Williams Pinball – Theatre of Magic Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. Hocus Pocus Targets
2. Left Orbit
3. Captive Ball
4. Left Lightning Orbit
5. Magic Trunk
6. Left Spot Target
7. Centre Staircase Ramp
8. Right Spot Target
9. Right Lightning Orbit
10. Right Staircase Ramp
11. Right Orbit

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 Theatre of Magic. Theatre of Magic was released in March 28, 1995 by Williams (under the Bally label). Designed by John Popadiuk. Programmed by Jeff Johnson. It had a production run of 6,600 units.



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

Skill Shot

Being able to perform this Skill Shot frequently will make it easier for you to accomplish the Levels of Magicianship required to perform the Grand Finale.

Before the Ball is launched onto the Playfield, notice that the Dot-Matrix Display will cycle through a series of awards. Launch the Ball when the award you want is on the Dot-Matrix Display. The Ball will then be sent to the Right Flipper & the Dot-Matrix Display will indicate whether to shot the Magic Trunk (5) or the Captive Ball (3) to score a Skill Shot.

Here are the different Skill Shot awards. Only 3 of these are selectable with each plunge of the Ball.

- "**10 Million**" – awards 10 Million Points.
- "**20 Million**" – awards 20 Million Points.
- "**Bonus 2X**" – increases the End-of-Ball Bonus Multiplier.
- "**Advance Clock**" – advances the Theatre Clock 1 hour towards Midnight.
- "**Start Illusion**" – starts the currently flashing Illusion. Note that this will always be one of the choices if "Start Illusion" isn't already lit at the Magic Trunk (5).
- "**2X Combo**" – doubles the value of all Combo Shots. Note that this will always be one of the choices if "Start Illusion" isn't already lit at the Magic Trunk (5).

If the Ball launch is not the 1st one on a Ball, the Skill Shot will always be to the Captive Ball (3) & the award will always be "Advanced Clock".

Each successfully Skill Shot adds 1 Million Points to the End-of-Ball Bonus.

Hocus Pocus (Magna Save/Kickbacks)

Hitting either of the Hocus Pocus Targets (1) will activate magnets above the Left Inlane & Right Inlane. These magnets stay active for about 15 seconds & will grab the Ball if its passes over them. This prevents the Ball from draining down the Outlanes.

Extra Balls

There are **4** Ways to achieve an **Extra Ball**;

Extra Balls are lit at the Left Orbit (2) when any of the below methods are carried out.



- ***Method 1***: *Advancing the Theatre Clock to 6:00 for the 1st time;* the Theatre Clock can be advanced during single Ball play by hitting the Ball around the Right Orbit (11), by completing the "Adv. Clock" Skill Shot, & as one of the Haunted Basement Awards. Look in the guide under the sections "Skill Shot", "Haunted Basement" & "Midnight Madness" for information on how to get this **Extra Ball**.

- ***Method 2***: *Haunted Basement Awards;* look later in the section titled "Side Game Modes – Haunted Basement" for information on how to get this **Extra Ball**.

- ***Method 3***: *Digital Pinball Video Mode;* Completing this Video Mode awards the **Extra Ball** automatically, this is also a random award from the Haunted Basement. Look later in the guide under the section "Side Game Modes - Haunted Basement" for information on how to get this **Extra Ball**.

- ***Method 4***: *Special;* can be lit as 1 of the random awards given from the Haunted Basement or by performing the Grand Finale. Once lit, collect it by draining the Ball down either of the Outlanes. Look later in the guide under the sections "Side Game Modes - Haunted Basement" & "Grand Finale" for more information on how to light & collect it.

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 -

- Each Skill Shot made adds 1 Million Points.
- Each Letter collected in "M-A-G-I-C" adds 1 Million Points.
- Each Letter collected in "T-H-E-A-T-R-E" adds 500,000 Points.
- Each Illusion played adds 4 Million Points.
- The Theatre Clock adds to the End-of-Ball Bonus by awarding 1 Million Points times the current time on the Theatre Clock. So, if the Theatre Clock is advanced to 2:00, it will add 2 Million Points. If the Theatre Clock is at Noon, no Points will be awarded.

An additional Point value is awarded based on your Magician Rank. This is determined by how many of the 4 Levels of Magicianship you have completed -

- If ***no Levels*** have been completed, then you rank is, "***Apprentice***", which scores 2 Million Points.
- If ***1 Level*** has been completed, then your rank is, "***Novice***", which scores 4 Million Points.
- If ***2 Levels*** have been completed, then you rank is, "***Journey Man***", which scores 6 Million Points.
- If ***3 Levels*** have been completed, then you rank is, "***Master***", which scores 8 Million Points.
- If all ***4 Levels*** have been completed, then you rank is still "***Master***" but it will score 10 Million Points.

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.

- Completing the unlit Rollovers above the Magic Jet Bumpers. You can cycle through the lit Rollover by using the Flipper Buttons. Unlit Rollovers score 500,000 Points. Lit Rollovers score 300,000 Points. Completing both Rollovers scores 5 Million Points in addition to advancing the Bonus Multiplier. If the Bonus Multiplier is already at its maximum (8X times), then completing the Rollovers will just score 5 Million Points.



Combo Shots

A Combo Shot is awarded when you hit specific Lanes 2 or more times in a row.

Below are the Lanes which qualify -

- Left Orbit (2)
- Left Lightning Orbit (3)
- Centre Staircase Ramp (7)
- Right Lightning Orbit (9)
- Right Staircase Ramp (10)
- Right Orbit (11)

Completing 2 or more of these above shots in any combination without hitting any other Target scores 2 Million Points. Successive Combo Shots increase the value by 2 Million Points, so a 3-Way Combo Shot scores 4 Million Points.

One of the Skill Shot awards that you can earn is called “2X Combo”. This will double the value of the Combo Shots.

Side Game Modes

- **Spring Ring** –

  Hit the Right Staircase Ramp (10) to light "Spirit Ring". Then hit the Right Staircase Ramp (10) while "Spirit Ring" is lit. This will score 10 Million Points & will starts a timer that lasts about 10 seconds. Each shot up the Right Staircase Ramp (10) during this time scores an additional 10 Million Points.

- **Haunted Basement** –

  The Haunted Basement is located under the Trap Door just below the entrance of the Right Staircase Ramp (10). This can give out some very useful awards. To open the Trap Door to the Haunted Basement you will need to hit either of the Spot Targets – Left Spot Target (6) or Right Spot Target (8) 4 times.



  These Targets will score 100,000 Points. Once done, this will light "Raise Trap Door" at the Centre Staircase Ramp (7).



Hitting the Ball up that Ramp when that is lit will raise the Trap Door for about 5 seconds.



Hit the Ball into the open Trap Door to reach the Haunted Basement. Doing so will score 15 Million Points & collects a random award.

Here are the different awards:

- "***Lite EX. Ball***" – lights Extra Ball at the Left Orbit (2). Send the Ball around that Orbit to collect it.
- "***Illusion***" – activates whichever Illusion was currently flashing at the time.
- "***Adv. Clock***" – this advances the Theatre Clock towards Midnight by 3 hours. Advance this to Midnight to start the Midnight Madness Mode.
- "***Midnight***" – this will automatically advance the Theatre Clock to Midnight & start-up the Midnight Madness Mode.
- "***Lite Special***" – lights **Special** at the Left & Right Outlanes. Drain a Ball down either side to collect the **Special**, which awards an **Extra Ball**.
- "***Bonus X***" – increases the End-of-Ball Bonus Multiplier. Note that if the Bonus Multiplier is already maxed out at 8X times then this will instead score 5 Million Points.
- "***Spell Magic***" – awards all the Letters in "M-A-G-I-C", which in-turn lights the Ball locks for Magic Multiball at the Left Lightning Orbit (4) & Right Lightning Orbit (9).
- "***Trunk Magic***" – lights Magic Trunk (5) for about 8 seconds. Hit the Magic Trunk (5) to score 40 Million Points.
- "***Pinball***" – This starts the Digital Pinball Mode which is played on the Dot-Matrix Display. Hit all 6 Targets on the Dot-Matrix Display to earn an **Extra Ball**.
- ***Random Point based awards*** – these are valued between 15 Million Points & 39 Million Points.

One hidden feature is that if you hold the Left Flipper when you select the "Start" option to begin a game, it will start the Digital Pinball Video Mode the 1st time you enter the Haunted Basement. The only difference here is that hitting all 6 Targets scores 40 Million Points instead of awarding an **Extra Ball**.

Multiball Mode –

- ## Tiger Saw Multiball *2 Ball Multiball Mode*:

Activation –

First you must make a Ball vanish. This is done by hitting the Captive Ball (3) 3 times, this will light "Vanish" at the Left Orbit (2).



Send the Ball around that Orbit to make the Ball vanish.



This will lock it & grant you a score of 40 Million Points. After you make a Ball vanish the 1st time, the Captive Ball (3) must be hit 6 times to light "Vanish" again at the Left Orbit (2).

*Note - that if you start Magic Multiball after making a Ball vanish, then the vanished Ball will be released for a 4 Ball Multiball. Once Magic Multiball ends, "Vanish" will remain lit at the Left Orbit (2). Hit the Ball around that Orbit again to make another Ball vanish & score another 40 Million Points. *

Once you have made a Ball vanish, “Tiger Saw Multiball” will light at the Right Orbit (11). Send the Ball around the Right Orbit (11) to start the Tiger Saw Multiball.



Mode itself -

This is a 2 Ball Multiball. While this Mode is active, the Captive Ball (3) will be lit for a “**Tiger Saw Jackpot**”.



Hit the Captive Ball (3) to score **Jackpots**. The **Jackpot** value starts at 30 Million Points & increases by 10 Million Points each time it’s scored, up to a maximum of 70 Million Points. Hitting the Magic Trunk (5) during this Multiball Mode will score a value starting at 1 Million Points. This value increases by 1 Million Points each time the Magic Trunk (5) is hit. Note that during this Multiball Mode, all other Modes will be interrupted. For example, you can’t advance the Theatre Clock or collect the Letters in “T-H-E-A-T-R-E”.

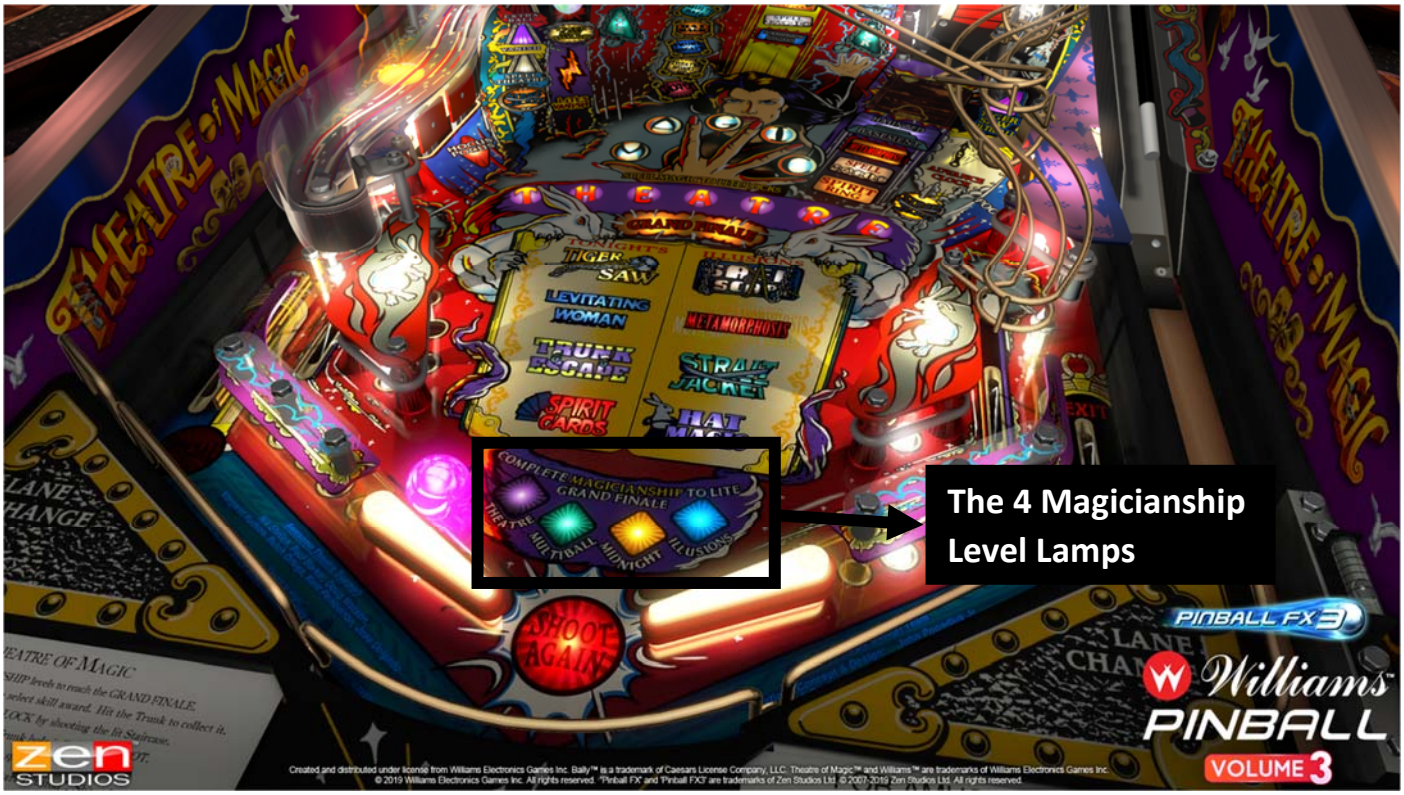
Tiger Saw Multiball ends once you go down to a single Ball in play.

How to perform (activate) the Grand Finale Wizard Mode:

The primary goal on this table is to journey into the Theatre of Magic & bring to life some of the greatest illusions & Magic of all time. To accomplish this, you must first become an Apprentice in order to complete 4 Magicianship levels, become a Master and perform the Grand Finale.

These are the 4 Magicianship which you will need to perform;

- Spell "T-H-E-A-T-R-E".
- Play Magic Multiball Mode.
- Play Midnight Madness.
- Play all 8 Illusions.



I will now explain how to go about performing these below this page -

Spell "T-H-E-A-T-R-E"

For this Magicianship Level, you will need to collect all of the Letters in "T-H-E-A-T-R-E".

Now I will explain how to go about collecting those letters. Each shot around the Left Orbit (2) in single Ball play will collect 1 Letter in "T-H-E-A-T-R-E".



Each Letter of "T-H-E-A-T-R-E" collected will add 500,000 Points to the End-of-Ball Bonus. Once you have collected all the letters, the Magic Trunk (5) will spin around to reveal a Sink Hole & it will be lit for "Theatre Hurry-Up".



The Theatre Hurry-Up will start at 50 Million Points & will increase by 100,000 Points with each hit on the Magic Jet Bumpers. Send the Ball into the Hole via the Magic Trunk (5) within 10 seconds to score the Theatre Hurry-Up. If you score the Theatre Hurry-Up, the value will reset. Otherwise, it saves until the next time that it's activated. Note that you don't need to score the Theatre Hurry-Up for this Mode to count towards activating the Grand Finale.

Play "Magic Multiball Mode"

You will have to play Magic Multiball to perform the Grand Finale.

Activation –

To activate this Multiball, you must 1st light the locks at the Lightning Orbits – Left Lightning Orbit (3) & Right Lightning Orbit (9) by collecting all the Letters in "M-A-G-I-C".



For the first two Multiballs, each shot up the Centre Staircase Ramp (7) or Right Staircase Ramp (10) will collect 1 Letter in "M-A-G-I-C". For each Multiball after that, only the Right Staircase Ramp (10) will collect a Letter. Each letter that's collected adds 1 Million Points to the End-of-Ball Bonus. Once all the Letters in "M-A-G-I-C" are collected, the Ball locks will light & can be reached by sending the Ball around the Lightning Orbits – Left Lightning Orbit (3) or Right Lightning Orbit (9). Lock 2 Balls by hitting the Lightning Orbits. Each locked Ball scores 20 Million Points.



Another method for achieving the 1st lock is to hit the Rear Trunk Entrance at any time to score a Secret Ball Lock. This is achieved by hitting the Ball around the Left Lighting Orbit (3) or Right Lightning Orbit (9) with a weak shot that results in the Ball landing in the Rear Trunk Entrance. This will lock 1 Ball, award a completion of the "M-A-G-I-C" Letters & lights the Ball locks at the Lightning Orbits.

Once 2 Balls have been locked, hit the Ball at the Magic Trunk (5) to start the Multiball with 3 Balls.

*TIP - The Magic Multiball can also be played with 4 Balls if you make a Ball vanish before starting the Multiball Mode. This is done by hitting the Captive Ball (3) 3 times, which then lights "Vanish" at the Left Orbit (2). Hit the Ball around the Left Orbit (2) when this is lit to make the Ball vanish. This scores 40 Million Points. *

Mode itself -

Whether it's a 3 or 4 Ball Magic Multiball, as the Balls are released, a 6 second timer begins counting down. Hit the Hole via the Magic Trunk (5) before the timer expires to score a **Jackpot** worth 100 Million Points.



The countdown is aborted if you hit any other Lanes etc. before hitting the Trunk Hole. If you fail to score the **Jackpot** before the timer expires, the Magic Trunk (5) will still light for a **Jackpot**. Hit a Ball into the Trunk Hole to score the **Jackpot**, which will instead have a base value of 50 Million Points. Each time you score a **Jackpot**, the Magic Trunk (5) will rotate to hide the Hole. It must be hit a number of times in order to relight the **Jackpot** & thus expose the Hole. The 1st time it only needs 2 hits to relight the **Jackpot**. Each time after that, it will require an additional hit, up to a maximum of 5 hits.

During Magic Multiball there are several Lanes that will raise the **Jackpot** value by 5 Million Points., whether it's lit or not.

These Lanes are –

- Left Orbit (2)
- Left Lightning Orbit (3)
- Right Lightning Orbit (9)
- Right Staircase Ramp (10)
- Right Orbit (11)

During Magic Multiball, all other Modes will be interrupted. For example, you won't be able to advance the Theatre Clock or collect letters in "T-H-E-A-T-R-E". The Magic Multiball ends once you go down to a single Ball in play.

Play "Midnight Madness"

You will need to play Midnight Madness to be able to perform the Grand Finale.

Activation –

To play this Mode, you will need to advance the Theatre Clock to Midnight. To do this, each shot around the Right Orbit (11) in single Ball play will advance the Theatre Clock by 1 hour.



This will score 5,100,000 Points for the 1st time and an additional 100,000 Points each time after that.

The Theatre Clock can also be advanced as 1 of the awards from performing a Skill Shot (look earlier in the guide under the "Skill Shot" section for more information) & as a random Haunted Basement Award (look earlier in the guide under the "Haunted Basement" section for more information).

Advancing the Theatre Clock to 6:00 for the 1st time will light "**Extra Ball**" at the Left Orbit (2). Send the Ball around that Orbit to collect the **Extra Ball**. Each time the Theatre Clock is advanced to 6:00 after that, it will score 40 Million Points.

Once the Theatre Clock is advanced to Midnight, the Mode will begin automatically.

Mode itself -

The Theatre Clock will be shown on the Dot-Matrix Display & begins rewinding itself from Midnight. Hit the Magic Trunk (5) to score twice the current hour on the Theatre Clock or 10 Million Points, whichever is higher.



Every 5 seconds, you will hear the Theatre Clock bell chime & the Clock on the Dot-Matrix Display will rewind another hour. Note that you don't have to score in this Mode for it to count towards the activation of the Grand Finale.

Play All 8 "Illusions"

This is in my opinion the most difficult Magicianship level required is to play all 8 illusions.

Activation -

To start an illusion, hit the Magic Trunk (5). Each time it's hit it will light one of the Magic Gem Lamps. Collect all 3 Magic Gems to light "Start Illusion" at the Magic Trunk (5).



This will then result in the Magic Trunk (5) spinning around to reveal the Trunk Sink Hole. Hit the Ball into the Trunk Sink Hole via the Magic Trunk (5) to start the illusion.

The Illusion that will be started is shown flashing on the Illusion Lamps located in-between the slingshots. Before you launch the Ball from the Plunger, you can set which Illusion is lit by pressing the Left Flipper. Once the Ball is in play, hit on the Magic Jet Bumpers or Slingshots will change the flashing Illusion.

An Illusion can also be lit from the Skill Shot & can be started as 1 of the random Haunted Basement Awards. Look earlier in the guide under "Skill Shot" & "Haunted Basement" sections for more information.

Each Illusion has a timer that lasts about 25 seconds before the Mode ends. Note that you only have to play the 8 Illusions for it to count towards the Grand Finale. Therefore, you don't have to "win" the Illusions for them to count.

During all Illusions except for "Hat Magic" & "Trunk Escape", hitting the Magic Trunk (5) scores a value stating at 1 Million Points. This value increases by 1 Million Points each time the Magic Trunk (5) is hit during an Illusion.

Once an Illusion is completed, its Lamp will remain lit.

The Illusions themselves -



- "**Tiger Saw**"

  For this Illusion, the goal here is to make the Tiger Saw magically cut through the box on the Dot-Matrix Display. To accomplish this, hit the Captive Ball (3). This scores 15 Million Points each time. This Illusion has a timer that lasts about 25 seconds & there is no limit to the number of times you can score during this time. Points can also be scored by hitting the Magic Trunk (5) while the Illusion is active. This will score a value starting at 1 Million Points & increases by 1 Million Points each time the Magic Trunk (5) is hit before the timer expires. The Illusion ends once the timer expires.

- "**Levitate Woman**"

  Now, the goal for this Illusion is to levitate the woman on the Dot-Matrix Display higher & higher. To accomplish this, hit the Centre Staircase Ramp (7). This will score 11 Million Points for the 1st time & an additional 1 Million Points each time after that. This Illusion has a timer that lasts about 25 seconds & there is no limit to the number of times you can score during this time. Points can also be scored by hitting the Magic Trunk (5) while the Illusion is active. This will score a value starting at 1 Million Points & increases by 1 Million Points each time the Magic Trunk (5) is hit before the timer expires. The Illusion ends once the timer expires.

- "**Trunk Escape**"

  The goal here is to unchain & release the Magician from the Trunk. To accomplish this, hit the Magic Trunk (5) 4 times to break the chains & locks. Each hit to the Magic Trunk (5) scores 17 Million Points. This Illusion has a timer that lasts 25 seconds & ends once you break all 4 of the chains or the timer expires.

- "**Spirit Cards**"

  The goal for this Illusion is to magically shuffle a spirited deck of cards. To accomplish this, hit the Ball through the Spinner via the Right Lightning Orbit (9). 500,000 Points will be awarded for each rotation of the Spinner. Each hit through the Right Lightning Orbit (9) increases the value of the Spinner by 300,000 Points. This Illusion has a timer that lasts about 25 seconds & there is no limit to the number of times you can score during this time. Points can also be scored by hitting the Magic Trunk (5) while the Illusion is active. This will score a value starting at 1 Million Points & increases by 1 Million Points each time the Magic Trunk (5) is hit before the timer expires. The Illusion ends once the timer expires.

- "**Safe Escape**"

  The goal here is to free yourself from a safe. To accomplish this, hit the Left Lightning Orbit (4) or Right Lightning Orbit (9) 3 times to get the combination to the safe. Each shot will score 20 Million Points. This Illusion has a timer that lasts about 25 seconds & ends once you get the combination to the safe or the timer expires. Points can also be scored by hitting the Magic Trunk (5) while the Illusion is active. This will score a value starting at 1 Million Points & increases by 1 Million Points each time the Magic Trunk (5) is hit before the timer expires. The Illusion ends once the timer expires.

- "**Metamorphosis**"

  The goal is to make the Lady Magician change from a person into an item of Magic. To accomplish this, hit the Right Staircase Ramp (10). The 1st shot will score 12 Million Points and each shot after that scores an additional 4 Million Points. This Illusion has a timer that lasts about 25 seconds & there is no limit to the number of times you can score during this time. Points can also be scored by hitting the Magic Trunk (5) while the Illusion is active. This will score a value starting at 1 Million Points & increases by 1 Million Points each time the Magic Trunk (5) is hit before the timer expires. The Illusion ends once the timer expires.

- "**Strait Jacket**"

  The goal for this Illusion is to free the Lady Magician from a strait jacket before the spikes close in on her. To accomplish this, hit the ball around the Left Orbit (2) or Right Orbit (11) to reach the Magic Jet Bumpers. Each hit on the Jet Bumpers will score 6 Million Points. Hit the Magic Jet Bumpers 10 times to free the Lady Magician. This Illusion has a timer that lasts about 25 seconds & ends once you free the Lady Magician or the timer expires. Points can also be scored by hitting the Magic Trunk (5) while the Illusion is active. This will score a value starting at 1 Million Points & increases by 1 Million Points each time the Magic Trunk (5) is hit before the timer expires. The Illusion ends once the timer expires.

- "**Hat Magic**"

  For this Illusion the goal is to pull Rabbits & other marvels out of the hat. To accomplish this, hit the Ball into the Trunk Hole via the Magic Trunk (5). Each shot into the Trunk Hole scores 15 Million Points. This Illusion has a timer that lasts about 25 seconds & there is no limit to the number of times you can score during this time. The Illusion ends once the timer expires.

Wizard Mode – "The Grand Finale"

To perform the Grand Finale, you must have completed all the 4 Magicianship Levels (explained above under the "How to perform (activate) Grand Finale Wizard Mode:" section).

These 4 Magicianship which you will need to complete are;

- Spell "T-H-E-A-T-R-E".
- Play Magic Multiball Mode.
- Play Midnight Madness.
- Play all 8 Illusions.

Once all of those 4 Levels are completed, "Start Finale" will light at the Left Lightning Orbit (4). Send the Ball around this Orbit to start the Grand Finale.



Wizard Mode Itself –



The Grand Finale will last 90 seconds. During this time there are multiple shots that will score 50 Million Points.

These shots are as follows –



- Left Orbit (2)
- Left Lightning Orbit (3)
- Magic Trunk (5)
- Centre Staircase Ramp (7)
- Right Lightning Orbit (9)
- Right Staircase Ramp (10)
- Right Orbit (11)

In addition to scoring 50 Million Points, each of the above shots will collect a Letter in “M-A-G-I-C” & “T-H-E-A-T-R-E”.

Collecting all of the Letters in “MAGIC THEATRE” will grant you a score of 500 Million Points.



The Grand Finale ends when either the 90 second timer expires or you collect all of the letters in “MAGIC THEATRE”.

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 -

"The Pinball Theatre Awaits!!"

Yours
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