Williams Pinball – The Party Zone Table Guide

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Key to Table Overhead Image –

1. Eat, Drink & B.Merry Targets Bank
2. Rock-It Ramp
3. Football Player Target
4. Back-2-Bop Lane
5. Request Stand-Up Target
6. Centre Eject Hole
7. Time Stand-Up Target
8. Comic Eject Hole
9. HA-HA-HA Targets Bank
10. Cosmic Cottage Lane
11. Way Out of Control Targets Bank
12. Way Out of Control Payoff Lane

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 2 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; Attack from Mars, Black Rose & The Party Zone.

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 Party Zone. The Party Zone was released in September, 1991 by Williams (under the Bally label). Designed by Dennis Kieckbusch. Programmed by Jim Strompolis. It had a production run of 4,000 units.



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

Skill Shot

On this table the Skill Shot is called Door Prize Skill Shot. You can achieve this by launching the Ball with enough power for it to roll down the lit "?" Upper Rollover.



Achieving a Skill Shot will always increase the End-of-Ball Bonus Multiplier & will score 1 Million Points the 1st time you perform a Door Prize Skill Shot. The value will increase by 1 Million Points each time a Skill Shot is completed.

Extra Balls

There are **3** Ways to achieve an **Extra Ball**;

- ***Method 1***: *"Extra Ball" Rock-It Ramp (2);* by hitting the Rock-It Ramp (2) 5 times. "**Extra Ball**" relights after hitting the Rock-It Ramp (2) 8 more times. After that, it continues to require more Rock-It Ramp (2) shots to relight "**Extra Ball**". Once this is lit, hit the Rock-It Ramp (2) to earn an **Extra Ball**.



- ***Method 2***: *"**Extra Ball**" Supersonic Robotic Comic Award;* When the Supersonic Robotic Comic is lit, hitting the Comic Eject Hole (8) randomly gives 1 of 4 awards. One of these random awards is "**Extra Ball**". The Supersonic Robotic Comic is lit at the start of each Ball & can be relit on a 10 second timer by completing the HA-HA-HA Targets Bank (9). Note that this **Extra Ball** is awarded automatically when the you are granted the "**Extra Ball**" Supersonic Robotic Comic Award. Look later in the guide under "Side Modes – Supersonic Robotic Comic Awards" section for more information.

- ***Method 3***: *"Extra Special" Way out of Control Awards;* Each time the Way Out of Control Targets Bank (11) is completed, it relights 1 of the awards. Once an award is lit, hitting the Ball up the Way Out of Control Payoff Lane (12) collects it. Once the award is collected, completing the Way Out of Control Targets Bank (11) again will light the next award. The 4th award is "**Extra Special**". Collecting this earns the **Special**.

In regards to **Method 3**; Once you activate a **Special** they will light up at the Outlanes – they are collected when the Ball rolls down either Outlane & will score 1 Million Points when collected.

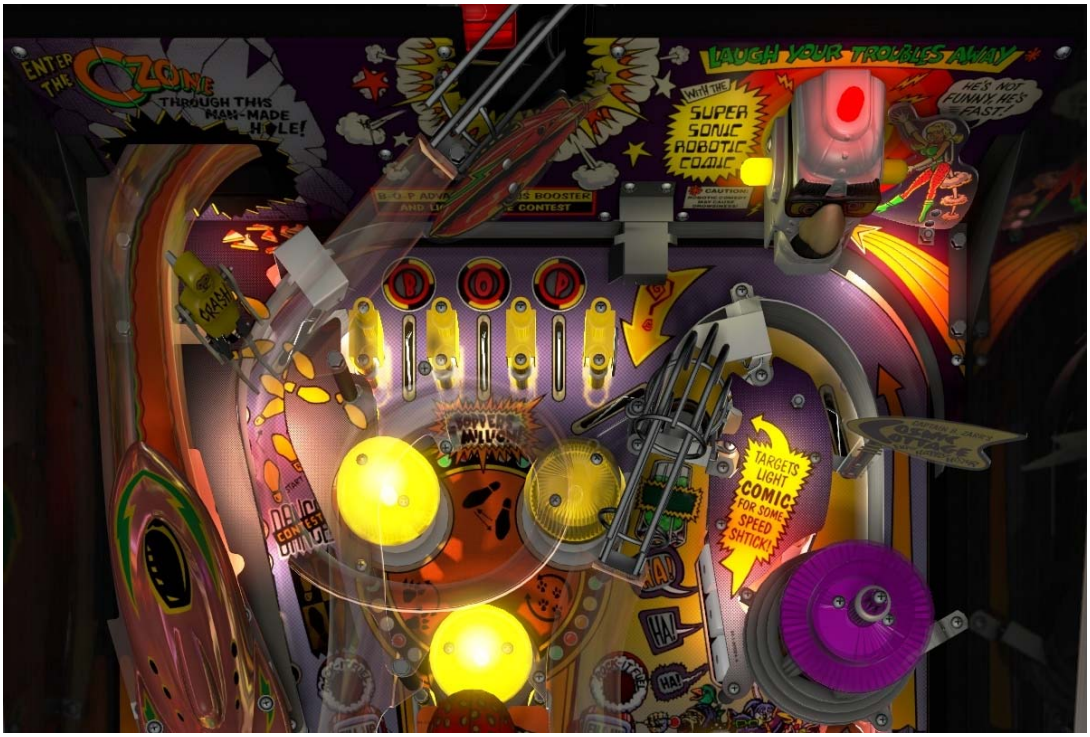
End-of-Ball Bonuses & Raising the Multiplier

When the Ball eventually drains, you will score an End-of-Ball Bonus. The Bonus starts at 10,000 Points & most switches on the Playfield increases it.

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 8X Times.

You can raise the Multiplier by doing the following –



- ***"B-O-P" Rollovers*** - Each time the "B-O-P" Rollovers are completed, it will advance the Multiplier by 2X times, up to a maximum of 8X times. You can alternate which Rollover is lit by engaging the Flippers, this causes the lit Rollovers to be moved left to right. Once the Multiplier is increases to its maximum of 8X times, completing the "B-O-P" Rollovers will score a Bop Bonus. This is worth 100,000 Points for the 1st time. This value is increased by 100,000 Points for each subsequent Bop Bonus, up to a maximum of 500,000 Points.

- ***"Bonus Booster" Supersonic Robotic Comic Award*** – advances the Multiplier by 2X times. More information can be found under "Side Game Modes – Supersonic Robotic Comic" section later in the guide.

The Multiplier & Bop Bonus value reset when the Ball eventually drains.

Side Game Modes

- **Request Time** –

  When "Make a Request Now" is lit, hit the Centre Hole (5) to activate "Request Time". "Make a Request Now!" is lit at the start of each game.



  Now this will allow you to choose 1 of 4 songs to play. Engage the Left Flipper to change the songs highlighted. Engage the Right Flipper to select the highlighted song. You will have about 10 seconds to make your selection. Selecting a song will score 250,000 Points.

  Once you have made a request, "Make a Request Now!" can be relit by hitting the Request Stand-Up Target (5) & Time Stand-Up Target (7).



  Hitting an unlit Stand-Up Target scores 10,000 Points. Hitting a lit Stand-Up Target scores 5,000 Points. Lighting up both of the Stand-Up Targets scores an additional 25,000 Points. If "Make a Request Now!" is lit but a request hasn't been made in a while, Captain B.Zarr will play 1 of his personal favourite songs. At this point, hitting the Centre Eject Hole (6) while the song is playing, scores a Party Saver Bonus which is worth 5 Million Points. This value increases by 5 Million Points for each subsequent time a Party Saver Bonus is scored.

- **Eat, Drink & B.Merry** –

  You will first need to complete the Eat, Drink & B.Merry Targets Bank (1).



  Hitting an unlit Target scores 10,000 Points. Hitting a lit Target score 5,000 Points. Completing the entire Bank scores an additional 50,000 Points & lights “Eat” at the Rock-It Ramp (2).



Hit the Ball up the Rock-It Ramp (2) to score the Eat value worth 1 Million Points. This lights the Drink Lamp at the Comic Eject Hole (8) for 12 seconds.



Hit the Ball into that Hole before the timer expires to score the Drink value worth 2 Million Points. If the Drink value is scored, while the Supersonic Robotic Comic is lit, it collects a Comic Score worth anywhere from 100,000 to 900,000 Points. Scoring the Drink value will light "B.Merry" at the Centre Eject Hole (6) for 13 seconds.



Hit the Ball into that Hole before the timer expires to score the B.Merry value worth 3 Million Points. Once the B.Merry value is scored, or the timer expires on any of the shots, complete the Eat, Drink & B.Merry Targets Bank (1) to relight "Eat" at the Rock-It Ramp (2).

- **The Supersonic Robotic Comic**–

  This is lit at the start of each Ball & can be relit on a 10 second timer by completing the HA-HA-HA Targets Bank (9).



  Hitting an unlit HA-HA-HA Target scores 10,000 Points. Hitting a lit HA-HA-HA Target scores 5,000 Points. Completing the entire Bank (consists of 3 Targets) scores an additional 50,000 Points. Hitting the unlit Comic Eject Hole (8) scores 25,000 Points.

Hitting the lit Cosmic Eject Hole (8) will randomly give 1 of 4 awards.



- "***Extra Ball***" – automatically awards an **Extra Ball**.
- "***Laff Attack***" – activates a Frenzy round that lasts for 15 seconds. While the timer is active, all Lanes on the playfield scores 100,000 Points.
- "***Bonus Booster***" – advanced the End-of-Ball Bonus Multiplier by 2X.
- "***Surprise***" – activates instant Happy Hour Multiball. Which sends a new Ball to the Plunger. Launch that Ball onto the Playfield to activate the Multiball. Look later under "Happy Hour Multiball" section of the guide for more information.

If the Supersonic Robotic Comic is lit, as well as the Drink for Eat, Drink & B.Merry, hitting the Comic Eject Hole (8) collects a Comic Score worth 100,000 to 900,000 Points. This will turn off the Supersonic Robotic Comic without giving 1 of the 4 awards.

- **<u>Way Out of Control Awards</u>** –

  To collect these awards, you will need to first complete the Way Out of Control Targets Bank (11).



  Hitting an unlit Target scores <u>10,000 Points</u>. Hitting a lit Target scores <u>5,000 Points</u>. Completing the Bank scores an additional <u>50,000 Points</u> & lights the next uncollected Way Out of Control Award. Only <u>1</u> of these awards can be lit at a time. If an award is already lit, completing the Way Out of Control Targets Bank (11) will score <u>1,050,000 Points</u>. Once an award is lit, you will need to send the Ball up the Way Out of Control Payoff Lane (12) to collect it.



I will list below the Way Out of Control Awards in the order that they will light –

- "***5 Million***" – scores 5 Million Points.

- "***Boppers 1 Million Per Bop***" – this makes the Boppers score 1 Million Points per hit for the rest of the current Ball. The Boppers normally score 5,010 Points per hit.

- "***Playfield 10X Values***" – increases the value of all scoring by 10X times for 10 seconds. This affects all scoring except the Big Bang value.

- "***Extra Special***" – earns a ***Special***. ***Specials*** on this table will score 1 Million Points.

A lit award remains lit until it is collected. Once all 4 awards have been collected at least once, they can only be relit on a 15 second timer. To collect a lit award, hit the Ball up the Way Out of Control Payoff Lane (12) before the timer expires. Additional Points can be scored by hitting the Way Out of Control Payoff Lane (12) when it's not lit for an award. This scores 1 Million Points for the 1st time. The value increases by 1 Million Points for each subsequent shot, up to a maximum of 10 Million Points.

- **Back-2-Bop** –

Send the Ball up the Back-2-Bop Lane (4), this will feed the Ball to the "B-O-P" Rollovers. Each time the Ball is hit up that Lane, it scores a Back-2-Bop. This is worth 50,000 Points the 1st time. The value increases by 50,000 Points each subsequent time a Back-2-Bop is scored.

- **Dance Contest** –

  To activate it, you must first complete the "B-O-P" Rollovers.



  Completing an unlit Rollover scores 10,000 Points. Completing a lit Rollover scores 5,000 Points. You can engage the Flipper Buttons to cycle through the lit Rollovers – Left to Right. Completing all 3 "B-O-P" Rollovers score 250,000 Points & will light "Dance Contest" for activation at the Back-2-Bop Lane (4).

  Send the Ball up the Back-2-Bop Lane (4) to activate the Dance Contest.



  The goal during the Dance Contest is to hit the Bumpers as many times as possible. Each Bumper hit scores 100,000 Points instead of the standard 5,010 Points. The Dance Contest has a timer that lasts about 8 seconds. Each time a Bumper is hit, it resets the timer. The Dance Contest ends once the timer expires.

- **Ozone Bonus** –

  Each Rock-It Ramp (2) shot will score & advance the Ozone Bonus.



  The Ozone Bonus starts at 100,000 Points & advances by 100,000 Points each time it's scored, up to a maximum of 2 Million Points. The advanced Ozone Bonus value carries over throughout the game.

- **End Zone Bonus** –

  This is a nice consolation prize if the Ball drains down an Outlane. Hitting the Football Player Target (3) when it's not lit scores 10,000 Points. Having the Ball roll down the Left Inlane or Right Inlane scores 15,000 Points & lights the Football Player Target (3).



  When its lit, hitting it will score 50,000 Points & increase the End Zone Bonus value by 100,000 Points. Once the Football Player Target (3) has been hit, the Left Outlane & Right Outlane both light. Draining down either Outlane will score the End Zone Bonus. The End Zone Bonus value caries over throughout the game & can be increased up to 5 Million Points. The Outlanes score 25,000 Points if they are not lit for the End Zone Bonus.

Multiball Mode –

- ## Happy Hour Multiball *2 Ball Multiball Mode*:

Activation –

You will need to get the 3 Party Groups to meet at the Cosmic Cottage for Happy Hour. The 3 Party Groups in order are the Party Animals, Party Monsters & Party Dudes. Each Party Group that arrives scores 250,000 Points. Before the Multiball is activated for the 1st time, each shot into the Cosmic Cottage Lane (10) will make the currently lit Party Group arrives. In order for this shot to register, the Ball must pass through the Cosmic Cottage and land in the Comic Eject Hole (8).



Once the Party Dudes group arrives, a new Ball will be sent to the Plunger. Launch that Ball onto the Playfield to activate the Happy Hour Multiball. Note that Happy Hour Multiball can also be automatically activated by collecting the "Surprise" award from the Supersonic Robotic Comic (look earlier in the guide under the "Side Modes – Supersonic Robotic Comic" section for more information).

**__Note__ - After Happy Hour Multiball has been activated for the 1st time, you __must__ "Make a Request" one time to relight the Party Group Lamps.*

To "Make a Request", hit the Centre Eject Hole (6) when "Make Request Now!" is lit. (look earlier in the guide under the "Side Modes – Request Time" section for more information).

*After Happy Hour Multiball has been activated for the 2nd time, you must "Make a Request" to relight each of the Party Group Lamps. **

Mode itself -

This is a 2 Ball Multiball.



While it's active, each time the Rock-It Ramp (2) is hit it will score a **Jackpot**. This value is based on the current Rock-It Meter Level, ranging from 1 Million Points for Level 1 to 7 Million Points for Level 7. The Rock-It Meter starts at Level 5. It increases by 1 level each time Rock-It Fuel is collected by hitting the Comic Eject Hole (8) or sending the Ball up the Back-2-Bop Lane (4). Once the Rock-It Meter is advanced to Level 7, completing either of the Rock-It Fuel shots will light "Go for the **Big Bang**" at the Rock-It Ramp (2). Once this is lit, hitting the Ball up that Ramp will lock the 1st Ball & scores 10 Million Points. Hit that Ramp again with the 2nd Ball to score the **Big Bang**. The **Big Bang** value starts at 20 Million Points & can be increased up to 99,999,999 Points. Most of the major Lanes on the Playfield increase the **Big Bang** value, note that this carries over from Ball to Ball, player to player & game to game until its scored or The Party Zone table itself is reloaded. Once the **Big Bang** value is scored, all Lanes on the Playfield score 250,000 Points until the Happy Hour Multiball ends.

Happy Hour Multiball remains active until you go down to a single Ball in play. If the **Big Bang** was not scored, the Rock-It Meter starts decreasing by 1 Level every couple of seconds. Hit the Ball up the Rock-It Ramp (2) before the Rock-It Meter reaches the minimum to score a **Final Jackpot**. Once the Happy Hour Multiball ends, "Playfield 2 For 1 Values" also lights for the remainder of the current Ball. This causes all the scoring of all the Lanes on the Playfield to be doubled.

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 -

"It's Pinball Hour!!"

Yours
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