Williams Pinball – White Water Table Guide

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Key to Table Overhead Image –

1. Lost Mine
2. "R-I-V-E-R" Spot Targets Bank
3. Boulder Garden
4. Spine Chiller
5. Secret Passage Switch (gain access with weaker shots via the Boulder Garden or Boomerang Bend)
6. Lite Spot Target
7. No Way Out
8. Insanity Falls
9. Bigfoot's Bluff
10. Lock Spot Target
11. Disaster Drop
12. Bounceback Spot Targets Bank
13. Bigfoot Spot Targets Bank
14. Boomerang Bend
15. Extra Ball Spot Target

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 4 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; Hurricane, Road Show & White Water.

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 White Water. White Water was released in January 1993 by Williams. Designed by Dennis Nordman. Programmed by Mike Boon. It had a production run of 7,008 units.



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

Skill Shot

To score a Skill Shot you will need to adjust the power of the Plunger so that the Ball rolls back to the Top Right Flipper. To complete the Skill Shot, you will need to shoot the Ball using the Top Right Flipper through Insanity Falls (8).



This scores 1 Million Points the 1st time and an additional 1 Million Points for each subsequent time, up to a maximum of 5 Million Points.

Bounceback (Left Outlane Kickback)

The Bounceback is basically a Left Outlane Kickback, it prevents Balls from draining down the Left Outlane when activated. The Bounceback is lit at the start of the game & can be relit by completing the Bounceback Spot Targets Bank (12).



Each hit on an unlit Target scores 100,000 Points. Each hit on a lit Target scores 50,000 Points. Completing the Bounceback Spot Targets Bank (12) scores 600,000 Points. Each time the Ball is saved by the Bounceback, it scores 150,000 Points.

Note that the Bounceback stays lit for a few seconds after it saves a Ball, so it can save the Ball more than once if the Ball goes down the Outlane before it turns off. If the Bounceback Spot Targets Bank (12) is completed when the Bounceback is already lit, it will complete 1 of the currently flashing Hazard shots. Look later under the “Main Modes - Hazards & Rafts” section of the guide for more information.

Extra Balls/Specials

Extra Balls -

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

Extra Balls can be lit at the Extra Ball Spot Target (15) unless otherwise specified by performing the below methods. Once this is lit, hit the Extra Ball Spot Target (15) to earn an Extra Ball.

- ***Method 1***: *Achieving a score of 90 Million Points* (also known as the Replay Score)*;* this automatically awards an **Extra Ball**.

- ***Method 2***: *Completing the Disaster Drop 14 & 60 times;* look under the "Side Game Modes – Disaster Drop" section for more information on how to earn this **Extra Ball**.

- ***Method 3***: *Collecting the "Lite **Extra Ball**" Whirlpool Award;* look under the "Side Game Modes – Whirlpool Awards" section for more information on how to earn this **Extra Ball**.

- ***Method 4***: *Collecting the "**Extra Ball** is lit" Mystery Canyon Award*; look under the "Side Game Modes – Mystery Canyon Awards" section for more information on how to earn this Extra Ball.

Specials –

The **Special** also awards an Extra Ball.

- *Collecting the "Special" Mystery Canyon Award;* this automatically awards the **Special** (look under the "Side Game Modes – Mystery Canyon Awards" section for more information).

End-of-Ball Bonuses & Raising the Multiplier

When the Ball eventually drains, you will score an End-of-Ball Bonus that starts at a minimum of 250,000 Points.

How this scoring is calculated -

- Each flashing Hazard shot completed, during the game, adds 50,000 Points to the Bonus. Look under the "Main Modes – Hazards & Rafts" section for more information
- Each Raft level that is advanced during the game, adds 75,000 Points to the Bonus. Look under the "Main Modes – Hazards & Rafts" section for more information
- Each Whirlpool Award collected during the game adds 100,000 Points to the Bonus. Look under the "Side Game Modes – Whirlpool Awards" section for more information

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.

- The End-of-Ball Bonus is multiplied times the current River Class. Look under the "Main Modes – River Class" section of the guide for more information.

Combo Shots

White Water features seven different Combo Shots.

2-Way Combos – This is worth 2 Million Points.
- Hitting the Spine Chiller (4), then Insanity Falls (8) scores a 2-Way Combo

3-Way Combos - There are three 3-Way Combos that are worth 5 Million Points each.
- Hitting the Spine Chiller (4), then Insanity Falls (8), followed by No Way Out (7).
- Hitting the Spine Chiller (4), then Insanity Falls (8), followed by Disaster Drop (11).
- Hitting the Spine Chiller (4), then Insanity Falls (8), followed by Boomerang Bend (14).

4-Way Combos This is worth 8 Million Points.
- Hitting the Spine Chiller (4), then Insanity Falls (8), then No Way Out (7), followed by insanity Falls (11), again.

5-Way Combos This is worth 10 Million Points.
- Hitting the Spine Chiller (4), then Insanity Falls (8), then No Way Out (7), then Insanity Falls (11), again, followed by Disaster Drop (11) or Boomerang Bend (14).

Side Game Modes

- **Bigfoot Hotfoot** –

  Activation:

  This will require you to complete the pair of Bigfoot Spot Targets at the Bigfoot Spot Targets Bank (13) 4 times.



  Once you hit 1 of the Targets, it will light. The other Target must then be hit to complete the pair. Hitting an unlit Bigfoot Spot Target scores 100,000 Points. Hitting the lit one will score 50,000 Points. Completing the pair of Targets scores 350,000 Points.

  Once you have completed the pair of Bigfoot Spot Targets 4 times, Bigfoot Hotfoot begins.

Mode itself:

This Mode lasts for 20 seconds. During this time, each shot through the Bigfoot Bluff (9) scores a **Jackpot** worth 10 Million Points & collects 1 of the 3 items required to activate the Gold Rush Multiball Mode.



If the 3rd Gold Rush item is collected during the Bigfoot Hotfoot Mode, the next **Jackpot** will collect a Camera or a Cow. Once the Camera has been collected, each shot through Insanity Falls (8), Disaster Drop (11) & the Spine Chiller (4), scores a Camera Craze worth 3 Million Points. All of the items collected reset once the Gold Rush Multiball Mode is activated. Look under the "Multiball Modes – Gold Rush Multiball" section for more information on that Mode.

Bigfoot Hotfoot ends once the 20 second timer expires. Complete the pair of Bigfoot Spot Targets at the Bigfoot Spot Targets Bank (13) 4 times again to re-activate this Mode.

- **<u>Whirlpool Awards</u>** –

  To collect a Whirlpool Award, shoot Bigfoot Bluff (9) when "Whirlpool is Lit" is flashing. To make this flash, shoot Insanity Falls (8) when "Lights Whirlpool" is flashing.



  Once "Whirlpool is Lit" is flashing, shooting Bigfoot Bluff (9) sends the Ball into the Whirlpool & collects the currently flashing Award in the Boulder Garden area. Each hit on the Boulder Bumpers, changes the flashing Whirlpool Award.



  Once a Whirlpool Award is collected, it can't be collected again, until all the other Whirlpool Awards are collected.

  Each Whirlpool Award collected over the course of the game adds <u>100,000 Points</u> to the End-of-Ball Bonus.

Collecting all 6 Whirlpool Awards completes the 3rd section of the Vacation Planner. Completing all 4 sections of the Vacation Planner scores the Vacation Jackpot. Look under the "Wizard Mode - Vacation Planner" section of the guide for more information.

Listed below are the 6 Whirlpool Awards that you can collect –

- "***Whirlpool Challenge***" – activates the Whirlpool Challenge Mode. Look under the "Side Game Modes - Whirlpool Challenge" section of the guide for more information.
- "***Man Overboard***" – activates the Man Overboard Mode. Look under the "Side Game Modes - Man Overboard" section of the guide for more information.
- "***Lite Extra Ball***" – this lights **Extra Ball** at the Extra Ball Spot Target (15). When this is lit, hit the Ball at it to earn an **Extra Ball**.
- "***Mystery Canyon***" – gives a random award from the Spirit of the River. Look under the "Side Game Modes - Mystery Canyon Awards" section of the guide for more information.
- "***5X Playfield***" – increases most of the Playfields values by 5 times for 25 seconds.

- **Whirlpool Challenge *2-Ball Multiball*** –

  Activation:

  This Mode is 1 of the Whirlpool Awards, which is called “Whirlpool Challenge”. To collect this, shoot Bigfoot Bluff (9) when “Whirlpool is Lit” is flashing & “Whirlpool Challenge” is the flashing Whirlpool Award. Each hit on the Boulder Jet Bumpers, changes the flashing Whirlpool Award. For more information look under the “Side Game Modes - Whirlpool Awards” section of the guide.

  Mode Itself:

  This is a 2 Ball Multiball Mode that begins once you launch a Ball from the Plunger & hit any switch (basically every Target, Rollover, anything that gives scores) on the Table. The goal here is to fill the Whirlpool with Balls by shooting the Balls up Bigfoot Bluff (9). The 1st Ball shot into the Whirlpool scores a Whirlpool Value worth 5 Million Points. The Whirlpool Value increases by 2 Million Points for each subsequent time the Whirlpool is shot, up to a maximum of 53 Million Points. Shooting 6 Balls into the Whirlpool fills it & also scores 20 Million Points. The value increases by 20 Million Points for each subsequent time the Whirlpool is filled, up to a maximum of 100 Million Points. There are flashing Lamps below the Whirlpool that indicate how many more shots are required to fill the Whirlpool. If you fail to score at least 1 Whirlpool Value before 1 of the 2 Balls drains, the Whirlpool will remain lit for a “Last Chance” that will last for about 20 seconds. Hitting the Whirlpool before that timer expires, results in the award of a 5 Million Point Whirlpool Value.

  The Whirlpool Value & the value awarded for filling the Whirlpool, resets each time the Whirlpool Challenge is activated.

- **Man Overboard** –

  Activation:

  This Mode is 1 of the Whirlpool Awards, which is called “Man Overboard”. To collect this, shoot Bigfoot Bluff (9) when “Whirlpool is Lit” is flashing & “Man Overboard” is the flashing Whirlpool Award. Each hit on the Boulder Jet Bumpers, changes the flashing Whirlpool Award. For more information look under the “Side Game Modes - Whirlpool Awards” section of the guide.

  Mode Itself:

  Upon this Mode beginning, a Point value starting at 20 Million Points will start decreasing on the Dot-Matrix Display, until it reaches 3 Million Points. Any Hazard shot that was already flashing before the Man Overboard Mode was activated will still be flashing once the Mode begins.

  There are 7 Hazards shots on the table Playfield. These are –

  - Boulder Garden (3).
  - Spine Chiller (4).
  - No Way Out (7).
  - Disaster Drop (11).
  - Insanity Falls (8).
  - Bigfoot Bluff (7).
  - Boomerang Bend (14).

  Shoot any flashing Hazard to rescue the Man Overboard. This will complete the Mode & score the current value displayed on the Dot-Matrix Display at the time.

- **Mystery Canyon Awards** –

  Activation:

  This Mode is 1 of the Whirlpool Awards, which is called "Mystery Canyon". To collect this, shoot Bigfoot Bluff (9) when "Whirlpool is Lit" is flashing & "Mystery Canyon" is the flashing Whirlpool Award. Each hit on the Boulder Jet Bumpers, changes the flashing Whirlpool Award. For more information look under the "Side Game Modes - Whirlpool Awards" section of the guide.

  Mode Itself:

  Mystery Canyon gives a random award from the Spirit of the River.

  Listed below are the different Mystery Canyon Awards –

  - "***Advance 3 Rafts***" – advances 3 Raft levels towards activating the Wet Willie's River Ranch Mode. If you have fewer than 3 Rafts remaining before activating Wet Willie's River Ranch Mode, it will downgrade the award as necessary. Look under the "Main Modes - Hazards & Rafts" section of the guide for more information.
  - "***Advance to Class 6 River***" – this advances your current River Class to VI (6). The River Class determines the value of Hazard Awards. Look under the "Main Modes - Hazards & Rafts – River Class" section of the guide for more information.
  - "***Extra Ball is lit***" – this lights **Extra Ball** at the Extra Ball Spot Target (15). When this is lit, hit the Ball at it to earn an **Extra Ball**.
  - "***Special***" – automatically awards a ***Special***. The ***Special*** awards an **Extra Ball**.
  - "***Point Values ranging from "5 Million" to "10 Million" Points***" – adds the awarded Point value to your overall score.

- **Disaster Drop** –

  Note that the number of times Disaster Drop (11) is completed, over the course of the game, is tracked & can give some useful rewards.

  The rewards & how to collect them –

  - "***Spot Hazard***" – this completes 1 of the flashing Hazard shots. "Spot Hazard" is awarded once the Disaster Drop (11) is completed 3 times, 12 times, 18 times, 21 times, 24 times, 28 times, 32 times, 37 times, 42 times, 50 times, 80 times, 90 times & 99 times. If you manage to complete the Disaster Drop (11) 255 times, it will award "Spot Hazard" again. After that. "Spot Hazard" is awarded every time the Disaster Drop (11) is completed.
  - "***Hold Bonus***" – It's a known issue that this reward doesn't actually do anything on the real table. "Hold Bonus" is awarded once the Disaster Drop (11) is completed 6 times, 35 times & 65 times.
  - "***Advance Raft***" - This advances the Raft level towards activating the Wet Willie's River Ranch Mode. Look under the "Main Modes - Hazards & Rafts" section of the guide for more information. "Advance Raft" is awarded once the Disaster Drop 911) is completed 9 times, 40 times & 70 times.
  - "***Extra Ball is lit***" – this lights **Extra Ball** at the Extra Ball Spot Target (15). When this is lit, hit the Ball at it to earn an **Extra Ball**. "Extra Ball is Lit" is awarded once the Disaster Drop (11) is completed 14 & 60 times.

- **Boulder Garden/Boulder Bash** –

  The Jet Bumpers on this table are called Boulders. This area is called the Boulder Garden (just beyond the entrance of the Boomerang Bend (14)). At the start of the game, each hit on a Boulder scores 50,000 Points. Each time the Boulder Garden (3) shot is completed, the Boulder Value increases by 50,000 Points, up to a maximum of 300,000 Points. The Boulder Value carries over from Ball to Ball. Completing the Boulder Garden (3) shot 3 times will cause Boulder Bash to activate.

  Boulder Bash – this Mode lasts for 15 seconds. During that time, each hit on a Boulder scores 500,000 Points.

  Once the time expires, you can re-activate the Mode by -

  - 3 Boulder Garden (3) shots are required to activate this Mode an 2nd time.
  - 4 Boulder Garden (3) shots are required to activate this Mode an 3rd time.
  - 5 Boulder Garden (3) shots are required to activate this Mode an 4th time.
  - 7 Boulder Garden (3) shots are required to activate this Mode an 5th time.
  - 8 Boulder Garden (3) shots are required to activate this Mode an 6th time.
  - 10 Boulder Garden (3) shots are required to activate this Mode an 7th time.
  - 20 Boulder Garden (3) shots are required to activate this Mode an 8th time.

  Each time the Boulder Garden (3) shot is completed, the Dot-Matrix Display will indicate how many more shots are required to activate Boulder Bash.

  Note that Boulder Bash can only be activated 8 times per game.

- **Multi Millions** –

  Each time the Right Inlane (Return Lane) is completed, it will light Multi Millions at the Spine Chiller (4) for about 4 seconds. While this is lit, hitting the Ball up the Spine Chiller (4) scores 2 Million Points. If you allow the Ball to feed to the Right Inlane (Return Lane), it will light Multi Millions at the Spine Chiller (4) again. Hitting the Ball up the Spine Chiller (4), then, scores 3 Million Points. The Multi Millions value can be increased up to 5 Million Points by continuing to complete this sequence. The value resets to 2 Million Points if the 4 second timer expires.

- **Other Scoring** –

  Here are some other ways to score Points on this Table.

  - Completing the Rollunder at the entrance of Bigfoot's Bluff (9) scores 5,000 Points.
  - Completing the Rollunder at the entrance of Insanity Falls (8) scores 50,000 Points.
  - Completing the Rollunder at the entrance of Spine Chiller (4) scores 5,000 Points.
  - Completing the Rollunder at the entrance of Boulder Garden (3) Hazard shot scores 10,000 Points.
  - Hitting the Ball into the Whirlpool when "Whirlpool is Lit" is not flashing, scores 155,000 Points & shows the Vacation Planner. Look under the "Vacation Planner" section for more information.
  - Complete the Left or Right Outlane Rollover scores 75,000 Points if they are not lit. If they're are lit, completing an Outlane Rollover scores 250,000 Points.
  - Completing the Right or Left Inlane (Return Lane) Rollover scores 50,000 Points if they're not lit. If they are lit, completing an Inlane (Return Lane) Rollover scores 150,000 Points & collects a Letter in "R-I-V-E-R". If completing a lit Inlane (Return Lane) collects the final Letter in "R-I-V-E-R", it scores 750,000 Points. At the start of each Ball, the Left Outlane is lit. Engaging either Flipper moves the lit Lamp to the Right, lighting the next Inlane (Return Lane) or Outlane. Engaging both Flippers simultaneously moves the lit Lamp twice.
  - Each hit on the Slingshots scores 110 Points.
  - Hitting the Extra Ball Spot Target (15) scores 50,000 Points.
  - Hitting the Switch to the Right of the Extra Ball Spot Target (15) scores 10 Points.

Multiball Modes –

- ## Multiball *3 Ball Multiball Mode*:

Activation –

This Multiball is easy to activate the 1st time.

You are required to lock 3 Balls at the No Way Out (7). Each time both the Lite (6) & Lock (10) Spot Targets are hit,



it lights 1 of the Locks at No Way Out (7).



Lock must be lit in order to lock each Ball. Lit Locks can be stacked by hitting the Lite (6) & Lock (10) Spot Targets more than once before locking any Balls. Once 3 Balls are locked at No Way Out (7), the 3-Ball Multiball is activated.

Note that After the 1st Multiball. It will become more difficult to light the Locks at No Way Out (7). To light each Lock for the 2nd Multiball Modes activation, both the Lite (6) & Lock (10) Spot Targets have to be hit twice. To light Lock for subsequent Multiballs, both the Lite (6) & Lock (10) Spot Targets still only have to be hit twice, however once either Target is hit the 2nd time, you will have about 5 seconds to complete the 2 hits on the other Target. If this can't be achieved, the 1st Target times out & must, again, be hit 2 times.

Note that activating the Multiball completes section 4 of the Vacation Planner. Completing all 4 sections of the Vacation Planner scores the Vacation Jackpot, however Multiball **must** be activated after the 1st 3 sections of the Vacation Planner have been completed. Look under the "Wizard Mode - Vacation Planner" section of the guide for more information.

Mode itself -

This is a 3 Ball Multiball. Upon the Mode beginning, all 3 Balls are ejected & fed to the Top Right Flipper. The goal here is to shoot Insanity Falls (8) with as many of the ejected Balls are possible as it determines whether you'll score **normal Jackpots**, **Double Jackpots** or **Triple Jackpots** for the duration of the Multiball.



The **normal Jackpot** value is 10 Million Points plus an additional 2 Million Points for each Raft level you've advanced to. If none, or only one, of the ejected Balls are shot through Insanity Falls (8), then Insanity Falls (8) is lit for a **normal Jackpot** for the duration of the Multiball. If 2 of the ejected Balls are shot through Insanity Falls (8), then Insanity Falls (8) is lit for a **Double Jackpot** worth twice the **normal Jackpot** Value for the duration of the Multiball. If all 3 of the ejected Balls are shot through Insanity Falls (8), then Insanity Falls (8) is lit for a **Triple Jackpot** worth triple the **normal Jackpot** Value for the duration of the Multiball.

The Multiball ends once you go down to a single Ball in play. If you fail to score any **Jackpots** during the Multiball, No Way Out (7) will light for 20 seconds. Sending a Ball up there before the timer expires will re-activate the Multiball with 2 Balls. Note that only **normal Jackpots** can be scores if the Multiball is re-activated in the way.

- # Gold Rush Multiball *2 Ball Multiball Mode*:

Activation –

You will need to shoot the Ball into the Lost Mine (1) 3 times. Each time the Ball is shot into the Lost Mine (1) it collects 1 of the items required to activate the Gold Rush Multiball Mode.

Each collected item is worth 100,000 Points. The Items are as follows –

- Flashlight
- Map
- Key

1 of the 3 items is also collected each time you score a **Jackpot** during the Bigfoot Hotfoot Mode. Look under the "Side Game Modes - Bigfoot Hotfoot" section of the guide for more information. Once you have collected all 3 items, the Gold Rush Multiball Mode begins.

Mode itself -

This is a 2 Ball Multiball. While this Mode is active, all switches (basically every Target, Rollover, anything that gives scores) on the Table score 250,000 Points.

The Multiball ends once 1 of the Balls has drained. At this point, all 3 Items must be re-collected to re-activate the Multiball Mode.

Main Modes:

Hazards & Rafts

One of the primary goals on this table is to advance the Raft down the river to Wet Willie's Ranch.

The primary way to advance the Raft is by completing the flashing Hazards. The Raft Lamps (located in the middle of the Playfield) indicate the Raft number you are currently on. You start each game on Raft number 2.

There are 7 Hazards shots on the table Playfield. These are –



- Boulder Garden (3).
- Spine Chiller (4).
- No Way Out (7).
- Disaster Drop (11).
- Insanity Falls (8).
- Bigfoot Bluff (7).
- Boomerang Bend (14).

The Orange Arrow in front of each of these shots will flash when it needs to be completed in order to advance the Raft.

To advance the Raft the 1st time, only one Hazard must be completed. After every 2nd Raft you advance to from that point on, the number of Hazards that must be completed increases by 1. Once Wet Willie's Ranch Mode is activated & ends, the Raft resets to Raft number 2 & the number of Hazards that must be completed resets to 3. The number of required Hazards then continues to increase by 1, after every 2nd Raft you advance to. The required number of Hazards never increases past 7.

Flashing Hazards can also be completed by completing the Bounceback Spot Targets Bank (12) when Bounceback is already lit & by completing the Disaster Drop (11) shots. Look under the "Bounceback" & "Side Game Modes - Disaster Drop" sections of the guide for more information.

Each completed Hazard scores a Hazard Award worth 500,000 Points, multiplied times the current River Class. The maximum Hazard Award value is 3 Million Points. Look under the "Main Modes - River Class" section of the guide for more information. Each completed Hazard over the course of the game also adds 50,000 Points to the End-of-Ball Bonus.

Another way to advance the Raft is by rolling over the Secret Passage Switch (5). This switch is usually reached with weaker shots to the Boulder Garden (3) or Boomerang Bend (14).

Other ways to advance the Raft are by collecting the "Advance Raft" Whirlpool Award & by collecting the "Advance 3 Rafts" Mystery Canyon Award. Look under the "Side Game Modes - Whirlpool Awards" & "Side Game Modes - Mystery Canyon Awards" sections of the guide for more information.

Each time the Raft is advanced, it scores the Raft Value worth 1 Million Points, times the Raft number you advanced to. The exception is the "Advance Raft" Whirlpool Award. This doesn't score the Raft Value.

Each time the Raft is advanced over the course of the game, it adds 75,000 Points to the End-of-Ball Bonus.

The Raft number also determines the **Jackpot** Value for Multiball. The **Jackpot** Value is 10 Million Points plus an additional 2 Million Points for each Raft you've advanced to.

Once you've advanced to Raft number 16, completing all of the flashing Hazards, one more time, activates the Wet Willie's Ranch Mode.

Wet Willie's Ranch Mode

This Mode is divided into 2 stages.

1. In **Stage 1**, all 7 Hazards are lit. Each completed Hazard scores 10 Million Points. Once all 7 Hazards are completed, **Stage 2** begins.
2. In **Stage 2**, a single Travelling Hazard is lit. This starts at Disaster Drop (11) & will move left to the next Hazard every few seconds. Completing the flashing Hazard scores 100 Million Points & ends the Wet Willie's River Ranch Mode.

Note that the Mode also ends if the Ball drains during **Stage 2** or if the Travelling Hazard reaches No Way Out (7) a 2nd time. Once the Wet Willie's River Ranch Mode ends, the Raft number resets to 2, & you can begin the process of advancing the Raft again.

Activating the Wet Willie's River Ranch Mode completes the 2nd section of the Vacation Planner. Completing all 4 sections of the Vacation Planner scores the Vacation Jackpot. Look under the "Wizard Mode - Vacation Planner" section of the guide for more information.

River Class

Advancing the River Class is important because it acts as a multiplier for the Hazard Awards that are earned by completing the flashing Hazards. Hazard Awards are worth 500,000 Points multiplied the current River Class. Look under the "Main Mode - Hazards & Rafts" section of the guide for more information on earning Hazard Awards.

To advance the River Class, collect all the Letters in "R-I-V-E-R" by completing the "R-I-V-E-R" Spot Target Bank (2).



Hitting an unlit Spot Target scores 100,000 Points. Hitting a lit Spot Target scores 50,000 Points. Completing all the Letters in "R-I-V-E-R" scores 600,000 Points.

Letters in "R-I-V-E-R" can also be collected by completing the Left or Right Inlane, when "Spot River Letter" is lit. At the start of each Ball, the Left Outlane is lit. Engaging either Flipper Button moves the lit Lamp to the Right, lighting the next Inlane or Outlane. Engaging both Flipper Buttons simultaneously moves the lit Lamp twice.

The River Class can also be immediately advanced to maximum, Class VI by collecting the "Advance to Class 6 River" Mystery Canyon Award. Look under the "Side Game Modes - Mystery Canyon Awards" section of the guide for more information.

The River Class will reset once the Ball drains.

250,000 Points are added to the End-of-Ball Bonus for each River Class advanced to on the current Ball.

Advancing to River Class VI, completed the 1st section of the Vacation Planner. Completing all 4 sections of the Vacation Planner scores the Vacation Jackpot. Look under the "Wizard Mode - Vacation Planner" section of the guide for more information.

Wizard Mode – "Vacation Planner"

The **Vacation Jackpot** is earned when you complete the Vacation Planner. The Vacation Planner is divided into 4 sections. You can view the Vacation Planner by holding down either Flipper Button to view the Status Report. The Vacation Planner is also shown if the Ball is shot into the Whirlpool when "Whirlpool is Lit" is not flashing.

- ***1st section is River Class*** - To complete this, you must advance to the River Class VI (6) during the game. Look above this page under the "Main Modes - River Class" section of the guide for more information.

- ***2nd section is Wet Willie's*** - To complete this, you must activate the Wet Willie's River Ranch Mode during the game. Look earlier under the "Main Modes - Hazards & Rafts – Wet Willie's River Ranch Mode" section of the guide for more information.

- ***3rd section is Boulder Garden*** - To complete this, you must collect all 6 Whirlpool Awards during the game. Look earlier under the "Side Game Modes - Whirlpool Awards" section of the guide for more information.

- ***4th section is Locks*** - To complete this, you must collect a 3rd Ball at No Way Out (7) after completing the 1st 3 sections. Look earlier under the "Multiball Modes - Multiball" section of the guide for more information.

Locking the 3rd Ball at No Way Out (7) after completing the 1st 3 Vacation Planner scores the Vacation Jackpot. This has a base value of 200 Million Points. The value increases by 10,000 Points for each completed game of White Water. The value resets to 200 Million Points once you reload the table.

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 -

"Table Guide! Woahhhh!!!"

Yours
ShoryukenToTheChin