Williams Pinball – The Getaway: High Speed II Table Guide

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Key to Table Overhead Image –

1. Left 1-2-3 Targets Bank
2. Left Orbit
3. Supercharger Ramp
4. 1st Set of Stoplight Targets Bank
5. Side Loop/Ramp
6. 2nd Set of Stoplight Targets Bank
7. Bumper Lane
8. 3rd Set of Stoplight Targets Bank
9. Tunnel Saucer
10. Right Orbit
11. Right 1-2-3 Targets Bank

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

TABLE SPECIFICS

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



INTRODUCTION

Zen Studios is bringing world-renowned pinball tables to *Pinball FX3*! This three-pack of premium pinball perfection is comprised of classic tables from the iconic Williams Bally pinball library. The pack contains tables such as; Medieval Madness, Junkyard & The Getaway: High Speed II.

Fish Tales released as free content for all *Pinball FX3* and *Zen Pinball* Mac players. The table is fully unlocked—both classic and remastered versions along with all game modes are available for unlimited play.

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 Getaway: High Speed II. The Getaway: High Speed II is the sequel to the High Speed Pinball machine released in 1986. The Getaway: High Speed II was released in February, 1992. Designed by Steve Richie. Programmed by Dwight Sullivan. It had a production run of 13,279 units.





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

Kickback & Ball Save

Kickback – Left Outlane –

On this Table there is only 1 Kickback, and that is located on the Left Outlane. This Kickback is activated upon starting your game. When a Ball eventually rolls down the Left Outlane it is saved by that Kickback, and scores 10,000 Points. Once it saves a Ball it will deactivate, it can of course be re-activated by collecting the "Kickback Lit" Burn Rubber Award (look under the "Side Game Modes - Burn Rubber Award" section of the guide) & also by completing the 1-2-3 Targets – Left 1-2-3 Targets (1) & Right 1-2-3 Targets (11). (look later under the "Side Game Modes - 1-2-3 Targets" section of the guide for more information). The Kickback will also re-activate each time Redline Mania is activated (look later under "Redline Mania" section of the guide for more information).

Ball Save – Free Ride –

The Ball Save is called "Free Ride" on this table. To activate this, you will need to collect the "Free Ride" Burn Rubber Award (look later under the "Side Game Modes - Burn Rubber Award" section of the guide). Once collected the Ball Save will be activated. While this is lit, any Ball that drains will be relaunched back onto the Playfield automatically.

Extra Balls/Specials

Extra Balls -

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

Extra Balls are collected at the Tunnel Saucer (9) once one of the below methods have been achieved. Note that lit **Extra Balls** at the Tunnel Saucer (9) can be stacked & you can accumulate a maximum of 4 Extra Ball per Ball in play. —

- ***Method 1***: "*Extra Ball" Burn Rubber Award;* look later in the section titled "Side Game Modes - Burn Rubber" for information on how to get this **Extra Ball**. This is awarded automatically.

- ***Method 2***: *Video Mode;* collide with the "EB" Target during the Video Mode. Look later in the Guide under "Side Game Modes - Video Mode" section for information on how. This is awarded automatically.

- ***Method 3***: *Freeway Value;* The first time you score the 5 Million Point Freeway Value on each Ball. Look later in the Guide under "Side Game Modes - Freeway Value" section for information on how.

- ***Method 4***: *Redline Mania;* Each time the Redline Mania Mode is activated. Look later in the Guide under "Redline Mania" section for information on how.

- ***Method 5***: *Lighting up the 1-2-3 Stoplight during the Multiball, Redline Mania or Supercharger Mode;* look later in the Guide under "Multiball", "Redline Mania" & "Supercharger Mode" sections for information on how.

- ***Method 6***: *Low score upon the 3rd Ball of the game;* If your score isn't high enough upon the start of the 3rd Ball of the game.

Specials -

There are **3** ways to earn **Specials** on this Table. A **Special** can be lit in the Outlanes by doing any of the below methods. Once activated, it will remain available until collected. The **Special** is collected when the Ball drains down either of the Outlanes. The **Specials** are worth 10 Million Points when collected:

- ***Method 1***: "*Special" Burn Rubber Award;* This is automatically awarded, look later in the section titled "Side Game Modes - Burn Rubber" for information on how to get this **Special**.

- ***Method 2***: "*Special is Lit" Burn Rubber Award;* later in the section titled "Side Game Modes - Burn Rubber" for information on how to get this **Special**.

- ***Method 3***: *Accumulating 8 Tunnel Shots;* look later in the section titled "Side Game Modes - Tunnel Shots" for information on how to get this **Special**. The **Special** relights in the Outlanes each time 50 additional Tunnel Shots have been accumulated.

End-of-Ball Bonuses & Raising the Multiplier

When the Ball eventually drains, you will score an End-of-Ball Bonus. This Bonus starts at 175,000 Points. All Targets on the Playfield increase the Bonus, it's maximum can be around 1,160,000 Points.

How to raise the Multipliers;

There is also an End-of-Ball Bonus Multiplier that is applied to the Bonus Value. Each time you shift a Gear, it will advance the End-of-Ball Bonus Multiplier by 2X, up to a maximum of 8X.



The Bonus & Multiplier normally reset at the start of each Ball. Although, collecting the "Hold Bonus" 2nd Gear Award (look under "Gears" section for more information) or collecting the "Bonus Held" Burn Rubber Award (look later under "Burn Rubber Award" section of the guide for more information) will carry over the End-of-Ball Bonus & Multiplier to the next Ball. If the Bonus was carried over on your final Ball, it will then award the Bonus **twice** when the Ball drains.

Two-Way Combo –

To score this, hit the Left Orbit (2) & then immediately send the Ball around the Side Loop (5). This is worth 1 Million Points for the 1st time. Then the value will increase by 1 Million Points for each subsequent Two-Way Combo.

Side Game Modes

- **Burn Rubber Awards** –

  When a Burn Rubber Award is available a Lamp under the Tunnel Saucer (9) will be lit, at this point hitting the Ball into that Saucer collects a random Burn Rubber Award. Note that at the start of the game the Tunnel Saucer (9) is lit for a Burn Rubber Award and it relights each time you shift to the next Gear. Can also be relight by completing the 1-2-3 Targets on either side of the Table Playfield – Left 1-2-3 Targets (1) & Right 1-2-3 Targets (11). Look later in the guide under "Side Game Modes - 1-2-3 Targets" section for more information.



Here are the possible Burn Rubber Awards –

- "***Kickback Lit***" – relights the Left Kickback on the Left Outlane.
- "***RPM***" – this completes an RPM shot towards the shifting to the next Gear (look later under the "Gears" section of the guide for more information).
- "***Spot Gear***" – increases the RPMs to the Redline Level for the current Gear (look later under the "Gears" section of the guide for more information).
- "***Multiball***" – this activates the 3 Ball Multiball (look later under the "Multiball" section of the guide for more information).
- "***Lite Locks***" – spots the currently flashing Stoplight Targets -1st Set of Stoplight Targets Bank (4), 2nd Set of Stoplight Targets Bank (6) & 3rd Set of Stoplight Targets Bank (8). Thus, lighting locks at the Left Orbit (2) & Side Loop (5). (look later under the "Multiball" section of the guide for more information).
- "***Bonus Held***" – carries the current End-of-Ball Bonus value & Multipliers over to the next Ball.
- "***Freeway***" – this collects and advances the Freeway Value. (look later under the "Side Game Modes - Freeway Value" section of the guide for more information).
- "***Video Mode***" – automatically activates the Video Mode (look later under the "Side Game Modes - Video Mode" section of the guide for more information).
- "***Free Ride***" – this activates the Ball Saver.
- "***Extra Ball***" – automatically awards an **Extra Ball**.
- "***Special***" automatically awards a **Special**.
- "***Special is Lit***" – activates a **Special** light on the Table Outlanes.
- ***Point value*** awards ranging from "1 Million" to "10 Million".

- **Freeway Values** –

  Rolling down the Left Inlane (Left Return Lane) will in-turn light the Right Orbit (10) to collect a Freeway Value for a few seconds. Whereas rolling down the Right Inlane (Right Return Lane) will light the Left Orbit (2) to collect a Freeway Value for a few seconds. Sending the Ball around either Orbit will also light it up to collect a Freeway Value for a few seconds. When an Orbit is lit for a Freeway Value, hitting it will score the currently lit Freeway Value & will advance it to the next value. The Freeway Value at the start of each Ball is 1 Million Points.



When "2X Freeway" is lit, completing the Right Inlane (Right Return Lane) will light the Left Orbit (2) to collect 2 Freeway Values shots for 6 seconds. "2X Freeway" lights each time you shift to another Gear. The currently lit Freeway Value can also be collected from the "Freeway" Burn Rubber Award (look earlier under the "Side Game Modes - Burn Rubber Award" section of the guide for more information). Scoring the 5 Million Point Freeway Value will in-turn light the Tunnel Saucer (9) to collect an **Extra Ball**. Once the 5 Million Point Freeway Value is scored, each additional Freeway Value scored for the rest of the Ball is worth 5 Million Points. During the Redline Mania, the Freeway Value is automatically advanced to 5 Million Points (look later under the "Redline Mania" section of the guide for more information).

- **Video Mode** –

Note that the 3rd Gear award is "Lights Video Mode" (remember to look later under the "Gears" section for more information about shifting Gears). This award will light the Tunnel Saucer (9) to activate the Video Mode. Hit the Ball into the Saucer to activate it. Video Mode can also be activated by collecting the "Video Mode" Burn Rubber Award (look earlier under the "Side Game Modes - Burn Rubber Awards" section of the guide for more information).



In this Video Mode you will be driving a car through a course which is displayed on the Dot-Matrix. The faster you drive the car, the more points you will be able to earn. You steer the Car using the Flipper Buttons; the Left Flipper will steer the Car left, whereas the Right Flipper will steer it right. Use the Gear Shifter to control your speed - the auto Launch Button shifts the Gear up, while the manual Launch (analogue stick on the PS4 Pad) shifts it down. Engaging the Gear Shifter up, causes it to shift to a higher Gear and thus increases your speed. Engaging the Gear Shifter down, will instead shift to a lower Gear which will decrease your speed.



You will always start in 2nd Gear when the Video mode begins. You will be able to start shifting the Gears to adjust your starting speed as soon as the Mode is announced. Now, if you collide with any of the other Cars on the course, the Video Mode will end. If you manage to avoid the Cars and get to the end of the course, you will win the Video Mode. You will then be awarded some points, these will correspond to the duration of time you spent avoiding a collision with another Car & how fast you were going. It is possible to earn an **Extra Ball** during the Video Mode, if the "EB" Target appears on the course, colliding with it will result in collection of an **Extra Ball**.

- **Supercharger Mode** –

  Note that the 4th Gear award is "Supercharger" (remember to look later under the "Gears" section of the guide for more information about shifting Gears). Once you have increased the RPMs to the Redline level for the 4th Gear, it will automatically activate the Supercharger Mode. This Mode will last for 25 seconds. While its active, hitting the Ball around the Left Orbit (2), Side Loop (5), Tunnel Saucer (9) or Right Orbit (10) scores 5 Million Points. Each hit on a lit or unlit Stoplight Target – 1st Set of Stoplight Targets Bank (4), 2nd Set of Stoplight Targets Bank (6) & 3rd Set of Stoplight Targets Bank (8) will score 100,000 Points. Each time all of the Stoplight Targets are lit in any order, it will light the Tunnel Saucer (9) to allow collection of an **Extra Ball**.

  The 1st Supercharger Ramp (3) shot that is completed during this Mode will score 5 Million Points. This value increases by 5 Million Points for each subsequent Supercharger Ramp (3) shot. Each Supercharger Ramp (3) shot will also score the Speed Bonus, which will be 1,000 times your current speed (Displayed on the Dot-Matrix).



  The Supercharger Mode will end once the 25 second timer expires. The value for hitting the Supercharger Ramp (3) will also reset to 5 Million Points the next time the Mode is activated.

- **Speed Bonus** –

  The Speed Bonus is awarded when the Supercharger Ramp (3) is hit. Any time "RPM" is lit, hitting the Left Orbit (2) or Right Orbit (10) will also score the Speed Bonus. The Speed Bonus is 1,000 Points times your current Speed (displayed on the Dot-Matrix Display). Your speed will increase by completing RPM shots (look later under the "Gears" section of the guide for more information).

- **1-2-3 Targets** –

  There are 2 sets of 1-2-3 Targets on either side of the Table Playfield – Left 1-2-3 Targets (1) & Right 1-2-3 Targets (11). Each hit to any of the 1-2-3 Targets will increase the Supercharger Boost value by 1 Million Points, up to a maximum of 10 Million Points. Completing the 1-2-3 Targets has several effects. It relights the Supercharger Ramp (3) to collect the Supercharger Boost value (look later under the "Side Game Modes - Supercharger Boost" section of the guide for more information). Completing the 1-2-3 Targets also increases the Helicopter Bonus value by 1 Million Points. The Helicopter Bonus is scored by hitting the Tunnel Saucer (9) after you have scored a **Jackpot** or **Super Jackpot** during Multiball or Redline Mania (look later at the sections belonging to "Multiball" & "Redline Mania" of the guide for more information). Again, completing the 1-2-3 Targets will also re-activate the Kickback located on the Left Outlane (look earlier under the "Kickback" section of the guide for more information).

  Completing the 1-2-3 Targets by hitting any of the Targets in either Bank (Left or Right side) scores 10,000 Points, lights its Lamp & will light up the Lamp of the corresponding 1-2-3 Target over on the opposite Bank. The other 1-2-3 Target Lamps will then flash for 12 seconds. Hitting a lit 1-2-3 Target will score 5,000 Points. Hitting any flashing 1-2-3 Target before the timer expires will score 10,000 Points, resets the timer & lights that Target in both of the Banks. Hitting the 3rd flashing 1-2-3 Target in either of the Banks will complete both Banks of 1-2-3 Targets. This will score an additional 100,000 Points. Now, if the 12 second timer expires at any point while the Targets are still flashing, then all of the 1-2-3 Targets turn off. After the Kickback is relit for the 1st time, the timer for the flashing 1-2-3 Targets speeds up to about 8 seconds.

- **Supercharger Boost** –

  When you score a Supercharger Boost, the Ball completes 1 Loop for every 1 Million Points of Boost value. The Supercharger Boost is scored by sending the Ball up the Supercharger Ramp (3) when the corresponding Lamp is lit at its entrance. This is lit at the start of the game and can be relight each time the 1-2-3 Targets – Left 1-2-3 Targets (1) & Right 1-2-3 Targets (11) are completed. The Supercharger Boost value starts at 3 Million Points. Each hit on a 1-2-3 Target increases that value by 1 Million Points, up to a maximum of 10 Million Points. After the Boost is scored for the 1st time, the Supercharger Boost resets to 1 Million Points. The reset value increases by 1 Million Points each time its scored, up to a maximum of 5 Million Points.

- **Speed Millions** –

  Each time the Side Loop (5) or Tunnel Saucer (9) is hit, it will in-turn light the Side Loop (5) for about 8 seconds. While this is lit, hitting the Side Loop (5) scores a Speed Millions and resets the timer. This is worth 1 Million Points the 1st time. The value then increases by 1 Million Points each time its scored. The value will reset to 1 Million Points if the timer expires. Each Speed Millions that is scored will count as a Loop towards becoming the Loop Champion. Each Speed Millions scored also spots 1 of the RPM shots required to advance to the next Gear (look later at the section titled "Gears" of the guide for more information).

- **Tunnel Shots** –

  Accumulate Tunnel Saucer (9) hits will grant you some Points, and also more importantly **Specials**. Each time you shoot the Ball into the Tunnel Saucer (9), it will score 15,090 Points and accumulates 1 Tunnel Shot. Accumulating 8 Tunnel Shots, lights up **Special** in the Outlanes. Once that **Special** is collected, it relights each time 50 additional Tunnel Shots are accumulated.

- **Secret Mania** –

  Any time you see your Car on the Display at the Donut Heaven & there are 3 Police Cars parked there, engage the Gear Shifter 2 times up or down (the auto Launch Button shifts the Gear up, while the manual Launch which is the analogue stick on the PS4 Pad shifts it down) to activate the Secret Mania. Donut Heaven can be shown on the Dot-Matrix Display when you lock a Ball for Multiball (follow the process explained later under the "Multiball" section of the guide).



  Secret Mania will last for 20 seconds. While this is active, all Targets on the Playfield will add 500,000 Points to the Secret Total. Secret Mania ends once the timer expires or the Ball drains. At which point, the Secret Total is awarded. Note that once Secret Mania ends, it will turn off any lit Stoplight Targets – 1st Set of Stoplight Targets Bank (4), 2nd Set of Stoplight Targets Bank (6) & 3rd Set of Stoplight Targets Bank (8) for the currently active colour.

Multiball Mode –

- ## Multiball *3 Ball Multiball Mode*:

Activation –

Lighting up the Stoplight Targets will allow you to lock Balls to enable activation of the Multiball. There are 3 Banks of Spotlight Targets – 1st Set of Stoplight Targets Bank (4), 2nd Set of Stoplight Targets Bank (6) & 3rd Set of Stoplight Targets Bank (8). Each Bank of Targets has a **Green**, **Yellow** & **Red** Target. When you start a game all 3 **Green** Targets will be flashing. Hitting the flashing Target scores 10,000 Points. Now hitting a lit or unlit Target will net you 5,000 Points. Lighting all 3 of the Targets will score you 100,000 Points, and will light "lock" at the Left Orbit (2) & Side Loop (5). This will also make the **Yellow** Targets flash at each of the Stoplight Target Banks. Before the Multiball is activated for the 1st time, flashing Stoplight Targets can be spotted by hitting the Tunnel Saucer (9) or the Supercharger Ramp (3). Lighting up all 3 **Yellow** Targets will light "lock" at the Left Orbit (2) & Side Loop (5). This will also make the **Red** Targets flash at each of the Stoplight Target Banks. Lighting up all 3 **Red** Targets will light "lock" at the Left Orbit (2) & Side Loop (5).

The Locks can also be lit by collecting the "Lite Locks" Burn Rubber Award. Look earlier in the guide under "Burn Rubber Awards" for more information. Lit locks can be stacked so Balls can be locked after lighting the **Green** Stoplight Targets & **Yellow** Stoplight Targets, or all 3 Balls can be locked after lighting all the **Red** Stoplight Targets.

Once 3 Balls are locked, the Multiball is activated.

During the Multiball, Redline Mania & Supercharger Mode, lighting all the Stoplight Targets in any order lights the Tunnel Saucer (9) to collect an Extra Ball until its collected. Look below for more information on this, and under the "Redline Mania" & Supercharger Mode.

Note that the number of Balls that must be locked to re-activate the Multiball can potentially change. The game will re-activate Multiball every time third time a Ball enters the Ball Lock, regardless of whether a Ball is actually being locked or a **Jackpot** or **Super Jackpot** is scored. Therefore, if you complete 1 or 2 **Jackpot** shots during the Multiball Mode, those shots will count as locked Balls once the Multiball ends. This is the same for Redline Mania, but only if at least 1 Ball has been locked on the current Ball.

Multiball can also be automatically activated by collecting the "Multiball" Burn Rubber Award. Look earlier in the guide under "Side Game Modes - Burn Rubber Awards" for more information.

Mode itself -

The 3 Ball Multiball begins; Like most Multiball Modes, the goal here is to score **Jackpots** & then **Super Jackpots**. Every Supercharger Ramp (3) shot will complete 10 Loops. Before a **Jackpot** has been scored, completing 10 Loops lights the **Jackpot**. Once this is lit, score the **Jackpot** by shooting the Ball Lock via the Left Orbit (2) or Side Loop (5). **Jackpots** are always worth 25 Million Points. Once the **Jackpot** is scored, completing a number of loops via the Supercharger Ramp (3) will now light the **Super Jackpot**. To light the **Super Jackpot** for the 1st time, it will require 20 Loops. Each time a **Super Jackpot** is scored during the Multiball or Redline Mania, it will in-turn increases the number of required Loops by 10, up to a maximum of 50. Once the **Super Jackpot** is lit, score it by shooting the Ball Lock via the Left Orbit (2) or Side Loop (5). **Super Jackpots** are worth 50 Million Points for the 1st time. This value increases by 25 Million Points each time a **Super Jackpot** is scored. Once a **Super Jackpot** has been scored, it can be relit by completing the indicated number of Loops.
The game will re-activate Multiball every 3rd time a Ball enters the Ball Lock, so when the 2nd **Super Jackpot** is scored the Multiball is re-activated. The Multiball will re-activate sooner if **Jackpots** or **Super Jackpots** were scored previously during the Multiball or Redline Mania played on the same Ball.

This then allows you to restart the process of lighting and scoring **Jackpots** & **Super Jackpots**. Each time a **Jackpot** or **Super Jackpot** is scored, the next shot into the Tunnel Saucer (9), during the Multiball, will then result in scoring a Helicopter Bonus. The Helicopter Bonus starts at 5 Million Points and increased throughout the game. Each hit on the Jet Bumpers increases the random value ranging from 3,030 to 35,350 Points. Each time the 1-2-3 Targets – Left 1-2-3 Targets (1) & Right 1-2-3 Targets (11) are completed, it increases the Helicopter Bonus by 1 Million Points.

Additional Points can be scored during the Multiball from the 3 Banks of Spotlight Targets – 1st Set of Stoplight Targets Bank (4), 2nd Set of Stoplight Targets Bank (6) & 3rd Set of Stoplight Targets Bank (8). Each hit on a lit or unlit Stoplight Target will net you 100,000 Points. Each time all of the Stoplight Targets are lit in any order, it will light **Extra Ball** for collection at the Tunnel Saucer (9).

The Multiball will end upon there being only a single Ball in play. If you were in the process of completing Loops at the Supercharger to light **Jackpot** or if the **Jackpot** was already lit when the Multiball ended, “Getaway Time” is activated. This will last up to 20 Seconds. While the timer is active, you can light the Jackpot & then score it by hitting the Left Orbit (2) or Side Loop (5). “Getaway Time” ends once the timer expires or a Jackpot is scored. Once the Multiball ends, all of the Stoplight Targets reset to **Green**, allowing you to restart the process of activating the Multiball.

How to Activate Redline Mania

You will need to know how to shift through the Gears to enable you to build up your speed, in-turn this will grant you big Speed Bonuses & collect Gear Awards.

Gears

To shift into each Gear, you must increase the RPM's on the Tachometer until it reaches the Redline level.



Then, engage the Gear Shifter to shift to the next Gear by pressing the Launch Button on your controller.



Each Gear will require a specific number of RPM shots to increase the RPMs to the Redline level. It requires 1 RPM shot for the ***1st Gear***. Each subsequent Gear will require an additional RPM shot, up to a maximum of 5 RPM shots for the ***5th Gear***.

There are several ways to complete the RPM shots. Each time an RPM shot is completed, it will in-turn increase your speed, this will be visible on the Dot-Matrix Display. Your speed determines the Speed Bonus (look earlier under the "Side Game Modes - Speed Bonus" section of the guide for more information).

- When "RPM" is lit, shooting the Left Orbit (2) or Right Orbit (10) completed 1 RPM shot. "RPM" is always lit except when you have reached the Redline level on the current Gear and need to shift, and when the Supercharger Mode, or Multiball Mode is active.
- When "2x RPM" is lit, rolling down the Left Inlane will light the Right Orbit (10) to collect 2 RPM shots for about 8 seconds. "2x RPM" lights each time you shift Gears.
- Collecting the "RPM" Burn Rubber award will complete 1 RPM shot.
- Scoring a Speed Millions from the Side Loop (5), completes 1 RPM shot.

Once you have increased the RPMs to the Redline level, the game will tell you to shift to the next Gear & a Gear Award is collected. Gears can be spotted by collecting the "Spot Gear" Burn Rubber Award.

Each Gear has a specific award. These are listed below -



- The ***1st Gear*** award is "***3 Million***". This immediately awards that value.
- The ***2nd Gear*** award is "***Hold Bonus***", this carries the current End-of-Ball Bonus value & the Bonus Multiplier over to the next Ball.
- The ***3rd Gear*** award is "***Lights Video Mode***", this lights the Tunnel Saucer (9) to activate the Video Mode. Once this is lit, hit the Ball into the Tunnel to activate it (look earlier under the "Side Game Modes - Video Mode" section of the guide for more information).
- The ***4th Gear*** award is "***Supercharger***", this automatically activates the Supercharger Mode (look earlier under the "Side Game Modes - Supercharger Mode" section of the guide for more information). You can't shift Gears again until the Supercharger Mode ends.
- The ***5th Gear*** award is "***Redline Mania***", this lights at the Supercharger Ramp (3) to activate the Redline Mania. Once this is lit, send the Ball up that Ramp to activate it (look below this section under the "Redline Mania" section for more information).

After Redline Mania ends, the Gears will reset and you can begin the process of shifting Gears once again.

Each time you shift Gears, this will in-turn light the Tunnel Saucer (9) to collect a Burn Rubber Award & advances the End-of-Ball Bonus Multiplier by 2X, up to a maximum of 8X. Once the Tunnel Saucer (9) is lit to collect a Burn Rubber Award hit the Ball at into the Saucer to collect the random award (look earlier under the "Side Game Modes - Burn Rubber Awards" section of the guide for more information).

Wizard Mode – "Redline Mania" *3 Ball Multiball*

To start the Wizard Mode, you will need to collect the ***5th Gear*** award which is of course "Redline Mania" (remember to look earlier under the "Gears" section of the guide for more information about shifting Gears). Once you have increased the RPMs to the Redline level for the ***5th Gear***, it will light the Supercharger Ramp (3) to activate Redline Mania. Once this is lit, send the Ball up that Ramp to activate it.

Wizard Mode Itself –

Redline Mania is a 3 Ball Multiball Mode.



When this begins, it will award you with 10 Million Points, lights the Tunnel Saucer (9) to collect an **Extra Ball**, activates the Kickback (Left Outlane), lights the **Jackpot** & advanced the Freeway Value to 5 Million Points. Each hit on a lit or unlit Stoplight Target – 1st Set of Stoplight Targets Bank (4), 2nd Set of Stoplight Targets Bank (6) & 3rd Set of Stoplight Targets Bank (8) will score 500,000 Points. Each time all of the Stoplight Targets are lit in any order, it will light the Tunnel Saucer (9) to allow collection of an **Extra Ball**.

You can score the **Jackpot** by shooting the Ball into the Ball Lock from the Side Loop (5) or Left Orbit (2). **Jackpots** are always worth 25 Million Points. Once the **Jackpot** is scored, completing a number of Loops on the Supercharger will light the **Super Jackpot**. Each Supercharger Ramp (3) shot will complete 10 Loops. The number of Loops required to light the **Super Jackpot** will start at 20. Each time the **Super Jackpot** is collected during the Redline Mania or regular Multiball Mode, it will in-turn increase the number of Loops required by 10, up to a maximum of 50. Once the **Super Jackpot** is lit, collect it by shooting the Ball into the Ball Lock from the Side Loop (5) or Left Orbit (2). The **Super Jackpot** is worth 100 Million Points or 25 Million Points more than the highest previously collected **Super Jackpot** value. Once it requires 50 loops to light the **Super Jackpot**, the **Super Jackpot** value increases by 25 Million Points each time its collected. One thing you should note about the progression of Redline Mania is that it changes if at least 1 Ball has been locked in the Ball Lock on the current Ball. Under this condition, the game will re-

activate the Multiball every 3rd time a Ball enters the Ball Lock. This means that by collecting a **Jackpot** or **Super Jackpot** during the Redline Mania it may re-activate the regular Multiball Mode.

If the Multiball is re-activated during the Redline Mania, it re-launches a 3rd Ball if 1 had been previously drained. The Freeway Value will remain advanced to 5 Million Points & each hit on a lit or unlit Stoplight Target – 1st Set of Stoplight Targets Bank (4), 2nd Set of Stoplight Targets Bank (6) & 3rd Set of Stoplight Targets Bank (8) will continue to score 500,000 Points. Once a **Jackpot** is collected & after each time a **Super Jackpot** is collected, the next hit into the Tunnel Saucer (9) during the Redline Mania will score the Helicopter Bonus. The Helicopter Bonus starts at 5 Million Points & increases throughout the game. Each hit on the Jet Bumpers increases the random value ranging from 3,030 to 35,350 Points. Each time the 1-2-3 Targets – Left 1-2-3 Targets (1) & Right 1-2-3 Targets (11) are completed, it increases the Helicopter Bonus by 1 Million Points.

The Redline Mania ends once you get down to only 1 Ball in play. if you failed to score a **Jackpot** at least once, “Getaway Time” is activated. This will last up to 20 Seconds. While the timer is active, hitting the Left Orbit (2) or Side Loop (5) scores a Jackpot. “Getaway Time” ends once the timer expires or a **Jackpot** is scored. Once the Redline Mania ends, the Gears reset, allowing you to restart the process of shifting the Gears again.

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., Deep, 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 -

"Shift guide, NOW!"

Yours
ShoryukenToTheChin