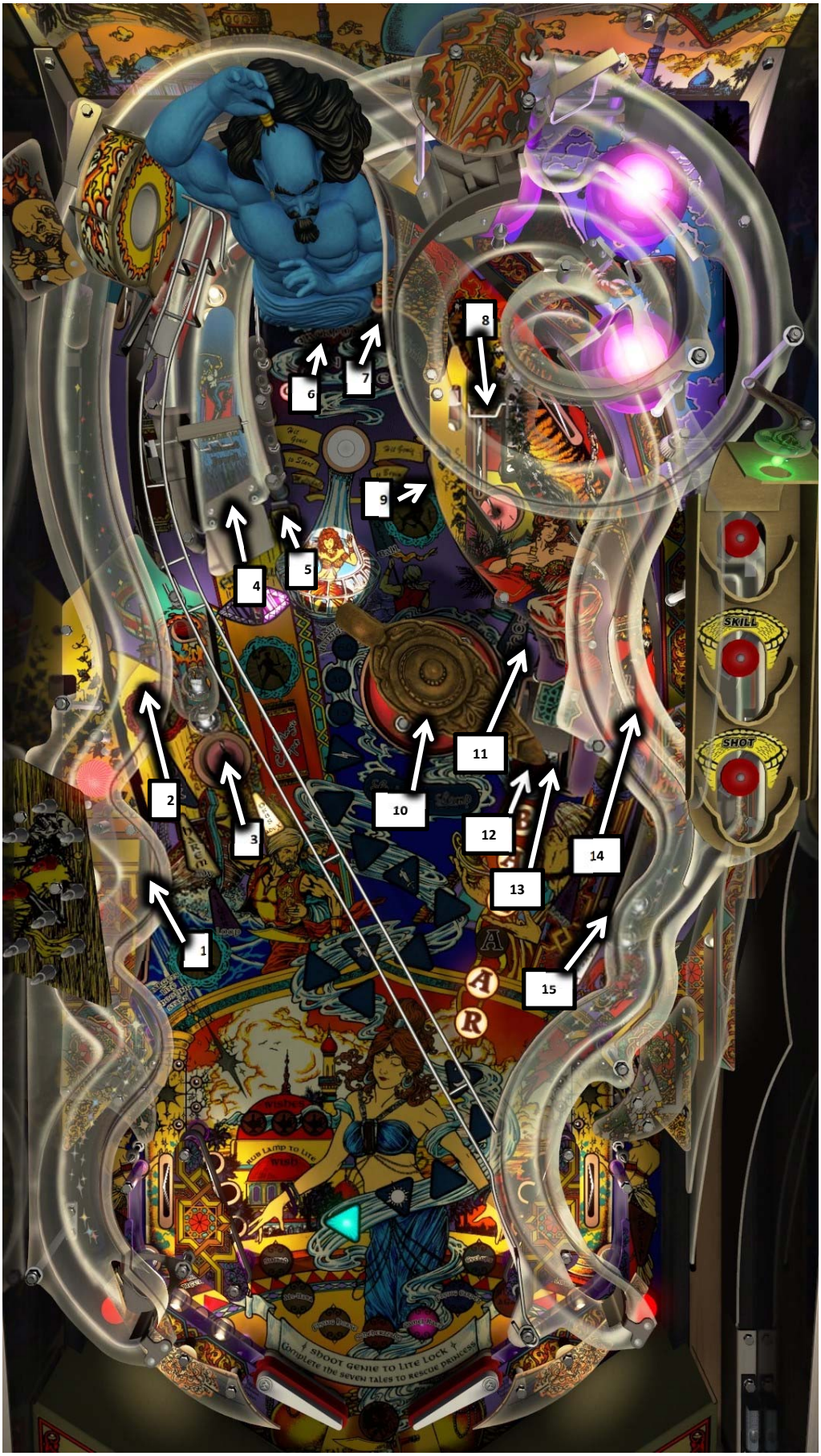
Williams Pinball – Tales of The Arabian Nights Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. Left Spot Targets Bank
2. Left Orbit
3. Left Orb Saucer (Captive Ball)
4. Left Ramp
5. Left Bazaar Spot Target
6. Genie
7. Genie Spot Target
8. Secret Ball Lock
9. Right Spot Targets Bank
10. Lamp
11. Centre Lane
12. Bazaar Saucer
13. Right Bazaar Spot Target
14. Right Orbit
15. Right Orb (Captive Ball)

In this guide when I mention a Ramp, Lane, Hole etc. I will put a number in brackets which will correspond to the above Key, so that you know where on the Table that feature is located.

TABLE SPECIFICS

***Notice*: This Guide is based off the Pinball FX3 (PS4) version of the Table on default controls. Some of the controls will be different on the other versions (Steam, etc...), but everything else in the Guide remains the same.**



INTRODUCTION

Zen Studios is bringing world-renowned pinball tables to *Pinball FX3*! Williams Pinball: Volume 5 Pack is a 3-pack of premium pinball perfection which again is comprised of classic tables from the iconic Williams Bally pinball library. The pack contains the iconic tables; Tales of the Arabian Nights™, Cirqus Voltaire™ & No Good Gofers™

Each table features a classic, exact replica version as well as a remastered version, transforming these tables into modern-day pinball experiences at the toggle of a button.

The table that this guide will cover is of course Tales of the Arabian Nights™. Tales of the Arabian Nights™ was released in May 1996 by Williams. Designed by John Popadiuk. Programmed by Louis Koziarz. It had a production run of 3,128 units.



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

Skill Shot

To score a Skill Shot you will need to send the Ball out of the Plunger with enough momentum to land into the Snake Basket shown on the Dot-Matrix Display.



There are 3 Snake Baskets available, only 1 will have a Snake inside them & this can be seen via the Dot-Matrix.

Skill Shots score 50,000 Points for the 1st time & an additional 25,000 Points each time after that, up to 125,000 Points.

Super Skill Shot –

If you manage to achieve a Skill Shot, you will then have a few moments to send the Ball up the Left Ramp (4) for a Super Skill Shot.



The value of the Super Skill Shot is worth twice as much as the original Skill Shot.

Kickback (Shooting Stars)

Shooting Stars prevent your Ball from draining down the Outlanes (like a Kickback). Hit any of the Targets in the Left Spot Target Bank (1) to light the Shooting Star near the Left Inlane. Hit any of the Targets in the Right Spot Target Bank (9) to light the Shooting Star near the Right Inlane



Shooting Stars (Kickbacks) remain lit for about 10 seconds & will grab the Ball, thus preventing it from draining down the Outlanes.



Extra Balls/Specials

Extra Balls -

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

Extra Balls are lit at Right Orbit (14) unless otherwise specified by performing the below methods.

Shoot the Right Orbit (14) to collect the **Extra Ball** –



- ***Method 1***: *Scoring 8 Million Points* - an **Extra Ball** is awarded when reaching that amount of Points.

- ***Method 2***: *Collecting 6 Tiger Loops;* by shooting the Left Orbit (2) or Right Orbit (14) when "Tiger Loop" is lit. The Right Inlane lights the Left Tiger Loop shot for a few seconds. The Left Inlane lights the Right Tiger Loop shot for a few seconds. **Extra Ball** is lit again after 20 Tiger Loops.

- ***Method 3***: *Collecting 4 out of 7 Jewels* – by completing Tales (more information can be found under the "Main Modes – The Seven Tales of Arabian Nights:" section of the guide) or being granted Wishes (more information can be found under the "Side Game Modes – Lamps & Wishes" section of the guide).

- ***Method 4***: *Sending the Ball into the lit Bazaar Saucer (12)* - This gives random rewards, which also includes lighting "**Extra Ball**" & awarding an **Extra Ball**. Look under the "Side Game Modes – The Bazaar" section for more information.

- ***Method 5***: *Make a Wish* - This gives random rewards, which also includes lighting "**Extra Ball**". Look under the "Side Game Modes – The Lamp & Wishes – Make a Wish" section for more information.

Specials –

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

- *Completing the Genie Battle* – Look under the "Wizard Mode – Rescue the Princess" section 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 –

- 10,000 Points per Lamp (10) spin.
- 10,000 Points per Genie (6) hit.
- 50,000 Points for each Jewel collected.

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 12X Times.

- Hitting the lit Orbs – Left Orb Saucer (3) & Right Orb (15). Both Orbs are lit at the start of each Ball. Once you hit the Captive Ball behind one, its lamp will turn off. Hit the other lit Orb to relight both of them.

The Multiplier resets at the start of each Ball.

Side Game Modes

- **The Lamp & Wishes** –

  Each time the Lamp (10) spins 180 degrees, a Lamp spin is counted.



  Each Lamp (10) spin adds 10,000 Points to the End-of-Ball Bonus. If a Tale has not been activated, each Lamp (10) spin scores 750 Points. If a Tale has been activated, each Lamp (10) spin increases the Jewel Bonus by 10,000 Points. Jewel Bonuses start at 100,000 Points & are awarded each time you collect a Jewel by completing a Tale. If you can get 15 Lamp (10) spins on a Ball, it will light (first circle notification light to the left of the Lamp) & carry over for the rest of the game.



  Lamp (10) spins are also carried over when you reach 30, 45, 60, 75, 90 & 105 Spins.
  Spins can be increased to a maximum of 129 but will reset back to 105 on losing the Ball.

Lightning Lamp -
Every 15 Lamp (10) spins will also start Lightning Lamp. Lightning Lamp lasts about 15 seconds, but each spin of the Lamp (10) resets the timer & score a Lightning Award worth 50,000 Points. Each time you start Lightning Lamp after that, the Lightning Award value increases by 25,000 Points.

Make a Wish -
Every 15 Lamp (10) spins will also light up Make a Wish. You can collect up to 3 Wishes at a time. The number you have collect is shown just to the right of the Left Sling Shot. When "Make A Wish" is lit, send the Ball into the Bazaar Saucer (12) to have a Wish granted.



When a Wish is granted, you can choose a random reward with the Right Flipper or collect one Jewel with the Left Flipper. Wishes make collecting the Jewels much easier because they allow you to collect a Tale's Jewel without completing the goal.

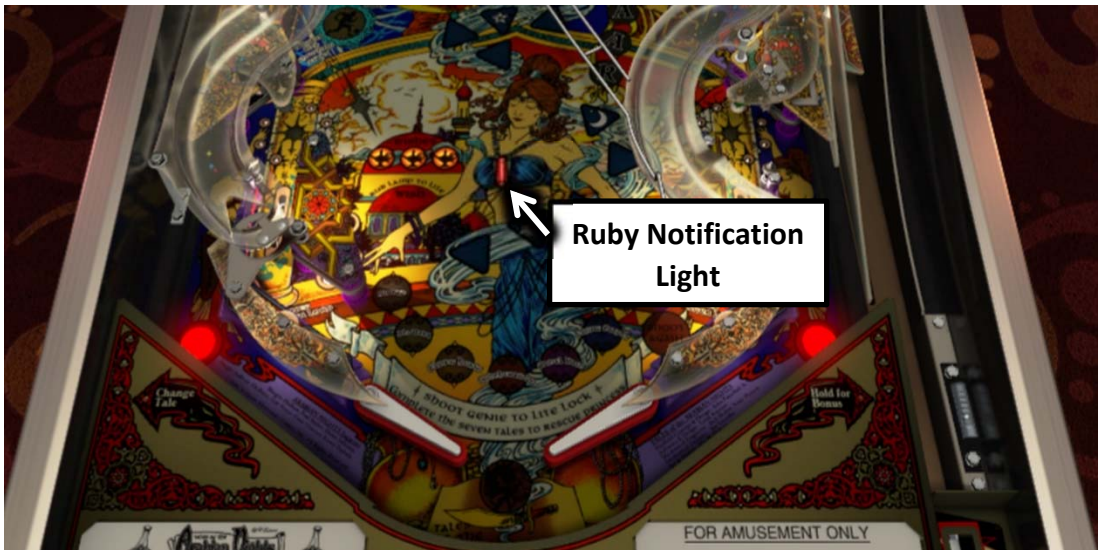
Random Rewards –

These are:

- "***Collect Bonus***" – which immediately scores the End-of-Ball Bonus.
- "***3 Tiger Loops***" – awards you with 3 Tiger Loops. Once you collect 6 & 20 Tiger Loops, "***Extra Ball***" is lit at the Right Orbit (15).
- "***3X Lamp Scoring***" – triples the value of each Lamp (10) spin in the Lightning Lamp Mode. This is only given if the Lightning Lamp Mode is already active.
- "***3X Fireball Value***" – triples the value of the Fireball Award. This is only given if the Fireball Mode is already active.
- "***Lightning Lamp***" – starts the Lightning Lamp Mode.

- **The Ruby** –

  If you light "Make A Wish" by completing 15 Lamp (10) Spins & light both Shooting Stars, the "Ruby" will light.



  The Left Shooting Star is lit by hitting any of the 3 Spot Targets in the Left Spot Targets Bank (1). The Right Shooting Star is lit by hitting any of the 3 Spot Targets in the Right Spot Targets Bank (9).

  When the Ruby is lit & the Ball is shot into the Bazaar Saucer (12), you can choose a random reward with the Right Flipper or collect 2 Jewels with the Left Flipper.

  The Ruby will turn off when the Ball is lost & can be lit only once per Ball.

- **Fireball** –

  This is lit by hitting the Ball up the Left Ramp (4) or the Left Orb Saucer (3).



  The base Fireball Award is 200,000 Points when lit from the Left Orb Saucer (3) & 400,000 Points from the Left Ramp (4). Once Fireball is lit, hitting the Ball into the Left Orb Saucer (3) will increase the base value by 200,000 Points, up to 1 Million Points. Once Fireball is lit, send the Ball up the Left Ramp (4) to start the Mode.

  You only have to shoot Left Ramp (4) or Left Orb Saucer (3) once to light Fireball the 1st time. Additional Ramp or Saucer shots will be required to light it again after that, up to 3 times. This will also increase the base value of the Fireball Award each time. The value can go up to 800,000 Points for the Left Ramp (4) & 400,000 Points for the Left Orb Saucer (3).

  During the Mode, a Point Value will be displayed on the Dot-Matrix Display & begin counting down but each Left Ramp (4) or Left Orb Saucer (3) shot will raise the value again by 200,000 Points. The base value can be raised this way up to 1 Million Points. Hit the Genie (6) before the value reaches zero (0) to score the Fireball Award.



- **<u>The Bazaar</u>** –

  This is lit at the start of each game & can be relit by spelling “B-A-Z-A-A-R”. Collect Letters by shooting the Left Bazaar Spot Target (5), Right Bazaar Spot Target (13) & sending the Ball into the unlit Bazaar Saucer (12).



  Shoot the Ball into the lit Bazaar Saucer (12) to earn a random award.



These are –

- "***3X Multipliers***" – increases the End-of-Ball Multiplier by 3X times.
- "***Genie Multiball***" – starts the 3 Ball Genie Multiball Mode.
- "***Shooting Stars Lit***" – lights the Shooting Stars near the Left & Right Inlane.
- "***Lite Locks***" – lights the Ball Locks for Genie Multiball Mode at the Left Orbit (2), Right Orbit (14) & Centre Lane (11).
- "***15 Lamp Spins***" – awards you with 15 Lamp Spins.
- "***Lite Make A Wish***" – lights the Bazaar Saucer (12) for a Wish.
- "***Light Extra Ball***" – lights "**Extra Ball**" at the Right Orbit (14).
- "***Extra Ball***" – automatically awards an **Extra Ball**.
- "***Hold Bonus X***" – carries the End-of-Ball Bonus Multiplier over to the next Ball.
- ***Point based*** awards such as 250,000 & 500,000 Points.

A hidden award is "A New Cow". To get it, hit the Ball into the lit Bazaar Saucer (12) 4 times. Each time you enter the Bazaar, immediately engage both Flippers. This will skip the animation on the Dot-Matrix Display & on the 4th time you'll collect "A New Cow", which scores 1 Million Points.

Multiball Mode –

- ## Genie Multiball *3 Balls*:

Activation –

To light the Locks for Genie Multiball, shoot the Genie (6) 5 times to spell the word “G-E-N-I-E”. The Genie Spot Target (7) also registers a hit on the Genie (6).



Spelling “G-E-N-I-E” will light the Lock for the Left Orbit (2), the Lock for the Right Orbit (15) & the Centre Lane (11).



You can also light all 3 Locks the 1st time by shooting the Secret Ball Lock (8). To get the Secret Ball Lock (8), the Ball has to land in the Lock before the Locks are lit. This will lock the Ball & lights the remaining Locks. The Secret Ball Lock (8) can only be used once per game & only to light the Locks for the 1st time.

Lock 2 Balls to light the Genie (6) for Multiball & then strike him to start the Multiball Mode.



*Note – After you start Genie Multiball the 1st time, you'll have to spell "G-E-N-I-E" twice to light the Locks for another Multiball. The 1st time will score a Genie Award worth 50,000 Points. This value increases by 50,000 Points each time after that & is also scored if you spell "G-E-N-I-E" after the Locks are lit. *

Mode itself -

During this 3 Ball Multiball Mode, the Genie (6) is lit for a **Jackpot** that starts at 400,000 Points. Each spin of the Lamp (10) will add an additional 25,000 Points to the **Jackpot**. Shoot the Genie (6) to collect the **Jackpot**.



Once you collect the **Jackpot**, send the Ball around the Left Orbit (2) or Right Orbit (15) to light it again. If you fail to collect the **Jackpot** during Multiball, the Bazaar Saucer (12) will light for 10 seconds for a "Rematch". Send the Ball into the Bazaar Saucer (12) to start the Rematch, which is a 2 Ball Multiball Mode.

Failure to hit the Saucer in time will cause the Multiball to end.

- **Harem Multiball *2 Balls***:

Activation –

If "Harem" is lit, Shooting the Left Orbit (2) will collect 1 Letter of the word "H-A-R-E-M" & send the Ball to the Jet Bumpers.



Each hit on the Jet Bumpers adds 1,000 Points to the **Harem Jackpot**, which starts at 10,000 Points.

"Harem" will only light when "Tiger Loop" & the Ball Lock are not lit. Once "H-A-R-E-M" is spelled, Harem Multiball will begin.

*Note – Harem Multiball can also be started by shooting the Ball into the Harem Sneak-In (located just behind the Genie) 3 times.

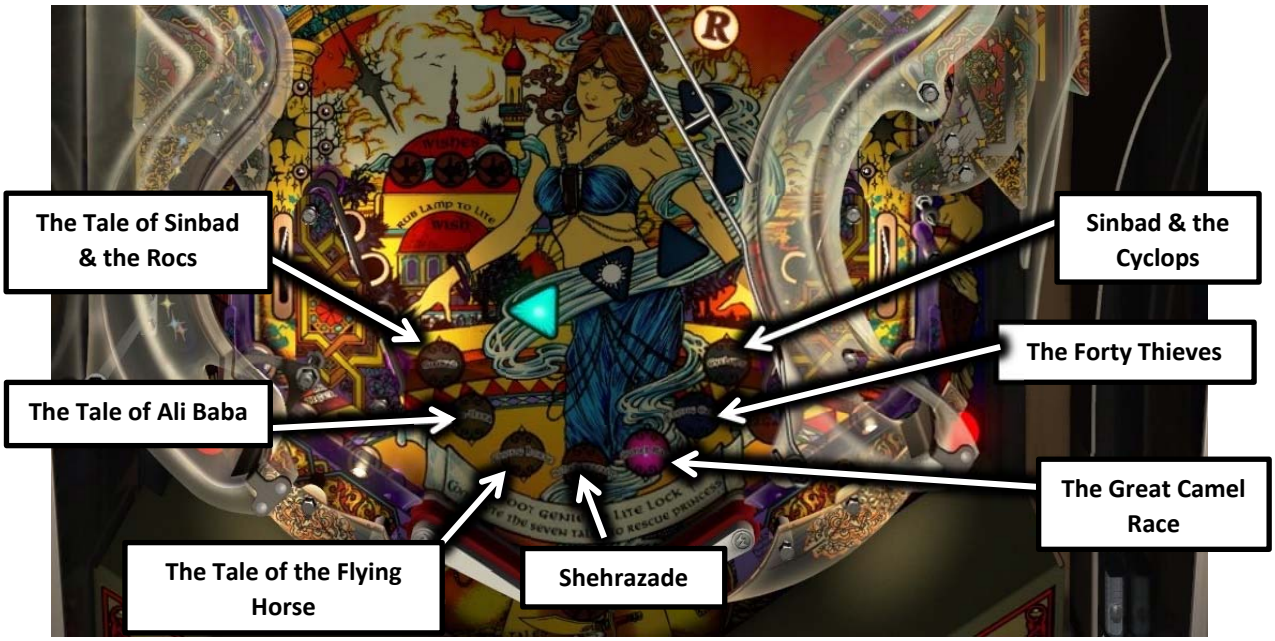
It can be hit by sending the Ball around the Left Orbit (2) when "Harem" is lit so that the Ball lands in the Sneak-In. Each one scores 25,000 Points. *

Mode itself -

During this 2 Ball Multiball Mode, all Switches etc. score the **Harem Jackpot**.

Main Modes – The Seven Tales of Arabian Nights:

The goal for this Table is to collect the 7 Jewels of the Arabian Nights & rescue the Princess from the Genie.



Activating the Tales –

There are 7 Tales of the Arabian Nights. Each of these Tales has a specific goal that you must accomplish in order to collect a Jewel.

To activate a Tale, hit the Genie (6) when the Princess is lit.



The Princess is lit at the start of each new Ball if a Tale is not already activated. Only 1 Tale can be active at a time. The Princess relights each time a Jewel is collected.

The 7 Lamps above the Flippers (look above this page to see them) show you which Tale will be activated when you hit the Genie (6). You can change this before or after the Ball launch with the Left Flipper. The lit Tale will also change with each hit to the Slingshots, as well as with each hit on the Jet Bumpers.

Each Jewel scores a Jewel Bonus, which starts at 100,000 Points.

1st Tale (The Tale of Sinbad & the Rocs) *Timed*

The goal of this Tale is to smash at least 1 Roc. Send the Ball around the Left Orbit (2) to reach the Jet Bumpers. Each hit on a Jet Bumper smashes one Roc & scores 15,000 Points.

Once you have smashed 1 Roc, the Magic Carpet will light at the Left Ramp (4). Send the Ball up that Ramp to collect the Jewel & relight the Princess for the next Tale.

2nd Tale (The Tale of Ali Baba) *Timed*

The goal of this Tale is to open the Cave by spelling the word "S-E-S-A-M-E". To do this, hit the Targets that are lit by Golden Symbols. The Golden Symbol Targets in this Tale are the Spot Targets – Left Spot Targets Bank (1) & Right Spot Targets Bank (9). Each hit collects a Letter in "S-E-S-A-M-E" & scores 10,500 Points.

Once you spell "S-E-S-A-M-E" the Cave will open & the Magic Carpet will light at the Left Ramp (4). Send the Ball up that Ramp to collect the Jewel & relight the Princess for the next Tale.

3rd Tale (The Tale of the Flying Horse) *Timed*

The goal of this Tale is to find a Jewel randomly hidden inside 1 of 5 Statues. To do this, hit the Targets that are lit by Golden Symbols. Each Golden Symbol Target represents 1 Statue, these are worth 8,000 Points each when smashed. The Golden Symbol Targets in this Tale are the Spot Targets – Left Spot Targets Bank (1) & Right Spot Targets Bank (9), Left Orbit (2), Left Ramp (4) & Right Orbit (15).

Once you smash the correct Statue, the Magic Carpet will light at the Left Ramp (4). Send the Ball up that Ramp to collect the Jewel & relight the Princess for the next Tale.

4th Tale (Shehrazade) *Timed*

The goal of this Tale is to hit as many Targets lit by the Golden Symbols within 25 seconds. The Golden Symbol Targets in this Tale are the Spot Targets – Left Spot Targets Bank (1) & Right Spot Targets Bank (9), Left Orbit (2), Left Ramp (4) & Right Orbit (15).

The Magic Carpet will light at the Left Ramp (4) whether you hit any of the Golden Symbol Targets or not, but each Target adds an additional 50,000 Points to the Jewel Bonus. Send the Ball up that Ramp to collect the Jewel & relight the Princess for the next Tale.

5th Tale (The Great Camel Race) *Timed*

The goal of this Tale is to win the race by hitting any of the Targets lit by the Golden Symbols 4 times. Each time a Target is hit, you'll move up a place. Getting 4th place scores 15,000 Points. Each place scores an additional 15,000 Points, up to 60,000 Points, for 1st place. The Golden Symbol Targets in this Tale are the Spot Targets – Left Spot Targets Bank (1) & Right Spot Targets Bank (9), Left Orbit (2) & Right Orbit (15).

Once you're in 1st place, The Magic Carpet will light at the Left Ramp (4). Send the Ball up that Ramp to collect the Jewel & relight the Princess for the next Tale.

6th Tale (The Forty Thieves) *Timed*

The goal of this Tale is to escape on your Flying Carpet. Hit the Ball up the Left Ramp (4) to light the Magic Carpet. Then hit the Ramp again to collect the Jewel & relight the Prince for the next Tale.

7th Tale (Sinbad & the Cyclops) *Timed*

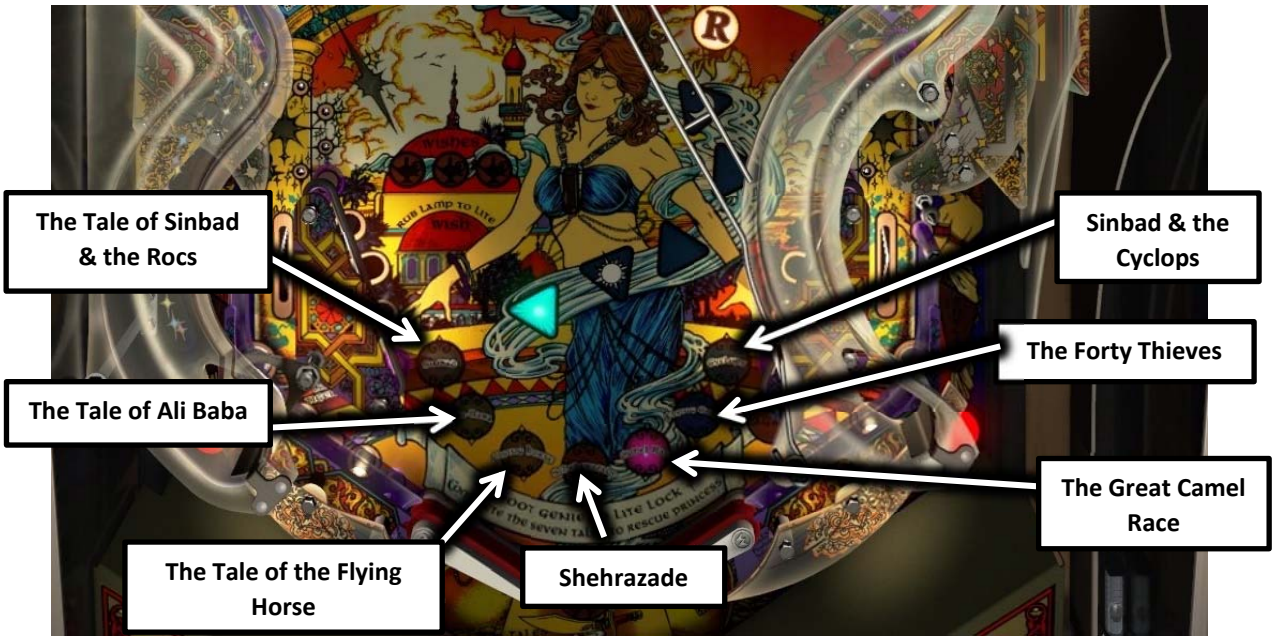
The goal of this Tale is to launch an Orb at the Cyclops & hit him in the head. To do this, hit the Orbs – Left Orb (3) & Right Orb (14).

You will only have to hit the Cyclops once to light The Magic Carpet at the Left Ramp (4), but note each hit scores 10,000 Points. Send the Ball up that Ramp to collect the Jewel & relight the Princess for the next Tale.

Wizard Modes – "Rescue the Princess" *4 Balls*

Activation:

Once you manage to collect all 7 Jewels, you will be ready to battle the Genie & rescue the Princess. Hit the Genie (6) to start the Genie Battle.



Wizard Mode Itself –

The Genie Battle Wizard Mode is split into 2 Parts:

1. **1st Part**: The Battle begins with the Genie summoning Skeletons to stop you.



You must defeat 8 Skeletons to move onto the last stage of the Genie Battle. To defeat the Skeletons, shoot the Targets lit by the Golden Symbols. The Golden Symbol Targets are the Spot Targets – Left Spot Targets Bank (1) & Right Spot Targets Bank (9), Left Orbit (2), Left Ramp (4) & Right Orbit (15). All but the last Skeleton can also be defeated by shooting the Orbs - Left Orb (3) & Right Orb (13) & by hitting the Genie (6). The last Skeleton has to be defeated by sending the Ball around the Left Orbit (2) or Right Orbit (15). Each defeated Skeleton scores 500,000 Points. Once you defeat the Skeletons, a 4 Ball Multiball is activated & the final stage of the Genie Battle begins.

**Note–The Mode does not end if you lose a Ball. **

2. **2nd Part (Final Stage – 4 Ball Multiball)**: On the Dot-Matrix Display during the final stage, you'll see the Genie on the Left, you on the Right & the Princess in a bottle in the Middle.



Basically, you're now involved in a tug-of-war as you & the Genie battle to pull the bottle all the way to your side. Hitting any of the 5 Golden Symbol Targets: The Spot Targets – Left Spot Targets Bank (1) & Right Spot Targets Bank (9), Left Orbit (2), Left Ramp (4) & Right Orbit (15) or the Genie (6) will pull the bottle closer to you. During this stage, you have unlimited Balls so as the Ball drains, launch them back into play right away with the Plunger. Once you or the Genie has pulled the bottle to their side, the battle ends.

Rescuing the Princess scores 20 Million Points. Whether you rescue the Princess or not, a ***Special*** is lit in the Left & Right Outlane. Drain a Ball down either Outlane to collect the ***Special***, which awards an **Extra Ball**.

Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, Cloda, Ty-43, deep (without his help this guide wouldn't have been possible!), Captain B. Z., wims, skyway73, tenorhero, DiscoKing & surf1der**. I couldn't have completed the Guide without your help either directly or indirectly - you are all awesome!!!

In closing I hope you enjoyed this Table; I certainly have and I hope by using this Guide it increases that Fun factor for you and everyone else who plays with you.

Check out the other Tables, they are available to download on the PlayStation 4, Xbox One & Windows 10, Steam, Nintendo Switch and Mac. Also, on the iOS Appstore and Google Play on Mobile.

Thanks for viewing my Guide; any feedback would be greatly appreciated -

"Enter the Guide of Wonder!"

Yours
ShoryukenToTheChin