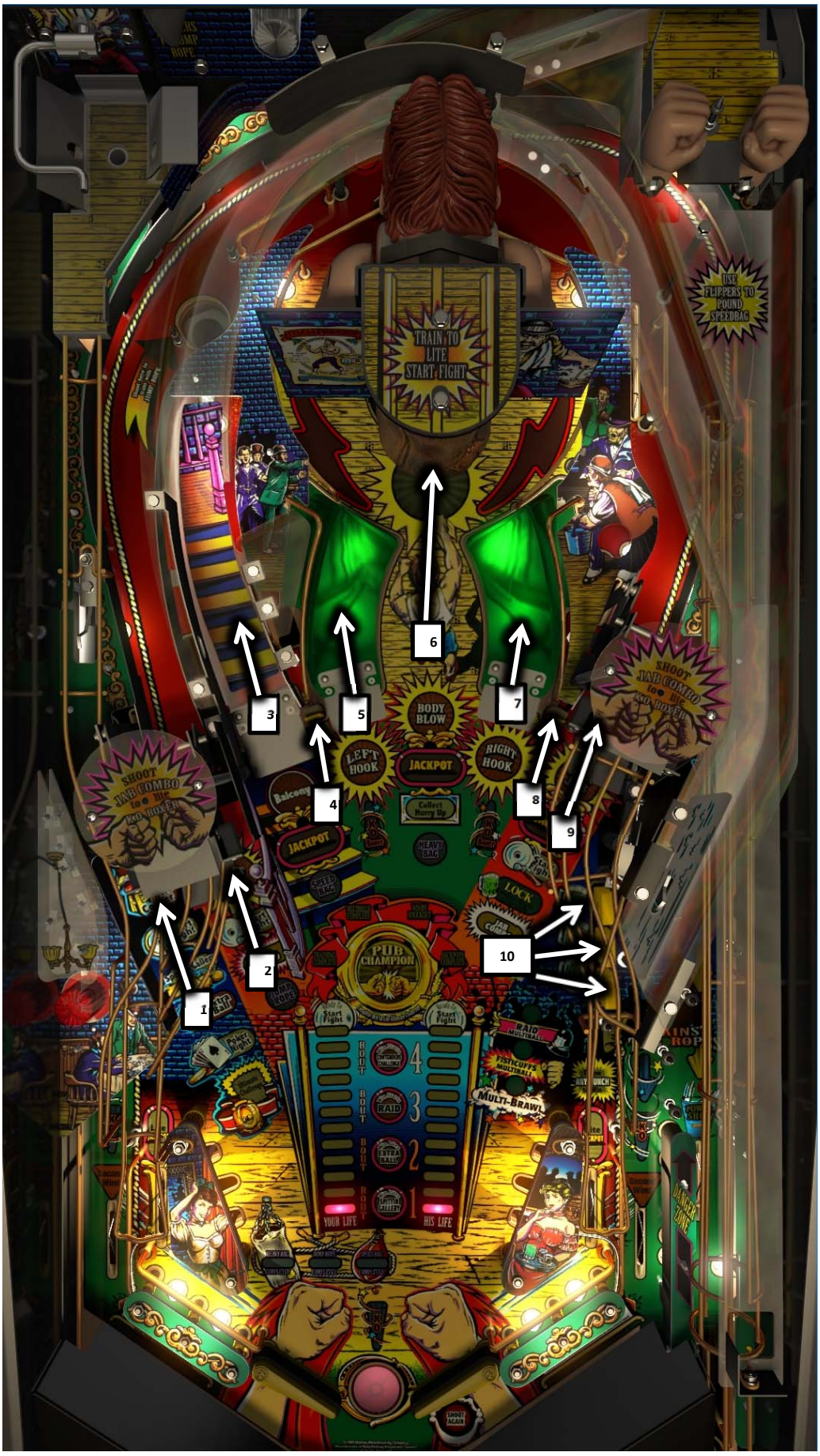
Williams Pinball – The Champion Pub Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. The Corner Lane
2. Left Orbit
3. Speed Bag Ramp
4. Left Spot Target
5. Left Side Ramp
6. Heavy Bag Target
7. Right Side Ramp
8. Right Spot Target
9. Right Orbit
10. Beer Spot Targets

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.**

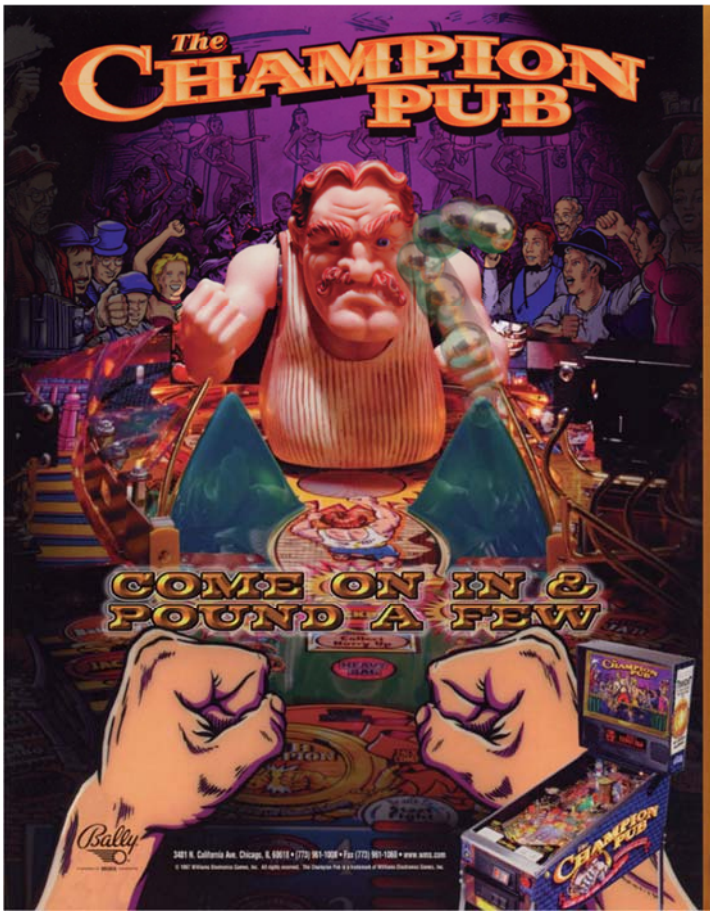


INTRODUCTION

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 The Champion Pub. The Champion Pub was released in April, 1998 by Williams (under the Bally label). Designed by Pete Piotrowski. Programmed by Dwight Sullivan. It had a production run of 1,369 units.





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

Skill Shot

When the Ball is in the Plunger Lane, press & hold the Launch Button. This will cause the Dot-Matrix Display to cycle through the different Skill Shot values available.



Release the Launch button to select the highlighted value on the Dot-Matrix Display.

Here are the possible Skill Shot values –

- "***10***" – this scores 10 Points.
- "***1M***" – this scores 1 Million Points.
- ***The Fist symbol*** - awards 1 Smart Punch. Smart Punches deliver a Head Shot during a Fight. To use it during a Fight you will need to press the Launch Button.
- "***2X Purse***" – this doubles the Purse value for the next Fight. Look later in the guide under the "Fights" section.
- "***+5X***" – this increases the End-of-Ball Bonus Multiplier by 5X times.
- "***!***" – this activates the Shadow Boxing Mode. Look later in the guide under the "Side Game Modes - Shadow Boxing" section.
- "***S***" – this will light the **Jackpots** at the Speed Bag Ramp (3), Heavy Bag Target (6) & Right Orbit (9). These **Jackpots** stay lit until collected. Look later in the guide under the "Jackpots Complete" section.

- ***The Door symbol*** – awards a Random Door Prize.

  Here are the possible Door Prizes:

  - "***Light Extra Ball***" – lights **Extra Ball** for collection at the Corner Lane (1).
  - "***Light Spittin Gallery***" – lights "Spittin Gallery" Video Mode at the Corner Lane (1). Once the Ball is shot there the Spitting Gallery Video Mode will activate. Look later in the guide under the "Video Modes – Spittin Gallery" section.
  - "***Light Poker Night***" - lights "Poker Night" Video Mode at the Corner Lane (1). Once the Ball is shot there the Poker Night Video Mode will activate. Look later in the guide under the "Video Modes – Poker Night" section.
  - "***Light Second Wind***" – lights Second Wind in the Right Outlane. Look below this section under the "Kickback (Second Wind) section for more information.
  - "***Smart Punch***" - awards 1 Smart Punch. Smart Punches deliver a Head Shot during a Fight. To use it during a Fight you will need to press the Launch Button.
  - "***Light Lock***" – lights the Lock for the Multi-Brawl Multiball Mode (look later in the guide under the "Multiballs Complete" section for more information).
  - "***Six Health***" – adds 6 Life Bars.
  - "***Light Start Fight***" – immediately maxes out your Life Bars (12 Life Bars) & lights Start Fight at the Corner Lane (1), Left Orbit (2) & Right Orbit (9).

Kickback (Second Wind)

When this is lit on the Outlane, draining a Ball down that Outlane will relaunch the Ball & add 3 Life Bars. The "Second Wind" will light up once you complete the Shadow Boxing Mode for the 3rd time & it can be lit randomly by earning the "Light Second Wind" Door Prize on the Skill Shot. Look earlier in the guide under "Skill Shot" section & later in the "Shadow Boxing" section for more information.

When Second Wind is lit, each hit on the Slingshots will move the "Second Wind" lit Lamp to the opposite sides Outlane.

Extra Balls

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

Extra Balls are lit at the Corner Lane (1) when any of the below methods are carried out.



- ***Method 1***: *Fight - Winning the 2nd Fight;* look later in the section titled "Win by Knockout - Fights" for information on how to get this **Extra Ball**.

- ***Method 2***: *Skill Shot - "**Extra Ball** is lit" Door Prize;* look earlier in the section titled "Skill Shot" for information on how to get this **Extra Ball**.

- ***Method 3***: *Shadow Boxing Mode – Complete it 4 times;* Look later in the guide under the section "Shadow Boxing Mode" for more information

- ***Method 4***: *Video Modes – Poker Night;* achieving a Four of a Kind. Look later in the guide under the section "Video Modes – Poker Night" for more information.

- ***Method 5***: *Reaching a score of 50 Million Points;* Upon reaching this score this **Extra Ball** will be awarded ***automatically***.

- ***Method 6***: *Video Mode – Spittin Gallery;* managing to catch the "EB" spit during the Video Mode this **Extra Ball** will be awarded ***automatically***. Look later in the guide under the section "Video Modes – Spittin Gallery" for more information.

End-of-Ball Bonuses & Raising the Multiplier

When the Ball eventually drains, you will score an End-of-Ball Bonus.

The End-of-Ball Bonus is worked out as follows –

- The number of Life Bars you currently have, multiplied times 10,000 Points is added to the Bonus.
- The number of Fights you've activated, multiplied times 50,000 Points is added to the Bonus.
- The number of Fights you've won, multiplied times 100,000 Points is added to the Bonus.
- The number of Knockouts you've scored, multiplied times 250,000 Points is added to the Bonus.

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 25X Times.

You can raise the Multiplier by doing the following –

- Each hit on the Left Spot Target (4) & Right Spot Targets (8) scores 10 Points. Each time these Spot Targets are completed 3 times in any combination, it will cause the Multiplier to increase by 1x.
- "***+5X***" Skill Shot value – Increases the End-of-Ball Bonus Multiplier by 5x times. (look earlier in the guide under "Skill Shot" for more information).
- ***Poker Night Video Mode*** – Two Pair will increase the End-of-Ball Bonus Multiplier by 5x times. (look later in the guide under "Video Modes – Poker Night" for more information).

Side Game Modes

- **Shadow Boxing** –

  Shadow Boxing can be activated using the following methods –

  - By landing on the "!" symbol on a Skill Shot. Look earlier in the guide under the "Skill Shot" section.

  - By getting a Flush during the Poker Night Video Mode. Look later in the guide under the "Video modes – Poker Night" section.

  - By completing a combination of 3 shots around the Left Orbit (2) & Right Orbit (9). Note that Right Orbit (9) shots won't count towards the activation of Shadow Boxing if its lit to start a Fight or Lock is lit. Also, the Left Orbit (2) shots won't count towards the activation of Shadow Boxing if its lit to start a Fight or lit for activation of the Jump Rope Training.

  Once Shadow Boxing is activated, a value starting at 200,000 Points will be visible on the Dot-Matrix Display & it will be decreasing fast.



  Shooting the Left Orbit (2) or Right Orbit (9) will reset the value & increases it by 200,000 Points, up to a maximum of 5 Million Points. At which point the value will begin decreasing again. Hitting the Heavy Bag Target (6) will score the currently displayed value on the Dot-Matrix Display & ends the Mode. The Mode also ends if the value decreases down to 10% of its base value. For example; if the base value is 200,000 Points, it will decrease down to 20,000 Points before it ends, now if its 400,000 Points then it will be 40,000 Points & so forth.

  If you manage to complete this Mode you will be granted a reward & the starting value for the next Shadow Boxing will be increased by 200,000 Points.

Below I will list the rewards given for each completion of Shadow Boxing -

- ***1st completion*** - it will award you with a Smart Punch. Remember that these are used to score Head Shots on opponents during the Fights by pressing the Launch Button, more on that later in the guide under the "Fights" section.

- ***2nd completion*** - it will light Poker Night for activation at the Corner Lane (1). Shooting the Corner Lane (1) will activate this Video Mode. Look later in the guide under the "Video modes – Poker Night" section.

- ***3rd completion*** - it will light Second Wind at the Right Outlane. Look earlier under the "Kickback (Second Wind) section of the guide for more information.

- ***4th completion*** - this lights **Extra Ball** for collection at the Corner Lane (1).

Once you have lit **Extra Ball**, the awards for completion of Shadow Boxing will start over. From this point on, you must complete a combination of 5 shots to the Left Orbit (2) & Right Orbit (9) to activate the Shadow Boxing Mode.

- **Video Modes** –

  Spittin Gallery:

  You can light this at the Corner Lane (1) upon winning your first Fight & it can be lit randomly from the Door Prize earned on the Skill Shot (look earlier in the guide under "Skill Shot" & later under the "Win by Knockout - Fight" section for more information).

  Once this is lit, shoot the Corner Lane (1) to activate it. During this Video Mode, you will see a row of Cowboys on the Dot-Matrix Display. You will be controlling a spittoon using the Flippers Buttons to move it Left & Right.



  Once the Mode begins, Cowboys will begin randomly spitting, the goal here is for you to move the spittoon to catch 10 spits before 3 hit the floor. You will gain 2.5 Million Points for just activating the Spittin Gallery Video Mode. Each spit you're able to successfully catch will score 250,000 Points. Completion of the Mode will award 2.5 Million Points. Note that if you manage to complete the Mode without allowing any spit to hit the floor, this scores an additional 2.5 Million Points for a "Clean Victory".

  There is a possibility at earning an **Extra Ball** during the Spittin Gallery Video Mode. One of the Cowboys can randomly spit "EB". If you manage to catch it, an **Extra Ball** will be awarded.

Poker Night:

You can light this at the Corner Lane (1) once you complete the Shadow Boxing Mode a 2nd time & it can be lit randomly from the Door Prize earned on the Skill Shot (look earlier in the guide under "Skill Shot" & later under the "Shadow Boxing" section for more information).

Once this is lit, shoot the Corner Lane (1) to activate it. This Video Mode begins by dealing you a five card poker hand. You will have 15 seconds to decide which cards you want to discard & which ones to keep. To do this, highlight the cards you want to discard using the Flipper Buttons & then press the Launch Button to select them for discarding. If the 15 second timer expires this will be done automatically. New card will then be dealt & your hand is scored using the standard poker rules.

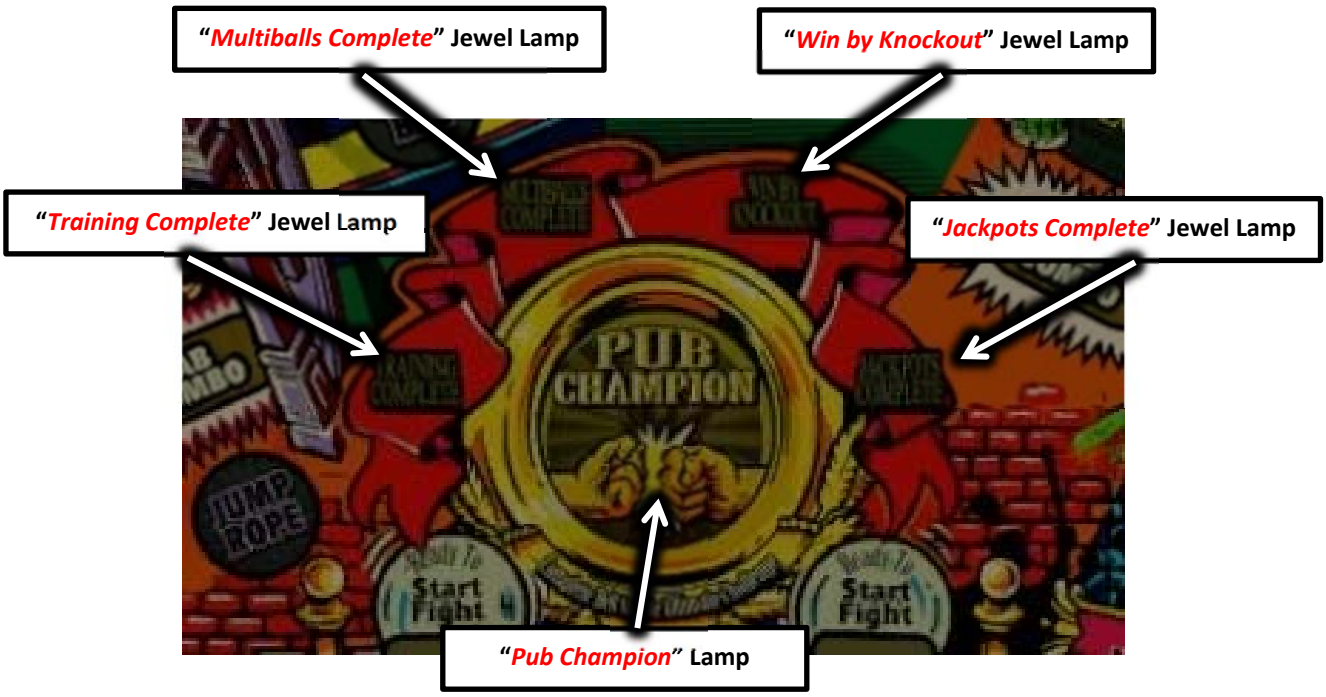
Different awards will be given based on the strength of your hand –

- ***High Card*** - scores 250,000 Points.
- ***A Pair*** - doubles the Purse Value awarded for winning Fights.
- ***Two Pair*** - increases the End-of-Ball Bonus Multiplier by 5x times.
- ***Three of a kind*** - lights the **Jackpots** at the Speed Bag Ramp (3), Heavy Bag Target (6) & Right Orbit (9).
- ***A Straight*** - gives you the maximum of 12 Life Bars & in-turn lights "Start Fight" at the Corner Lane (1), Left Orbit (2) & Right Orbit (9).
- ***A Flush*** - will activate the Shadow Boxing Mode.
- ***A Full House*** - will activate the Multi-Brawl Multiball Mode.
- ***Four of a Kind*** - will light Extra Ball at the Corner Lane (1). Shoot the Corner Lane (1) to collect it.
- ***A Royal Flush*** - earns one of the Championship Belt Jewels.

How to activate the Ultimate Challenge Wizard Mode:

The primary goal on this table is to earn the 4 Jewels on the Championship Belt. Become the "Pub Champion" & then activate the Ultimate Challenge.

The Jewel Lamps will be lit solid once each of the Jewel's requirements have been met, & the Pub Champion Lamp upon winning the 5th bout –



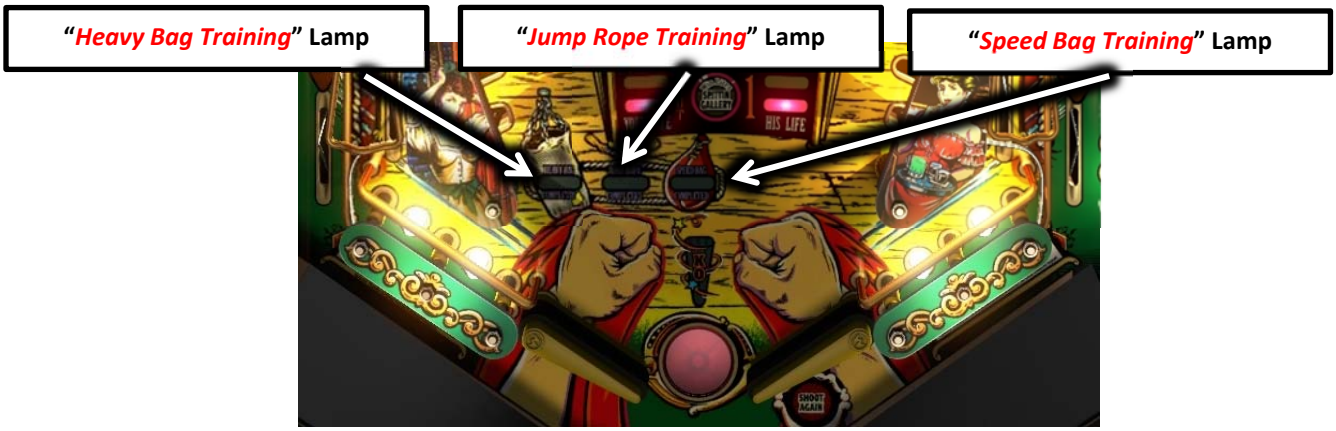
Each Jewel earned scores 500,000 Points.

I will now explain how to go about completing the above objectives below this page -

“Training Complete”

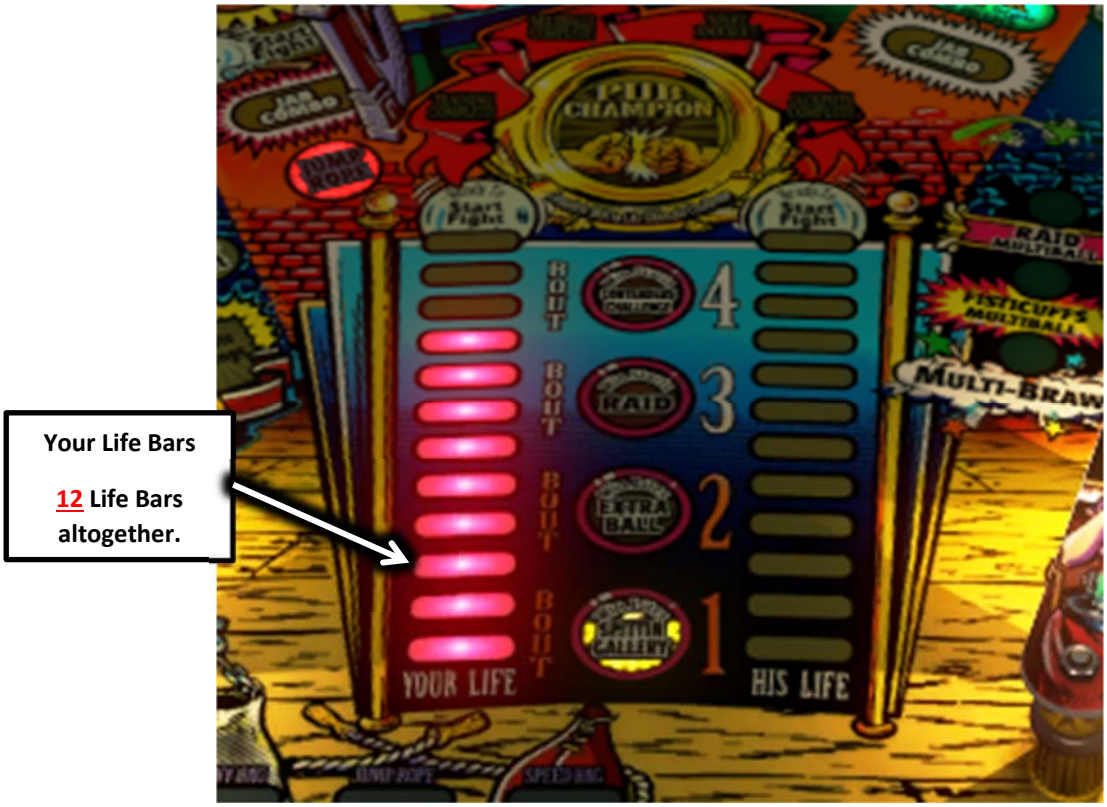
This is one of the Jewels that you must earn in order to activate the Ultimate Challenge.

To earn this Jewel, you must complete the 3 basic methods of Training.



These are Heavy Bag Training, Jump Rope Training & Speed Bag Training. The image above shows the completion Lamps for the 3 training Modes. Note that training is also important because it builds up your Life Bars, these are required to activate Fights (look under the “How to activate the Ultimate Challenge Wizard Mode - Fights” section for more information). Once a Training method is completed, it can’t be activated again until you have completed the other 2 Training methods.

To activate Fights, you must earn 12 Life Bars (this is the maximum).



The primary way of earning Life Bars is with Training.



- ***Heavy Bag Training*** –
  To complete this Mode, hit the Heavy Bag Target (6) 9 times.



Each hit on the Target will score 10,010 Points & will add 1 Life Bar. Hits on the Heavy Bag Target (6) will only count towards completing the Heavy Bag Training if they also add Life Bars. If the maximum of 12 Life Bars have been already achieved, then the next Fight must be activate & completed, before further Heavy Bag Target (6) hits will count towards the completing of the Heavy Bag Training. Once this Training is completed, the Heavy Bag Target (6) will turn off for Training. It will not relight until you have completed the other 2 Training Modes. Once you win 4 Fights in a game, each hit on the Heavy Bag Target (6) will add half a Life Bar.

- ***Jump Rope Training*** –
The Left Orbit (2) is lit for Jump Rope Training at the start of the game. When this is lit, hitting the Ball around the Left Orbit (2) will send the Ball to the Jump Rope & cause a "Ready, Set, Flip" countdown on the Dot-Matrix Display to begin.



Once the Dot-Matrix Display reads, "Flip", the Jump Rope will begin turning. You will need to time your jumps so that the Ball clears the turning Jump Rope, this is done by engaging the Flipper Buttons at the right moment. Each successful jump will score 10,000 Points & will add 1 Life Bar. The Jump Rope will change the speed of its rotations, thus making it more difficult to string together multiple successful jumps. Completion of this Mode, will require you to perform 6 successful jumps over the Jump Rope. Note that jumps are cumulative so if you fail to complete 6 jumps, the Left Orbit (2) remains lit for Jump Rope Training. The next time the Jump Rope Training Mode is activated, you'll start with your previous successful jumps. The Mode is completed upon perform 6 successful jumps but additional awards can be earned for stringing together many consecutive jumps.

Completing 10 consecutive jumps will double the current Purse Value. The Purse Value is awarded when you win a Fight.
Completing 20 consecutive jumps awards a Smart Punch. Smart Punches score a Head Shot worth 500,000 Points during Fights. To use a Smart Punch, engage the Ball Launch Button (look under the "Smart Punch" section of the guide for more information).

Once the Jump Rope Training is completed, The Left Orbit (2) will turn off for Training. It will not relight until the other 2 Training methods have been completed. Once you win the first Fight in a game, each successful jump over the Jump Rope will add half a Life Bar.

- ***Speed Bag Training*** –
  The Speed Bag Ramp (3) is lit for Speed Bag Training at the start of the game. When this is lit, sending the Ball up this Ramp will divert the Ball to the Speed Bag Mini-Playfield & a 5 second timer will activate.



While this timer is activated punch the Ball with the Left & Right Fists on the Mini-Playfield by engaging the Flipper Buttons. The goal here is to knock the Ball into the Speed Bag Target as many times as possible. Each hit registered on the Speed Bag Target will score 20,010 Points & adds 1 & a half Life Bars. Completing this Training Mode, will require you to register 6 hits to the Speed Bag Target. Note that Speed Bag hits are cumulative so if you fail to complete 6 hits before the timer expires or the Ball gets past the Fists, the Speed Bag Ramp (3) remains lit for Speed Bag Training. The next time the Speed Bag Training Mode is activated, you'll start with your previous Speed Bag hit count. The Mode is completed upon perform 6 hits but additional awards can be earned for stringing together many consecutive hits.

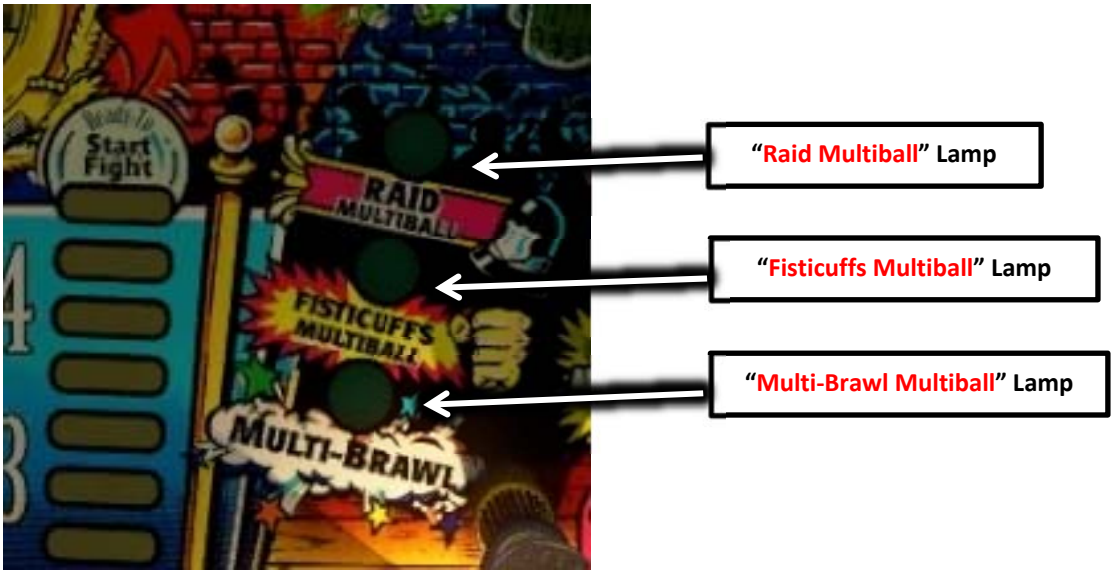
Completing 10 consecutive hits will double the current Purse Value. The Purse Value is awarded when you win a Fight.
Completing 20 consecutive hits awards a Smart Punch. Smart Punches score a Head Shot worth 500,000 Points during Fights. To use a Smart Punch, engage the Ball Launch Button (look under the "Smart Punch" section of the guide for more information).

Once the Speed Bag Training is completed, The Speed Bag Ramp (3) will turn off for Training. It will not relight until the other 2 Training methods have been completed. Once you win 3 Fights in a game, each hit on the Speed Bag Target will add half a Life Bar.

"Multiballs Complete"

This is one of the Jewels that you must earn in order to activate the Ultimate Challenge.

To earn this Jewel, you must activate the 3 Multiball Modes –



- ***Fisticuffs Multiball Mode *2 Ball**** –

  Activation –

  To activate this Multiball, collect all of the Letters in "Bar Fly Fisticuffs". Each hit on the Heavy Bag Target (6) scores 10 Points & collects 1 Letter.

  This is also automatically activated if you lost the Ultimate Challenge & 2 or more Balls are in play.

  Mode itself -

  This is a 2 Ball Multiball. Once it has been activated, each hit on the Heavy Bag Target (6) will register as a Gut Shot and score 100,000 Points. Each Head Shot to the Heavy Bag Target (6) will score 500,000 Points.

  The Multiball remains active until you go down to a single Ball in play. Upon this Multiball Mode ending its corresponding Lamp will now be lit solid.

- ***Raid Multiball Mode *3 Ball**** -

  Activation –

  This Multiball is activated automatically once you have defeated the 3rd Fighter.

  Mode Itself –

  This is a 3 Ball Multiball. It begins with a 5,000 Point value. Every switch (basically every Target, Rollover, anything that gives scores) hit on the Table Playfield scores that value & increases it by 1,000 Points. This value can be increased up to 50,000 Points.

  The Multiball remains active until you go down to a single Ball in play. Upon the Multiball Mode ending its corresponding Lamp will now be lit solid.

- ***Multi-Brawl Multiball Mode *3 Balls**** -

  Activation –

  To activate this Multiball, you must lock 3 Balls at the Ball Lock via the Right Orbit (9). Lock is lit to lock all 3 Balls at the start of a new game. Each locked Ball will score 250,000 Points. Once you have locked 3 Balls, the Multiball will start.

  Once you have activated this Mode, to re-activate it you will need to relight the Lock before locking each of the 3 Balls. To light the Lock, complete all 3 Beer Spot Targets (10). The Beer Spot Targets (10) score 1,010 Points if they're not lit & 110 Points if they're already lit. Completing the entire bank of Beer Spot Targets will score 11,010 Points & increases the Purse Value. In addition to lighting the Lock. Lit Locks can be stacked by completing the bank of Beer Spot Targets (10) more than once before locking the Balls. Once the bank of Beer Spot Targets (10) have been completed 5 times, hitting any of those Targets will start a timer & makes the other 2 Targets flash. The timer lasts about 25 seconds. If the other 2 Beer Spot Targets (10) are not completed before the timer expires, all of them will turn off. This timer will get a tiny bit shorter each time the bank of Beer Spot Targets (10) is completed.

  Another way to activate this Multiball is by getting a Full House during the Poker Night Video Mode. Look under the "Video Modes – Poker Night" section for more information.

  Mode Itself –

  This is a 3 Ball Multiball. Jackpots will be lit at the Speed Bag Ramp (3), Heavy Bag Target (6) & Right Orbit (9). Completing any of these shots will score a **Jackpot** & turns off that lit shot. The **Jackpot** will relight once all 3 of those have been shot. The **Jackpots** which are scored during this Multiball are the same **Jackpots** scored in the other Modes, so the value depends on how many have previously been scored. The first **Jackpot** value is 100,000 Points. The second "**Double Jackpot**" is value is 200,000 Points. The value will continue to increase each time it's scored, up to a maximum of 1.5 Million Points for a "**Jackpot Deluxe**".

  The Multiball remains active until you go down to a single Ball in play. Upon the Multiball Mode ending its corresponding Lamp will now be lit solid.

500,000 Points are awarded each time you collect the "Multiballs Complete" Jewel.

"Win by Knockout"

In this section I will explain how to win a fight by knockout, how to become the "Pub Champion", Contenders Challenge, Champion Multiball, Cash Fights & Smart Punches (how to collect & use them).

Fights:

To activate the Ultimate Challenge Mode, you must become the "Pub Champion". To do this, you must win 5 Fights over the course of the game.

Activation –
To activate a Fight, you will first need to earn the maximum of 12 Life Bars. You will start each game with 3 Life Bars.

You can earn Life Bars by -

- Playing/completing the 3 Training Modes –

  - **Speed Bag Training** – each hit on the Speed Bag Target adds 1 & a half Life Bars.
  - **Jump Rope Training** – each successful jump over the Jump Rope adds 1 Life Bars.
  - **Heavy Bag Training** – When the Heavy Bag Target (6) is lit for Training, each hit to it adds 1 Life Bar.

  Look back at the above section under "How to activate the Ultimate Challenge Wizard Mode - Training Complete" for more information on the Training Modes.

- Door Prize Skill Shot Award – Door Prizes are random awards. 1 of the awards is "Six Health", this adds 6 Life Bars. During the Skill Shot, land on the symbol of a door to earn a Door Prize.

- Poker Night Video Mode - The maximum of 12 Life Bars is automatically awarded by getting a Straight during the Poker Night Video mode. Look under the "Video Modes – Poker Night" section for more information.

Once you have accumulated 12 Life Bars, The Corner Lane (1), Left Orbit (2) & Right Orbit (9) will be lit to enable activation of the Fight. Completing any of these will activate the next Fight.

Fight Modes Explanation –



For the 1st Fight of a new game, you will take on the 9th ranked fighter. If you lose a Fight, you will take on that opponent again the next time you activate a Fight. When you win a Fight, you will take on the next highest ranked opponent the next time you activate a Fight. This will continue until you defeat the No.1 ranked fighter & become the "Pub Champion".

Once you become the "Pub Champion". All future Fights become Cash Fights. The Cash Fights allow you to choose your opponent, wagering a number of your own Points based on the difficulty of the opponent. Look under the "Cash Fights" section for more information.

During a Fight, the goal here is to defeat your opponent by landing punches until he has 0 Life Bars.



How to deal damage to your opponent's Life Bar:

There are several Lanes on the table that will land punches on your opponent -



- Fighter Target (6) – hitting this directly will score a Gut Shot worth 100,000 Points. This in-turn will subtract 2 Life Bars form your opponent.

- Left Side Ramp (5) &/or Right Side Ramp (7) – hitting either of these will score a Head Shot worth 500,000 Points. This in-turn will subtract 2 Life Bars form your opponent.

- Left Orbit (2) &/or Right Orbit (9) – hitting either of these will score a Jab Combo worth 50,000 Points. This in-turn will subtract 1 Life Bars form your opponent.

A Head Shot can also be completed by using a Smart Punch. To use a Smart Punch, engage the Ball Launch Button (look under the "Smart Punch" section of the guide for more information on how to earn those).

Another way to defeat your opponent is by scoring a Knockout. ***1 of the Jewels that must be earned in order to activate the Ultimate Challenge is "Win by Knockout".***

To score a Knockout, the 1st thing you need to do is complete a Jab Combo by sending the Ball around the Left Orbit (2) or Right Orbit (9). Once you complete either Orbit shot, the other Orbit lights for a Jab Combo for about 12 seconds. While this is lit, completing this Orbit shot will stun your opponent for about 5 seconds. Completing a Head Shot within those 5 seconds will knock out your opponent & score a Knockout Bonus worth 1 Million Points. A Smart Punch can be used to deliver the Knockout punch. Once your opponent is stunned, engage the Ball Launch Button to score a Knockout (look under the "Smart Punch" section of the guide for more information on how to earn those). As you take on higher ranked fighters, it will become more difficult to score Knockouts. The 2nd fighter will require 3 Jab Combos to stun him before you can score a Knockout. The 3rd fighter will require 4 Jab Combos to stun him before you can score a Knockout. The number of Jab Combos required to stun a fighter increases by 1 for each higher ranked opponent, up to a maximum of 6.

How to restore damage taken from your Life Bar:

During a Fight, your opponent will also land punches on your every few seconds. The 1st Fight, each punch landed on you subtracts 1 to 2 Life Bars. Higher ranked opponents will deplete your Life Bars at a faster rate. While a Fight is activated, each Speed Bag Ramp (3) shot or shot into the Corner Lane (1) will restore 1 of your Life Bars. Each time the Bank of Beer Spot Targets (10) is completed, it will restore 3 of your Life Bars & 2 of your Opponent's Life Bars.

Rewards for winning the Fight:

Once you defeat an opponent by depleting their Life Bar to 0, you will be rewarded the flashing value (located in-between the Life Bar Lamps) & the current Purse Value.

Rewards for defeating the opponents–

- ***Defeating the 1st fighter*** –This will light the Spitting Gallery at the Corner Lane (1). Hit the Ball up that Lane to activate the Spitting Gallery Video mode. Look under the "Video Modes – Spitting Gallery" section for more information.

- ***Defeating the 2nd fighter*** – lights Extra Ball at the Corner Lane (1). Hit the Ball up that Lane to earn the Extra Ball.

- ***Defeating the 3rd fighter*** – activates the Raid Multiball. Look under the "Multiballs Complete – Raid Multiball" section for more information.

- ***Defeating the 4th fighter*** – activates the Contenders Challenge Mode.

  Once the Mode begins, a 1 Million Point value is displayed on the Dot-Matrix Display and begins decreasing.

  All of the major Lanes on the Table will be lit –

  - The Corner Lane (1)
  - Left Orbit (2)
  - Speed Bag Ramp (3)
  - Heavy Bag Target (6) –
    This is actually lit for 3 shots: "***Left Hook***" Left Side Ramp (5), "***Body Blow***" Heavy Bag Target (6) & "***Right Hook***" Right Side Ramp (7).

    Now if you just hit the Heavy Bag Target (6) 3 times it will complete each of the 3 shots.

  - Right Orbit (9)

  Each time you hit the Ball up one of those Lanes listed above, the shot will be completed & it turns off, scoring the current value displayed on the Dot-Matrix Display & resets the value back to 1 Million Points. The value displayed will again begin decreasing & any previously lit Lanes will remain lit. The Contenders Challenge ends once you complete all of the lit Lane shots, if the value displayed on the Dot-Matrix Display decreases to 25,000 Points or the Ball drains.

- ***Defeating the 5th fighter*** – grants the title of "Pub Champion".



This also activates the Champion Multiball.



This is a 4 Ball Multiball Mode; all of the major Lanes will be lit for Champion Awards which are worth 1 Million Points.

The Lanes which are lit for Champion Awards are as follows –

- The Corner Lane (1)
- Left Orbit (2)
- Speed Bag Ramp (3)
- Heavy Bag Target (6)
- Right Orbit (9)

The Champion Multiball also activates the other 3 Multiball Modes;

- ***Fisticuffs Multiball*** – With this active, each shot to the body of the Heavy Bag Target (6) scores a Gut Shot which is worth 100,000 Points. Each shot to the head of the Heavy Bag Target (6) scores a Head Shot worth 500,000 Points.
- ***Raid Multiball*** – With this active, all switches (basically every Target, Rollover, anything that gives scores) on the Table will score & increase a value starting at 5,000 Points. Each switch hit increases the value by 1,000 Points, up to a maximum of 50,000 Points.
- ***Multi-Brawl Multiball*** – With this active, Jackpots are lit at the Speed Bag Ramp (3), Heavy Bag Target (6) & the Right Orbit (9). Performing any of these shots will score a Jackpot & will turn off that lit shot. The Jackpots will relight once all 3 **Jackpot** shots have been performed.

The Champion Multiball ends once you go down to a single Ball in play (3/4 Balls drain). Note that activating the Champion Multiball doesn't earn the "Multiballs Complete" Belt Jewel.

The Purse Value awarded for winning a Fight starts at 500,000 Points. Before & during the 1st Fight of the game, each shot into the Corner Lane (1) & each completion of the bank of Beer Spot Targets (10), increases the Purse Value by 250,000 Points. The Purse Value also increases by 250,000 Points each time the Speed Bag Ramp (3) is hit during a Fight. The Maximum Purse Value is 60 Million Points. Once the Purse Value is scored, it resets but increases its base value by 500,000 Points. The Points that are added to the Purse Value by shooting the Corner Lane (1) or completion of the bank of Beer Spot Targets (10), also increases by 250,000 Points. Both of those values will continue to increase each time another Fight is won, up to a maximum base value of 2.5 Million Points & 1.25 Million Points for each shot into the Corner Lane (1) or completion of the bank of Beer Spot Targets (10).

Note that the Purse Value can be doubled by completing 10+ consecutive Jumps during the Jump Rope Training Mode & by completing 10+ consecutive hits on the Speed Bag Target during the Speed Bag Training Mode. Look under the "Training Complete" section for more information. Another way it can be doubled is by landing on the "2X Purse" on the Skill Shot or by getting a Pair in the Poker Night Video Mode. Look earlier under the "Skill Shot" section, & under the "Video Modes – Poker Night" section later in the guide for more information.

The Purse Value will revert to its base value if you lose a Fight.

Another way to score Points at the end of a Fight is by landing a Sucker Punch. Whether you win or lose the Fight, hitting the Heavy Bag Target (6) while the fighter is still talking scores a Sucker Punch which is worth 500,000 Points.

Smart Punches

These are very useful since they making winning Fights & scoring Knockouts easier.

You can earn Smart Punches by –

- Landing on the Fist symbol on the Skill Shot.
- Completing the Shadow Boxing Mode for the 1st time.
- Performing 20+ consecutive jumps during the Jump Rope Training.
- Performing 20+ consecutive hits during the Speed Bag Training.
- Random Door Prize Award – these are earned by landing on the Door symbol on the Skill Shot.
- Scoring a "Cow Fly", "Bob Fly" or "Bar Fly" – if you hear an insect buzzing sound after hitting the Heavy Bag Target (6), engage the Launch Button quickly to score a "Cow Fly", "Bob Fly" or "Bar Fly". These are worth 100,000 Points.

Smart Punches are used during Fights by engaging the Launch Button. Note that engaging the Launch Button while a Fight is not active will instead show you how many Smart Punches you have accumulated. A Smart Punch delivers a Head Shot to your opponent worth 500,000 Points. If your opponent is stunned by completing Jab Combos, using a Smart Punch will score a Knockout.

Cash Fights

Once you manage to defeat 5 Fighters & become the “Pub Champion”, all Fights for the rest of the game become Cash Fights. The Cash Fights will require you to wager a certain number of your Points on the Fight. Winning a Cash Fight will score the Points you wagered, plus the Purse Value, which will be at least 2.5 Million Points. Although losing a Cash Fight will result in you losing the Points that you wagered.

When a Cash Fight is activated, a 12 second timer begins. You will be able to select from 5 different Fighters (displayed on the Dot-Matrix Display), use the Flipper Buttons to cycle left & right through the list. Note that the Fighters are listed in order of difficultly & Point values from lowest to highest. To select your chosen Fighter simply engage both Flipper Buttons simultaneously or just allow the timer to expire of its own accord when the Fighter you want to be selected is displayed.

The amount of Points that must be wagered on a Cash Fight is a percentage of your current score. The amount that must be wagered on the easiest Fighter is about 20% of your current score. Now for the hardest Fighter the amount you are required to wager will be close to 100% of your current score.

Once your score eclipses 200 Million Points, the amount which must be wagered on the easiest Fighter will always be 40 Million Points & for the hardest Fighter it will always be 200 Million Points. If your score is below 20 Million Points, then the amount that must be wagered on the easiest Fighter will be 2 Million Points & the amount that must be wagered for the hardest Fighter will be 10 Million Points.

Now the only difference between the normal Fights & Cash Fights is the wagering system, the rest will function the same. Look under the “Win by Knockout – Fights” section for more information. All the Fights will continue to be Cash Fights, even after the Ultimate Challenge has be activated.

"Jackpots Complete"

This is one of the Jewels that you must earn in order to activate the Ultimate Challenge.

To earn this Jewel, you must collect the 15 **Jackpot** levels over the course of the game.

There are 3 **Jackpot** shots – Speed Bag Ramp (3), Heavy Bag Target (6) & Right Orbit (9). There are several ways to light **Jackpots**. The **Jackpot** can be lit at the Speed Bag Ramp (3) for about 10 seconds by having the Ball roll down the Right Inlane Rollover when "Lite **Jackpot**" is lit. The **Jackpot** can be lit at the Right Orbit (9) for about 10 seconds by having the Ball roll down the Left Inlane Rollover when "Lite **Jackpot**" is lit. "Lite Jackpot" alternates between the Left Inlane & Right Inlane with each hit of the Slingshots. All 3 **Jackpots** can be lit until they are collected, by landing on the "S" symbol on a Skill Shot (explained earlier under the "Skill Shot) section of the guide) or by getting Three of a Kind in the Poker Night Video Mode (explained under the "Video Modes – Poker Nights" section of the guide). The **Jackpots** also light during the Multi-Brawl Multiball Mode (Look under the "Multiballs Complete" section of the guide for more information). & Champion Multiball Mode (Look under the "Win by Knockout – Champion Multiball Mode" section of the guide for more information).

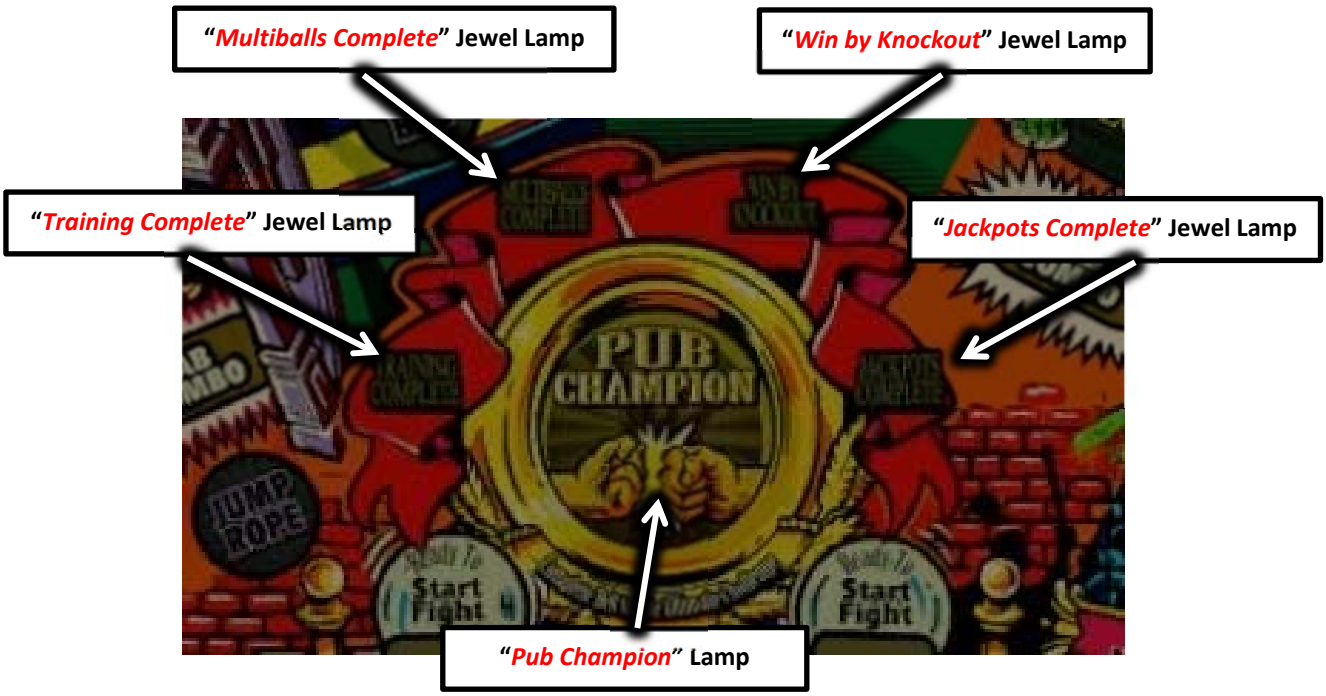
Here are the 15 **Jackpot** Levels & their values:

- "***Jackpot***" – scores 100,000 Points.
- "***Double Jackpot***" – scores 200,000 Points.
- "***Triple Jackpot***" – scores 300,000 Points.
- "***Quadruple Jackpot***" – scores 400,000 Points.
- "***Quintuple Jackpot***" – scores 500,000 Points.
- "***Sextuple Jackpot***" – scores 600,000 Points.
- "***Septuple Jackpot***" – scores 700,000 Points.
- "***Octuple Jackpot***" – scores 800,000 Points.
- "***Super Jackpot***" – scores 900,000 Points.
- "***Mega Jackpot***" – scores 1 Million Points.
- "***Ultra Jackpot***" – scores 1.1 Million Points.
- "***Turbo Jackpot***" – scores 1.2 Million Points.
- "***Maximum Jackpot***" – scores 1.3 Million Points.
- "***Cow of a… Jackpot***" – scores 1.4 Million Points.
- "***Jackpot Deluxe***" – scores 1.5 Million Points.

Wizard Mode – "Ultimate Challenge" *3 Ball Multiball*

To start the Wizard Mode, you must become the "Pub Champion" & earn all 4 Jewels on the Belt to enable activation of the Ultimate Challenge.

The Jewel Lamps will be lit solid once each of the Jewel's requirements have been met & the Pub Champion Lamp upon winning the 5th bout (explained in the above section of the guide – "How to activate the Ultimate Challenge Wizard Mode:") –



Once the above has been achieved you will be ready to activate the Ultimate Challenge.

Activation of this Mode will require that you first earn the maximum of 12 Life Bars. Once you attain the required 12 Life Bars, "Ultimate Challenge" will then light at the Corner Lane (1). Shoot the Ball at the Corner Lane (1), Left Orbit (2) or Right Orbit (9) to activate the Ultimate Challenge.

Wizard Mode Itself –

The Ultimate Challenge is a 3 Ball Multiball Mode which is divided into 2 stages.

- ***Stage 1 "Pugilist Aplenty"*** –

  The goal of this stage is to defeat 5 consecutive Fighters.



  This is a bit different from what you are used to doing for the Fights etc. since you don't get to Train & earn Life Bars in between the 5 Fights. Each defeated Fighter scores the Purse Value, which is a minimum of 2.5 Million Points plus 5 Million Points for each Fight. The Ultimate Challenge continues until you defeat 5 Fighters, lose by having your Life Bars depleted to 0 or all your Balls drain. Note that if you lose by having your Life Bars depleted but still have 2 or more Balls in play, then Fisticuffs Multiball is automatically activated (look earlier under the "Multiballs Complete" section of the guide). If you lose by having your Life Bars depleted & only have 1 Ball in play, then normal play resumes. Once you defeat the 5 Fighters, **Stage 1** of the Ultimate Challenge will be completed.

- ***Stage 2 "Ultimate Victory"*** –

  At this stage all of the major Lanes on the Table are lit for Victory Laps which are worth 5 Million Points.

  The Lanes which are lit for Victory Laps are as follows –

  - The Corner Lane (1)
  - Left Orbit (2)
  - Speed Bag Ramp (3)
  - Left Side Ramp (5)
  - Heavy Bag Target (6)
  - Right Side Ramp (7)
  - Right Orbit (9)

  As you complete the above shots, they will turn off. The exception to this is the Speed Bag Ramp (3). This Ramp will remain lit until all of the Balls drain.

Note that the Ultimate Challenge can be activated **only once** per game.

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 -

"Those are fighting words!!"

Yours
ShoryukenToTheChin