Williams Pinball – Indiana Jones: The Pinball Adventure Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. "A-D-V" Spot Targets
2. Left Orbit
3. Mode Saucer
4. Left Ramp
5. "E-N-T" Spot Targets - ***Behind these Targets, they cover up a Raise Jackpot Target and the entrance to the Lock/Hurry Up Sink Hole. ***
6. Captive Ball Target/Captive Ball
7. Right Ramp
8. Right Orbit
9. "U-R-E" Spot Targets

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

TABLE SPECIFICS

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



INTRODUCTION

The Holy Grail of Pinball finally arrives in a first digital recreation! Relive iconic scenes from the movies in Indiana Jones: The Pinball Adventure, the 1993 Williams classic. Escape Castle Brunwald, feed your pinballs to the mysterious Idol, and brave the Path of Adventure.

Features a classic, exact replica version of the table as well as a remastered version, transforming this renowned table into modern-day pinball experiences at the toggle of a button.

The table that this guide will cover is of course Indiana Jones: The Pinball Adventure™. Indiana Jones: The Pinball Adventure™ was released in August 1993 by Williams. Designed by Mark Ritchie & Doug Watson. Programmed by Brian Eddy. It had a production run of 12,716 units.





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

******<u>Note</u> – The Table has a nasty tilt penalty. The points earned from the Modes aren't awarded until the End-of-Ball bonus, which can be forfeited if you tilt the machine. ******

Skill Shot

There is no Skill Shot on this table.

Kickbacks

No Kickback mechanic per say, but there is a mechanic over on the right Inlane that may save the ball from draining down the right. I certainly wouldn't call it a Kickback, as its quite hit & miss for me.

Narrow Escape – This will score a 1-million-point bonus after a right Outlane drain which is saved through the gate to the Right Inlane. Doing so again (Second Narrow Escape) will then be worth 2 million points, third 3 million points and so on. This value is held throughout the game & seems to me has no limit.

Ball Save

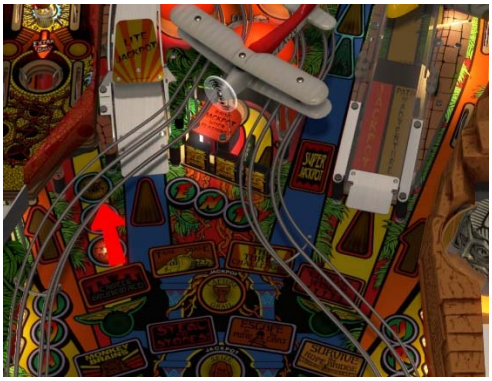
The ball save on this table is called "Eternal Life" it usually activates during some of the Multiball Modes for a few seconds.

Extra Balls/Specials

Extra Balls -

There are **several** ways to achieve an **Extra Ball**;

Extra Balls are lit at Mode Saucer (3) -



Unless otherwise specified by performing the below methods -

- ***Method 1***: *Path of Adventure Mini Playfield* – Activate the Path of Adventure Side Game Mode (look later in the guide under "Side Game Modes – Path of Adventure" for more information). Once it has been activated shoot the ball up the Right Ramp (7) to access the raised Mini-Playfield. You will need to steer the ball over the lit rollovers using the flipper controls and as soon as you have rolled through the first set, the second hole on the Mini-Playfield will be lit for an **Extra Ball**. This means that it is possible to get an **Extra Ball** on your first try, although I find it highly unlikely. Further **Extra Balls** are available each time you complete a set of Rollovers after collecting The Pit.

- ***Method 2***: *Raise the Multiplier to 8X* - Light the 4 I-N-D-Y Rollovers (more information can be found under "Raising the Multiplier") 4 times to increase bonus to 8X and light **Extra Ball** at the Mode Saucer (3). Collect it by shooting ball into the Saucer.

- ***Method 3***: *Hand of Fate* - Light the Hand of Fate (more information can be found under "Side Game Modes – Hand of Fate") from the Inlanes. When collected at the Mode Saucer (3) it will sometimes light an **Extra Ball**. Shoot the Mode Saucer (3) again to collect it.

- ***Method 4***: *Completing the Survive the Rope Bridge Main Mode* - Shoot Mode Saucer (3) for Survive the Rope Bridge, cross the bridge successfully and you will be rewarded with an **Extra Ball** being made available for collection at the lit Mode Saucer (3). Shoot the Saucer to collect.

- ***Method 5***: *Raven Bar Video Mode* - Shoot the Mode Saucer (3) to start Raven Bar Video Mode. An **Extra Ball** is available after you have shot enough bad guys. Shoot it to collect the **Extra Ball**.

Specials –

The **Special** will light at the Left & Right Outlanes when activated. Drain a Ball down the lit Outlane to collect the **Special**, which awards an **Extra Ball**.

- *Quick Multiball* Mode – by completing the Quick Multiball Mode, which is accomplished by collecting all the treasures.

Raising the Multiplier

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

The “I-N-D-Y” Rollovers provide a lot of useful things:



- Increasing the Bonus Multiplier.
- Lighting Indy's Friends.
- Scoring points.

Completing them increases Bonus Multiplier (2X, 4X, 6X and finally 8X) and lights one of Indy's Friends (see Indy’s Friends under Side Game Modes), and relights the Inlanes for the Hand of Fate. Once you have reached 8X, subsequent “I-N-D-Y” Rollovers will be worth a 10 million point 'Maximum Bonus'. Tip - At 8X, **Extra Ball** is also lit at the Mode Saucer (3). Collecting it (or a 'Max Bonus') will cause the Bonus Multipliers to be reset to 1X on the next ball. This is probably the easiest way to farm **Extra Balls**.

The Multiplier resets at the start of each Ball.

Side Game Modes

- **Indy Friends (Friends Jackpot or Loop Jackpot)** –

  This is scored by gaining all friends from the I-N-D-Y Rollovers (lit Friends can be seen by a flashing light between the Slingshots), shoot the ball around the lit Orbits to light each Friend solid then send the ball up the Right Ramp (7) to collect the **Jackpot**. The Scoring is the total of all lit Orbits collected before the **Jackpot** is collected, to a maximum of 200 million points. The base Jackpot at the start of the game is 5 million points. If you fail to collect the Orbit **Jackpot** before the end of the ball when you have lit it, both the Friends and the Orbit **Jackpot** value are reset (value becomes 0 points).

  Note: If the Right Ramp (7) are lit for **Multiball Jackpot** and **Friends Jackpot**, you will only need to hit the ramp once to collect both, although only the animation for Friends is displayed on the Dot Matrix Display.

- **Hand of Fate** –

  This can be activated by rolling the ball down the Inlanes and scored by hitting the Mode Saucer (3). You light the Inlanes by collecting the “I-N-D-Y” Rollovers (shown under “Raising the Multiplier” section earlier in the guide). If you are unable to collect at the Mode Saucer (3) within the time limit then it will deactivate. Note that The Inlanes will begin lit for 'Light Hand of Fate' at upon starting each ball.



  The rewards available are –

  - 10 million points.
  - 20 million points.
  - Lite **Extra Ball**.
  - Eternal Life.
  - Activate Quick Multi-Ball.
  - Raise Bonus Multiplier.
  - Activate Dogfight Mode.
  - Gain a Loop Friend.
  - Lock Ball.
  - Light Path of Adventure.
  - Activate Super Pops.

- **Path of Adventure** –

  To gain access to the elevated Mini-Playfield on the top left of the Playfield you will need to first hit all “ADVENTURE” Spot Targets on the main lower half of the Playfield.



  - “A-D-V” Spot Targets (1).
  - “E-N-T” Spot Targets (5).
  - “U-R-E” Spot Targets (9).

Once all 9 Spot Targets have been successfully hit, send the ball up the Right Ramp (7) and you will land on the Path of Adventure Mini-Playfield.



The objective here is to tilt the field left & right (using the Flipper buttons) so that you can steer the rolling ball over the lit Rollovers (indicated by yellow lights) or into one of the holes (The Pit & **Extra Ball**). The number of lit Rollovers increases by one every time you complete the Path without collecting The Pit, up to a max of 6. I try to farm this often for a good score boost.

Awards are as follows:

- First set of Rollovers completed will light the **Extra Ball**.
- Subsequent completed Path's light and then raise the Pit value by 25 million points to a max of 150 million points.
- Each lit rollover is worth 5 million points with a further 1 million points for each time you completed "ADVENTURE "without actually playing Path of Adventure. (Limit of 10 million points per Rollover).

Once you have collected The Pit, Path of Adventure is still lit, but now the lit Rollovers are moving. Hitting the first set of travelling rollovers relights the **Extra Ball** hole on the elevated Mini-Playfield. Path of Adventure will remain lit until the 15 second timer expires or you drain. Complete the "ADVENTURE" Spot Targets again to relight the Mode.

- **Dog Fight** –

  Activation:
  Activated by sending the ball repeatedly up the Left (4) & Right Ramps (7) when they are lit will also spot a green winged light (seen amongst the Mode lights on the Table Playfield). Completing all 6 will start a Dogfight Hurry-Up Mode.



  Mode Itself:
  40 million points will then be displayed on the Dot-Matrix Display & that will begin to decrease it value as time goes on, shoot the Sink Hole behind the “E-N-T” Spot Targets (5) or the Raise Jackpot target (A small target located behind the E-N Spot Targets) to collect. Note: The Hurry-Up points countdown won’t begin if the “T” Spot Target (5) is still standing so it is possible to score the whole 40 million points in the same way that you might get a 'You cheat Dr Jones', or hitting the Raise Jackpot Target.



- **Super Pops** –

  Activation:
  If you hit the Pop Bumpers enough times (roughly 75 hits) then it will activate Super Pops where all hits are worth 1 million points each.



  Mode Itself:
  Once lit, Super Pops is active until you drain your ball, as such you can imagine the crazy scoring possibilities. Each successive Super Pops start-up will need another 50 more hits than the previous one to activate, for example 125, then 175 hits etc.

Multiball Mode –

- ## Quick Multiball *2 Balls*:

Activation –

You will need to hit the Captive Ball (6) 3 times, finally hit it once more within 20 seconds to activate the Quick Multiball.



Mode itself -

During this 2 Ball Multiball Mode, hitting the Captive Ball (6) will award various objects which will vary in score value.

There are five items which can be collected from the Captive Ball during this Multiball they are as follows:

- *The Idol of The Incas* – 10 million points.
- *The Diamond of Shanghai* – 15 million points.
- *The Remains of Nurhachi* – 20 million points.
- *The Cross of Coronado* – 25 million points.
- *The Fish of Tayles* – 30 million points.

Each subsequent hit after collecting all of the above results in a 40 million point "All Treasures Collected" it will also light **Special** on the Outlanes. If you do not get all the treasures the first time you activate this Multiball, don't worry, since they remain spotted the next time the Mode is activated.

Note: Hitting the Captive Ball (5) with a strong hit which then causes the back switch to close will add an extra 10 million points to the above items.

Also, during this Multiball, it appears that all values on the Path of Adventure are doubled.

- **Multiball *3 Balls***:

Activation –

You will be required to lock 3 balls behind the “E-N-T” Spot Targets (5), this is achieved by hitting all those Spot Targets & then sinking the ball into the hidden Sink Hole located behind the Targets -



Repeat this process a further 2 times to lock a total of 3 balls, and the Multiball Mode will active.

Tip - Balls can be locked with none of the Targets down, you will hear the audio que "You cheat, Mr Jones" and be granted 5 million points.

Mode itself -

During this 3 Ball Multiball Mode, you will need to send balls up the Left Ramp (4) or the Sink Hole (located behind the "E-N-T" Spot Targets (5)).



Doing so, lights "**Jackpot**" at the Right Ramp (7) for collection.



Send a ball up the Right Ramp (7) when it's lit to collect the **Jackpot**.

There are three **Jackpots**;

- The **Ark Jackpot** – base worth of 20 million points.
- The **Stones Jackpot** – base worth of 30 million points.
- The **Grail Jackpot** – base worth of 40 million points.

These base **Jackpot** values can be increased in the following ways:

- 'Raise **Jackpot** total'. Shooting the Mode Saucer (3) adds 2 million points to it, the Captive Ball Target (located in front of the Captive Ball) adds 3 million points, the Captive Ball (6) itself adds 5 million points (10 million points if you hit it with enough power that it hits the back switch) and the Raise Jackpot Target (located behind the "E-N-T" Spot Targets (5)).

- Shooting balls into the Sink Hole (located behind the "E-N-T" Spot Targets (5)) will multiply the base value as well as raise the value of the **Jackpot**: 1 ball gets you 2x and lights **Jackpot** if this is not already lit, and 2 balls gets you 3x.

  Balls fired into the Sink Hole remain in the Idol until one of the following occurs:

  - Collecting the **Jackpot**. Balls are released and **Jackpot** Multiplier is reset.

  - Having no activate balls on the playfield. The next ball is released from the Idol - **Jackpot** multiplier will remain the same.

  - The 20 second timer elapses, resulting in the balls being released and **Jackpot** Multiplier resetting.

Long story short – the **Jackpots** are worth: (base value + raise **Jackpot**) multiplied by (balls in Idol + 1).

Super Jackpot:

If you manage to collect all 3 **Jackpots**, the **Super Jackpot** will then become available at the Captive Ball (6).



There are 3 levels, with each one being lit from the Left Ramp (3):

- The **Arc Super Jackpot** base value is 80 million points.
- The **Stones Super Jackpot** base value is 90 million points.
- The **Grail Super Jackpot** base value is 100 million points.

The raise **Jackpot** total applies to these, but do note however that they can't be multiplied.

Long story short – **Super Jackpots** are worth: base value + raise **Jackpot**.

Jackpots will remain lit until you have collected at least the 1st **Super Jackpot** and that Multiball ends. Then you start again from the **Ark Jackpot** on the next Multiball.

Main Modes:

The goal for this Table is to complete all 12 of the Main Modes.

Activation–

You simply send the ball into the Mode Saucer (3) to start a Main Mode (whichever of the 12 available is flashing at the time) when the “Start Mode” notification light is flashing.



Note that you can change which Main Mode will activate by sending the ball up or around the various Ramps/Orbits on the Playfield, you will then see the notification light cycling through the 12 Main Modes.

You will be awarded with a 5-million-point bonus just for starting all 12 of the Main Modes.

Castle Grunewald *Timed*



You will first need to hit Captive Ball Target (6) to make it drop, then once you have achieved that repeatedly hit the Captive Ball (6) for points. Points awarded for the hits are as follows – 5 million, then 10 million & 15 million points for the 3 hits that are required for you to 'Escape!' from the castle.

Tank Chase *Timed*



The objective here is to get Indy onboard the tank to destroy it. The Dot-Matrix Display will show a 15-million-point countdown, which counts down to 5 million points. Send the Ball around the Orbits – Left Orbit (2) &/or Right Orbit (8), each time you do so Indy will get a bit closer to the tank. Once you have attained enough Orbit loops you will get him onboard to destroy the tank. Upon doing so, you will be awarded a 30-million-point mode completion bonus.

Three Challenges *Timed*



Send the ball up the Right Ramp (7) to gain access to the "Path of Adventure" raised Mini-Playfield. You will have to complete 3 Challenges; these are completed by hitting all lit Rollovers as the ball rolls down the Playfield. You do so by titling the Playfield left (pressing the Left Flipper button) or right (pressing the Right Flipper button). Each of the 3 Challenges will award you a completion bonus, but only if you roll through each of the lit Rollovers in one pass. The first Challenge will be 10 million points, the second 20 million points & finally the third 30 million points. Although, I reckon you will find this easy as the lit Rollovers are usually on the same side.
Note - The Rollovers which are lit are dependent on whether "The Pit" has been collected or not; if not, you will have to roll down the 3 Rollovers for the Challenges; if it has, you will have to hit moving Rollovers.

Choose Wisely *Timed*



This is a Video Mode, upon it starting there will be a Knight asking you to “Choose Wisely!”. There will be 5 identical chalices displayed, although you are shown which is the real Grail after which you will you have to keep your eye on it since they will be shuffled around between each other. Once that is done, you will be asked to choose, select using the Flipper buttons to highlight your chosen chalice and select it by hitting the Launch Button. This Mode is worth 5 million points if you fail, but 20 million points if you choose wisely.

Monkey Brains *Timed*



Simply send the ball up/around the flashing Ramps & Orbits to score 8 million points each time. This is a timed Mode where the goal is to amass as much points as you possibly can within the time limit.

Steal the Stones *Timed*



You will need to steal the Stones to complete this, Mode. You do so by sending the ball up the Right Ramp (7) to gain access to the "Path of Adventure" raised Mini-Playfield. The Stone are represented by the flashing Yellow Rollovers. You do so by titling the Playfield left (pressing the Left Flipper button) or right (pressing the Right Flipper button). Each Stone is worth 5 million points, completing the Mode requires you to collect all 8 Stones and you will be awarded 20 million points.

Note that once you complete this Mode, on your 2nd time round playing through this Mode, the last 4 Stones float and you'll need to hit the last 2 in one go to complete the Mode.

Escape in the Cart *Timed*



This is a Video Mode; you will need to navigate Indy out of the mine shaft while hurtling down the tracks in a mine cart. Use the Flipper buttons (Left Flipper for Left, & Right Flipper for Right) to choose which way to go to avoid the barriers – you will need to make 25 safe turns to complete the Mode. The scoring for this Mode is 5 million points plus you gain 1 million points for each correct turn, you also gain a 10-million-point bonus for getting half way through the mine shaft and 30 million points if you manage to complete all 25 turns safely... Note that the cart gets faster and faster with each successful turn you make.

Survive the Rope Bridge *Timed*



The objective here is to get Indy safely across the bridge Completion requires you to perform repeated Ramp shots which in-turn will move him further along the bridge and award you 10 million points each time you do so. Completion of the Mode is as follows - 4 Ramps shots are required to get him across the bridge, and a 5th and final shot up a Ramp to cut the rope. An **Extra Ball** will be lit at the Mode Saucer (3) if you complete the round.

Get the Idol *Timed*



The objective of this Mode is to steal the Golden Idol by shooting the ball into hidden Lock Sinkhole (6). To gain access to that Sink Hole you must hit the Ball behind “E-N-T” Spot Targets (6), but this is difficult because they keep resetting and getting your way. Once done, the Spot Targets will remain down, and the hidden Sink Hole will remain exposed. The scoring for this Mode is as follows is 5 million points for hitting 1 of the Spot Targets, 10 million points for hitting 2 of the Spot Targets, and 20 million points if you managed to hit all 3 of those Spot Targets. Sinking the Ball into the exposed Lock Sink Hole (6) collects the Idol, ends the Mode, grants you a 20 million completion bonus and locks a ball for Multiball.

Note - It is possible to collect the Idol while the Spot Targets still stand. Although, there is nothing awarded for doing so.

Streets of Cairo *Timed*



The objective of this Mode is to find Marion, you achieve this by sending the Ball up/around the Ramps/Orbits to search for Marion under boxes (Note - she's under the one that the Monkey is screaming on top of) – You will gain 10 million points for each shot up/around the Ramps/Orbits that Marion is not under. Now if you manage to Find Marion, the Dot-Matrix Display will change to show Indy being menaced by a sword wielding person – simply send the Ball into the Mode Saucer (3) to have Indy shoot him for a 20-million-point completion bonus. Remember that this Mode is timed, so the sooner you find Marion, the longer you will get to shoot the sword wielding guy.

Wheel of Souls *Non-Timed*



This is a 6-ball Multiball Mode during which continuous shots to the Lock Sink Hole (6) are worth 2 million points multiplied the amount of balls-in-play. Balls remain locked in that Sink Hole for a short time before they return to the Playfield. If you manage 6 shots into the Sink Hole, the “E-N-T” Spot Targets (6) will start to reset for each Sink Hole scored & thus the shots will become harder to achieve – a quick tip would be to start this Mode with the Spot Targets already down.
Mode continues until all but one ball is in play (Multiball lost). Also, there is no bonus for the end of this Mode.

Get the Medallion *Timed*



This is a Video Mode, the objective here is to shoot the bad guys in the Raven Bar, you are awarded 1 million points each (firing is automatic). The Flipper Buttons aim Indy's gun Left to Right. Note that an "**EB**" (**Extra Ball)** appears after enough bad guys have been shot as does the Medallion (20 bad guy hits), simply shoot them to collect. Although, the Video Mode ends when you either collect the Medallion (for a 15-million-point bonus) or the bad guys hit you enough times to deplete your health bar.

Note that once you complete this Mode, on your 2nd time round playing through this Mode, you need to hit 25 baddies to get the Medallion to appear.

Wizard Modes – "Eternal Life" *6 Balls*

Activation:

Once you manage to play through all 12 Main Modes, you can send the Ball into the Mode Saucer (3) to begin the Eternal life Wizard Mode.



Wizard Mode Itself –



This is a timed 6-Ball Multiball Mode, Eternal Life (Ball Save) is on for about 30 seconds and balls are sent out onto the Playfield. Every Switch (except the Outlanes) – Ramps, Orbits etc. are lit for 10 million points each. Collecting ALL switches including the "Path of Adventure" ones on the raised Mini-Playfield, will grant a 1-billion-point bonus and it will then relight all the Switches.

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 -

"This table will be studied by top men…… TOP MEN???!!"

Yours
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