Vault Multiball Mode" sections of the guide for more information.

  Token Multiball remains active until you go down to a single Ball in play.

- **TNT Multiball *3 Ball Multiball Mode***:

This can boost your score & the Timed Play timer.

Activation –

There are several ways to activate this Multiball, its activated automatically –

- When the "TNT Multiball" Free Gift is collected from the Teller,
- When you select the "TNT" code after landing on a "***Candy 2000***" Board Game space.
- By selecting the TNT award after landing on a "***?***" Board Game space.
- If you land on a "***Cyber Dog***" or active "***Alarm***" Board Game space, you get 15 seconds to re-start the Board Game. While this timer is active, hit the Ball up the Centre Ramp (7) to activate TNT Multiball instead.

Mode itself -

This is a 3 Ball Multiball. While this Multiball is active, each completion of these Drop Targets will score $2,500 –

- "Lite Next Entry" Drop Targets Bank (2)
- 1st "Lite Bank Entry" Drop Targets Bank (8)
- 2nd "Lite Bank Entry" Drop Targets Bank (11)
- 3rd "Lite Bank Entry" Drop Targets Bank (14)

Hitting any combination of Targets & Switches (basically every Target, Rollover, anything that gives scores) a specific number of times will add 5 minutes to the Timed Play timer. It requires 20 hits for the first time & 45 hits each subsequent time. The Dot-Matrix Display will indicate the number of hits remaining.

TNT Multiball remains active until you go down to a single Ball in play.

The Board Game:

The primary goal on this table is for you to break into the Bank Vault!

The Board Game represents the Bank, and at the centre of the Board Game is the Vault. Each time you break into the Bank, you will get to play the Board Game.



Starting the Board Game

Below I will list where the Drop Targets are located –

- 1st "Lite Bank Entry" Drop Targets Bank (8)
- 2nd "Lite Bank Entry" Drop Targets Bank (11)
- 3rd "Lite Bank Entry" Drop Targets Bank (14)

At the start of a new game, 2 of the banks of Drop Targets will flash. Hitting a Drop Target score $1,110. Completing a bank of Drop Targets scores $2,500.

Each time the "Lite Next Entry" Drop Targets Bank (2) is completed, & each time the Ball lands at the Kicker (1), it will spot 1 of the flashing Drop Targets. Completing both banks of flashing Drop Targets - 2nd "Lite Bank Entry" Drop Targets Bank (11) & 3rd "Lite Bank Entry" Drop Targets Bank (14) will light "Lock" at the Centre Ramp (7). This can also be lit by collecting the "Lite Lock" Wheel Value or the "Lite Lock" Free Gift from the Teller (look earlier under the "Side Game Modes - Wheel Value" & "Side Game Modes - Free Gifts" sections of the guide for more information).

Once "Lock" is lit, hit the Ball up the Centre Ramp (7) to lock a Ball. This opens one of the "***Gate***" Board Game spaces & will light the Bank Entrances –

- ***Roof Entrance*** via the Roof Saucer (9).
- ***Cellar Entrance*** via the Vari-Target (5).
- ***Main Entrance*** via the Teller (12).

"Lock" also remains lit, locking a 2nd Ball via the Centre Ramp (7) opens a second "***Gate***" Board Game space. Shooting the Ball at a lit Bank Entrance will start the Board Game. The Board Game can be automatically started by collecting the "Call Guard" Wheel Value (look earlier under the "Side Game Modes - Wheel Value" sections of the guide for more information).

Each time the Board Game is started; you will advance towards the nearest open Gate to get to the Vault. The game will light the path you are taking to the Vault. Each time the Board Game is started, it will in-turn advance the End-of-Game Bonus Multipliers by 1X times, up to a maximum of 5X times. Look below this page under the "The Board Game - Playing the Board Game" section of the guide & the chapters on each of the Board Game spaces for more information on how to play.

Lighting "Lock" gets a little harder each time the Board Game is played & noticeably harder after the Stash is collected by breaking into the Vault. Eventually all 3 banks of Drop Targets will flash & it can require that each bank be completed up to 4 times to light "Lock". Locking a Ball will eventually light only one of the Bank Entrances to start the Board Game. Once a Ball is locked, each completion of the "Lite Next Entry" Drop Targets Bank (2) will light another Bank Entrance.

Playing the Board Game

It's worth noting that playing the Board Game is the key for you to attain high scores. The goal here is to reach & break into the Vault to collect the Stash. Each turn of the Board Game begins with a Safe Dial spinning between the numbers 1-5. Pressing the Left Flipper Button immediately stops the Safe Dial, whereas pressing the Right Flipper Button will slowly stop the Safe Dial. The number which the Safe Dial lands on will in-turn be the number of board spaces that you will advance.



After which the value of the space you land on will then be awarded. You will almost always move clockwise around the board. Note that it's possible to move counter clockwise by landing on the "***Run N' Hide***" Board Game space or by selecting the reverse arrow award from a "**?**" Board Game space. If the result of your turn doesn't end the Board Game, the Safe Dial will begin spinning again.

Once you reach the loop of Board Game spaces or land on a Bribe Guard Board Game space, the Guard is alerted to your presence & starts to chase you. Once the Guard is alerted, he rolls a die following each of your Safe Dial spins. The Guard can roll the die between the numbers 1-6. If he managed to catch up to your space, it will result in the Board Game ending & normal Pinball play resumes.

Board Game Spaces -

Below this page, I will explain each of the Board Game spaces (shown in the below image).



"S" Board Game Space -

There are 8 "***S***" Board Game spaces. Landing on one of these accumulates an ATM Visit.



Each ATM Visit adds $20,000 to the Stash value & $10,000 to the End-of-Game Bonus. If you have collected the "ATM Card" Cellar Award, landing on a "***S***" space adds 2X times the value to the Stash. An ATM Card doubles the value to $40,000 for each "S" space you land on for the rest of the game. Look earlier under the "Side Game Modes - Cellar Awards" section for more information.

"?" Board Game Space -

There are 13 "**?**" Board Game spaces.



Landing on one of these will cycle a highlighter between 5 awards on the Dot-Matrix Display. To select the currently highlighted award, simply press either Flipper Button. Although if you don't make a selection within 5 seconds, it will be automatically made for you.

Below I will describe the "**?**" Board Game space awards you may encounter –

- ***The Money Bag Award*** – adds $7,000, $10,000, $12,000, $15,000, $20,000, $50,000, $100,000 or $125,000 to the Stash.
- ***The Forward Arrow Award*** – this moves you forward 1 to 5 spaces randomly. The value of the space you land on is then immediately awarded.
- ***The Reverse Arrow Award*** – this moves you backwards 1 to 5 spaces randomly. The value of the space you land on is then immediately awarded.
- ***The Forward Cop Arrow Award*** – this moves the Guard forward 1 to 5 spaces randomly.
- ***The Reverse Cop Arrow Award*** – this moves the Guard backwards 1 to 5 spaces randomly.
- ***The Time Award*** – this randomly adds 5, 10, 15 or 20 minutes to the Timed Play timer.
- ***The TNT Award*** – this ends the Board Game & activates the TNT Multiball Mode. Look earlier under the "Multiball Modes – TNT Multiball" section of the guide for more information.
- ***The Bally Token Award*** – this collects 1 Magic Token. Look earlier under the "Magic Token/Magic Credits" section of the guide for more information.
- ***The Skull & Crossbones Award*** – this ends the Board Game.
- ***The Alarm Award*** – this de-activates the next Alarm. The Board Game continues if you land on an Alarm Board Game space that has been de-activated. Landing on an active Alarm space exists the Board Game.
- ***The Dog Biscuit Award*** – this collects a Dog Biscuit. These are used to defeat the Cyber Dog if you land on a Cyber Dog Board Game space.

- ***The Key Award*** – this collects a Skeleton Key. These are used to open the Vault Gate if you land on a "Gate" Board Game space & select a locked gate.
- ***The Doughnut Award*** – this collects 4, 6 or 12 Doughnuts. Each Doughnut collected adds $5,000 to the End-of-Game Bonus & they are used to bribe the Guard if you land on a Bribe Guard Board Game space.
- ***The Lightning Bolt Award*** – this sends a lightning bolt around the loop of Board Game spaces. If it reaches your space first, the Board Game ends. If it reaches the Guard's space first, it sends him back to where he started on the Board Game.
- ***The Winged Shoes Award*** – this sends you flying around the loop of Board Game spaces. Pressing either Flipper Button will slowly decrease your speed & makes you land on a space. The value of the space you land on is then immediately awarded.

"Bribe Guard" Board Game Space -

There are 4 "***Bribe Guard***" Board Game spaces, represented by the icon of two hands.



Landing on one of these prompts you to bribe the Guard. If you have collected 5 or more Doughnuts, the Guard automatically takes a number of them as his bribe & the Board Game continues. If you have collected less than 5 Doughnuts, the Guard demands a random dollar value for a bribe.

Press the Right Flipper Button to give the Guard the amount that he has demanded & the Board Game will continue. You can lower the bribe value by pressing the Left Flipper Button. Do note that it is random whether the Guard will accept the lower value. If he doesn't accept the lower bribe value, the Board Game ends. If he does accept it, pressing the Right Flipper Button gives the Guard the lowered bribe value & the Board Game continues. Pressing the Left Flipper Button will attempt to lower the bribe value again. Any time you have the options to pay the current bribe value or attempt to lower it, it will automatically pay the bribe if a selection isn't made within about 5 seconds.

"Candy 2000" Board Game Space -

There are 2 "***Candy 2000***" Board Game spaces.



Landing on either of these will make a series of codes begin cycling on the Dot-Matrix Display. Pressing either Flipper Button will select the currently highlighted code. If a selection isn't made within 5 seconds, one will be selected automatically for you. Many of the codes that can be selected are invalid. If an invalid code is selected, nothing will be awarded & the Board Game continues. If a valid code is selected, the code's value is immediately awarded.

Here are the codes & what they award –

- "***MNY***", "***ADG***" & "***SDG***" – adds $50,000 to the Stash.
- "***MOO***", "***PML***" & "***VLT***" – will collect a letter in "V-A-U-L-T". Once "V-A-U-L-T" is completed, breaking into the Vault scores a Vault Jackpot & activates the Token Multiball. Look earlier under the "Multiball Modes - Token Multiball" section of the guide for more information.
- "***DNT***" – this will award 4, 6 or 12 Doughnuts.
- "***LFT***" & "***MOV***" – this moves you forward 1 to 5 spaces randomly. The value of the space you land on is then immediately awarded.
- "***NOT***" – this collects a "Note to the Teller". This prevents the Teller from giving you a "Money Bomb" when you land on a "Teller" Board Game space.
- "***DOG***" & "***MAT***" – this collects a Dog Biscuit. These are used to defeat the Cyber Dog if you land on a Cyber Dog Board Game space.
- "***TNT***" – this activates the TNT Multiball Mode. Look earlier under the "Multiball Modes – TNT Multiball" section of the guide for more information.
- "***TOK***" – this collects a Magic Token. Look earlier under the "Magic Token/Magic Credits" section of the guide for more information.
- "***KEY***" – this collects a Skeleton Key. These are used to open the Vault Gate if you land on a "***Gate***" Board Game space & select a locked gate.

"Cyber Dog" Board Game Space -

There are 3 "***Cyber Dog***" Board Game spaces, represented by a Dog icon.



If you have collected a Dog Biscuit, it's given to the Cyber Dog when you land on one of these spaces. This adds $25,000 to the Stash & the Board Game continues. Dog Biscuits can be collected from the "***?***" & "***Candy 2000***" Board Game spaces. If you don't have a Dog Biscuit, landing on a Cyber Dog space will exit the Board Game, but you get a chance to resume it. When it exits the Board Game, it activates a 15 second timer & starts normal pinball while you move around the loop of Board Game spaces. If you hit the Centre Ramp (7) while the timer is active, it starts the TNT Multiball Mode & ends the Board Game. Look under the "Multiball Modes - TNT Multiball" section of the guide for more information. If you land in the Roof Saucer (9), Vari-Target (5) or Teller (12) while the timer is active, it defeats the Cyber Dog & resumes the Board Game. This keeps your current Stash value & stops you where you are on the loop. After resuming the Board Game, landing on another Cyber Dog space adds another $25,000 to the Stash & doesn't end the Board Game. Now if the Ball drains during the Cyber Dog Chase, or you fail to shoot a Bank Entrance before the timer expires, the Board Game will need to be restarted as was explained earlier in the "The Board Game - Starting the Board Game" section of the guide.

"Alarm" Board Game Space -

There are 4 "***Alarm***" Board Game spaces, represented by an Alarm icon.



A lit Alarm space means that Alarm is active. An unlit Alarm space means that Alarm has been de-activated. Alarms can be de-activated in order starting with the first one by collecting alarm awards from the "**?**" Board Game space or by light all the "A-L-A-R-M" Spot Targets –

- 1st "A" Spot Target (4)
- "L" Spot Target (6)
- 2nd "A" Spot Target (13)
- "R" Spot Target (15)
- "M" Spot Target (16)

Alarms remain de-activated until the Stash is collected by breaking into the Vault. The Board Game continues if you land on an Alarm Board Game space that has been de-activated. Landing on an active Alarm space exits the Board Game, but you get a chance to resume it. When it exits the Board Game, a 15 second timer is activated. If you hit the Centre Ramp (7) while the timer is active, it starts the TNT Multiball Mode & ends the Board Game. Look under the "Multiball Modes - TNT Multiball" section of the guide for more information. If you hit the Cellar Entrance - Vari-Target (5) while the timer is active, it collects the current Stash value, resets it to $50,000 & restarts the Board Game at the Cellar Entrance. If the Ball drains while the timer to resume the Board Game is active or if you fail to shoot the Cellar Entrance – Vari-Target (5) before the timer expires, the Board Game will need to be restarted as was explained earlier in the "The Board Game - Starting the Board Game" section of the guide.

"Teller" Board Game Space -

There are 2 "***Teller***" Board Game spaces.



Landing on either of these will award a Free Gift. These are the same as the Free Gifts awarded form the Teller during the pinball game, except that 50% of the time the gift will be a "Money Bomb". A "Money Bomb" ends the Board Game. If a "Note to Teller" is collected before landing on a "Teller" space, the Teller will take it. This prevents the Free Gift from being a "Money Bomb". A "Note to the Teller" can be collected as a Cellar Award & by selecting the "NOT" code after landing on a "***Candy 2000***" Board Game space. Look earlier under the "Side Game Modes - Cellar Awards" & "The Board Game – Playing the Board Game – "Candy 2000" Board Game Space" sections of the guide for more information. For Free Gifts information look under the "Side Game Modes - Free Gifts" section of the guide.

"Run N' Hide" Board Game Space -

There is one "***Run N' Hide***" Board Game space, represented by an icon of two arrows pointing left & right.



Landing on this makes you start randomly moving forward or backward on the loop of the Board Game spaces, up to a maximum of 5 spaces from where you were. Pressing either of the Flipper Buttons will stop you on the loop. The value of the space you land on is then immediately awarded.

"#" Board Game Space -

There is one "#" Board Game space.



Landing on this collects a "Big Find". This adds $100,000 to the Stash.

"!" Board Game Space -

There is one "*!*" Board Game space.



Landing on this will end the Board Game.

"Gates" Board Game Space -

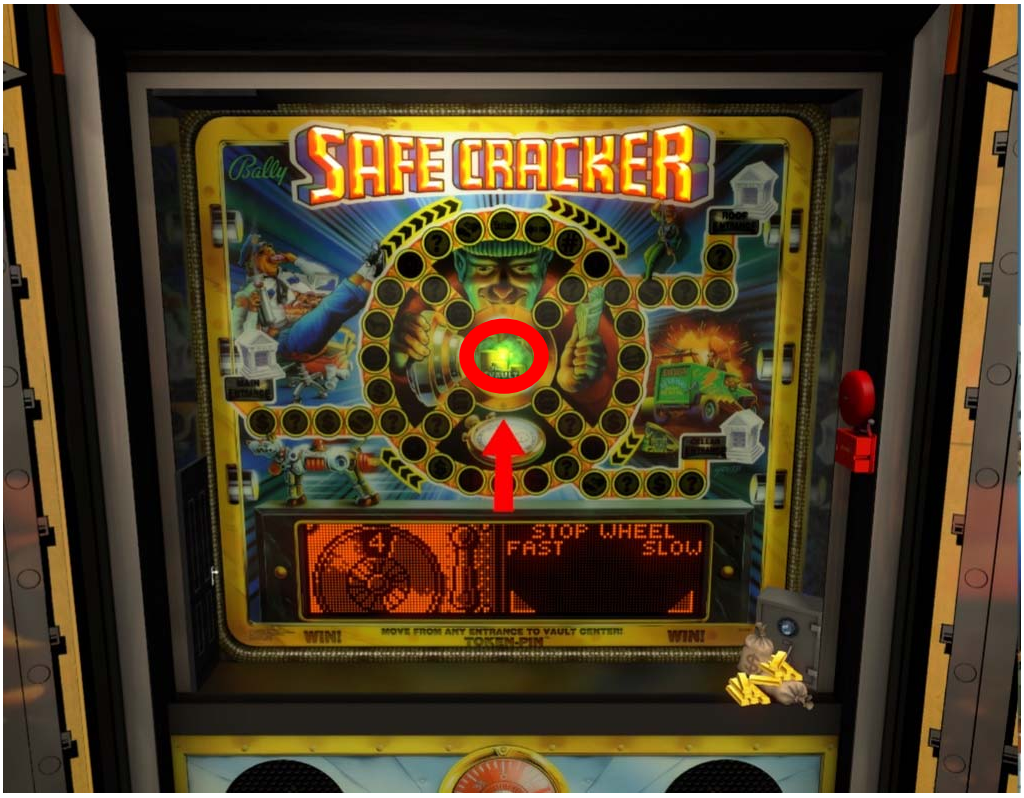
There are 4 "***Gate***" Board Game spaces.



Each time a Ball is locked before starting the Board Game, it opens one of the Gates randomly. The Lamp for an open Gate turns off. When you start the Board game by shooting the Roof Entrance - Roof Saucer (9), Cellar Entrance - Vari-Target (5) or Main Entrance - Teller (12) you will move clockwise towards the nearest open Gate to get to the Vault. If you land on a "***Gate***" Board Game space, it shows 3 Gates on the Dot-Matrix Display. One of the Gates has a lock. A highlighter then quickly cycles between the Gates. Press either of the Flipper Buttons to select the currently highlighted Gate. If you select a Gate that doesn't have a lock, the Board Game continues. If you select a Gate with a lock, it ends the Board Game unless you have collected the Skeleton Key. The Skeleton Key is collected by selecting the "KEY" code after landing on a "***Candy 2000"*** Board Game space & by selecting the key award after landing on a "***?***" Board Game space. Once the Board Game ends. All of the Gates close & can be re-opened by locking Balls.

"Vault" Board Game Space -

Breaking into the Vault is the ultimate goal during the Board Game.



Once you break into the Vault, $75,000 is added to the Stash, & then the Stash & a Magic Token are awarded. The Stash value starts at $50,000. Look under the sections of the guide that relates to the Board Game spaces for details on increasing the Stash value. For the Magic Tokens look earlier under the "Magic Tokens/Magic Credits" section of the guide for information on what these do.

If you have collected all of the letters in "V-A-U-L-T", breaking into the Vault scores a **Vault Jackpot** worth $500,000 & activates the Token Multiball Mode. If you haven't collected all of the letters in "V-A-U-L-T", breaking into the Vault activates the Vault Multiball Mode. Look earlier in the guide under the sections "Multiball Modes – Vault Multiball" & "Multiball Modes – Token Multiball" for more information.

There are a few ways in which you can collect the letters in "V-A-U-L-T" –

- 1 letter is collected each time you earn the "Safe #" Cellar Award.
- 1 Letter is collected each time you select the codes – "MOO", "PML" or "VLT" after landing on a "***Candy 2000***" Board Game space.
- Letters can also be collected at the end of the Assault on the Vault Multiball Mode. 1 Letter is collected for each time you advance to the Vault from all 3 Bank Entrances. Look under the "Assault on the Vault Multiball Mode" section earlier in the guide for more information.

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 -

"That was SPECIAL!!"

Yours
ShoryukenToTheChin