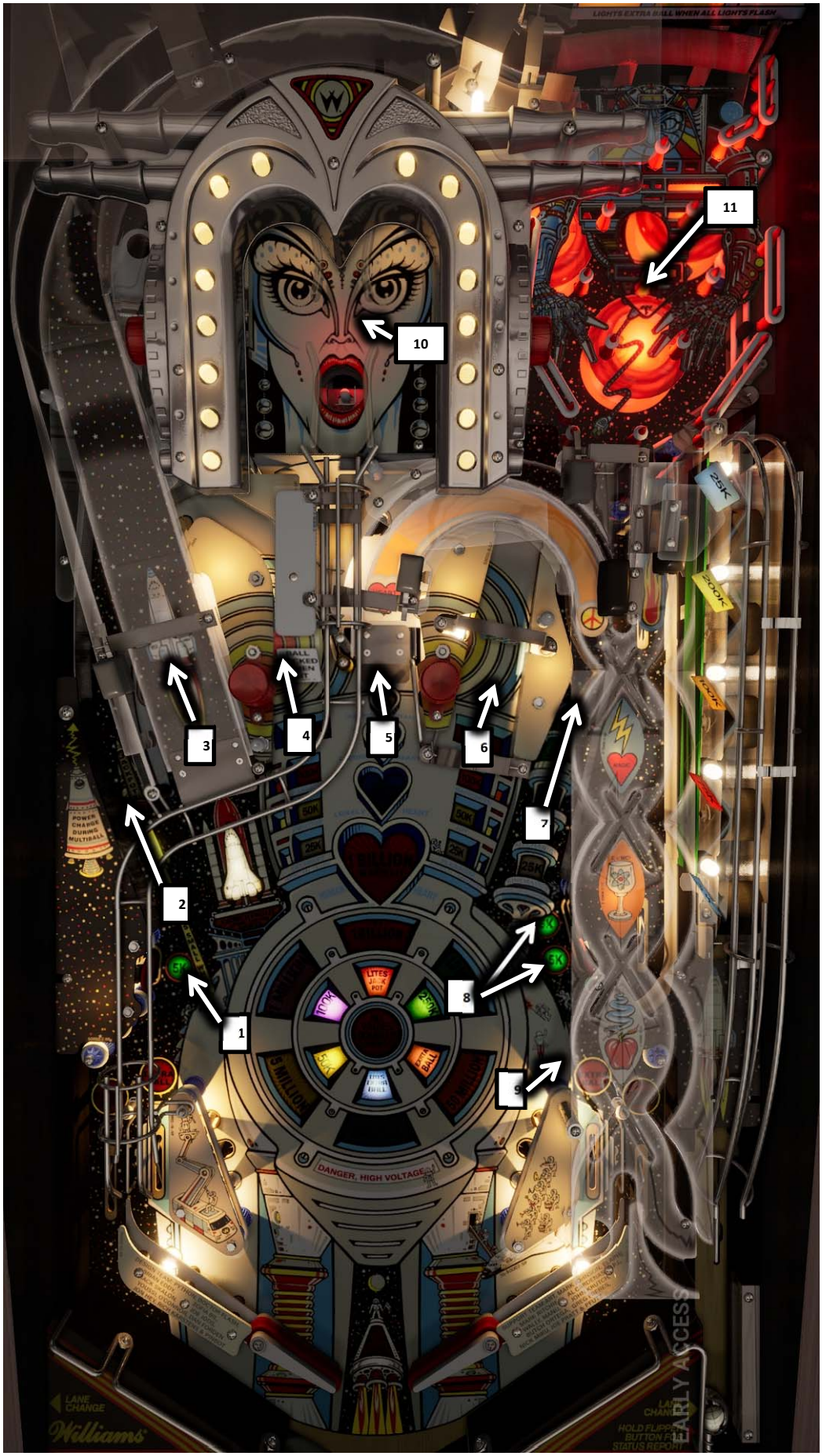
# Williams Pinball – Bride of Pinbot Table Guide

## *By ShoryukenToTheChin*



**Key to Table Overhead Image** –

1. Left Multiplier Spot Target
2. Left Lane
3. Shuttle Ramp
4. Left Loop
5. Heart Ramp
6. Spinner
7. Right Loop
8. Right Multiplier Spot Targets
9. Reverse Right Loop
10. Bride's Face
11. Pinbot Playfield

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 FX (PS5) version of the table on default controls. Some of the controls will be different on the other versions (Xbox & PC, etc...), but everything else in the guide remains the same.**

## INTRODUCTION

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 Bride of Pinbot™. Bride of Pinbot™ was released in February 1991 by Williams. Designed by Python Anghelo & John Trudeau. Programmed by Brian Eddy. It had a production run of 8,100 units.

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

## Skill Shot

To score a Skill Shot you will need to launch the ball with enough power for it to land into one of the Lanes, depending on the Lane you land in will in-turn correspond to the number of points you will be awarded with. Aim for the second to last Lane, and you will earn a maximum of 200,000 points.

The Skill Shot starts with a 1x Multiplier, but this can be increased by 1x every time the ball goes back into the Plunger Lane during play.

## Kickbacks

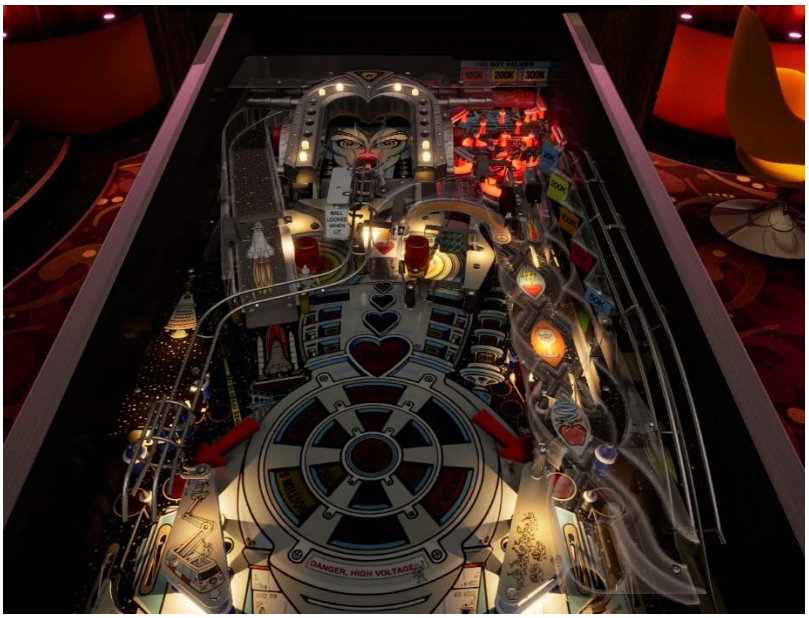
No Kickback mechanic.

# **Extra Balls/Specials**

## **Extra Balls** -

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

**Extra Balls** are lit at Left Outlane - Once "**Extra Ball**" is lit, each hit the Jet Bumpers in the Pinbot Playfield (11) &/or the Slingshots will move the lit "**Extra Ball**" to the next unlit Inlane or Outlane. Note that the Table has a Lane changing feature allowing you to move the lit "**Extra Ball**" between Inlanes & Outlanes using the Flipper Buttons on your Controller.




Unless otherwise specified by performing the below methods -

- ***Method 1***: *Small Wheel rewards* – Gain the "Lite **Extra Ball**" reward from the Small Wheel Side Game Mode (look later in the guide under "Side Game Modes – Small Wheel" for more information).

- ***Method 2***: *Increasing the Left Loop (4) to 500,000 Points* – Look later in the guide under "Side Game Modes – Left Loop" for more information.

- ***Method 3***: *Scoring the PinBot value several times* - Look under the "Side Game Mode - The Pinbot Value" section of the guide for more information.

- ***Method 4***: *Perform poorly* – Score less than 1 million Points & the 2nd ball drains before the consolation time expires.

These **Extra Ball** methods will be rewarded automatically upon being achieved –

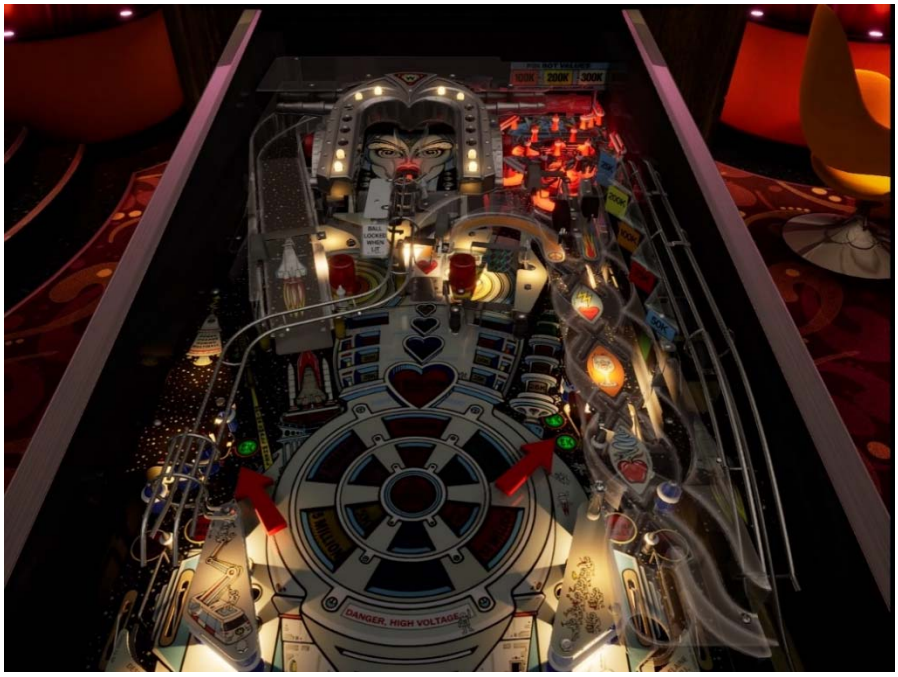
- Scoring 7 million points
- Small Wheel rewards – "**Extra Ball**" More information can be found under the "Side Game Modes - Small Wheel" section of the guide.
- Big Wheel rewards – "**Special**" Note – shooting 2 Balls into the Brides Face (10) after completing the Metamorphosis (more information can be found under "Bride Metamorphosis" later in the guide) will spin the Big Wheel.
- Increasing the Left Loop (4) to 500,000 Points. More information can be found under the "Side Game Modes - Left Loop" section of the guide.

# Raising the Multiplier & End-of-Ball Bonus

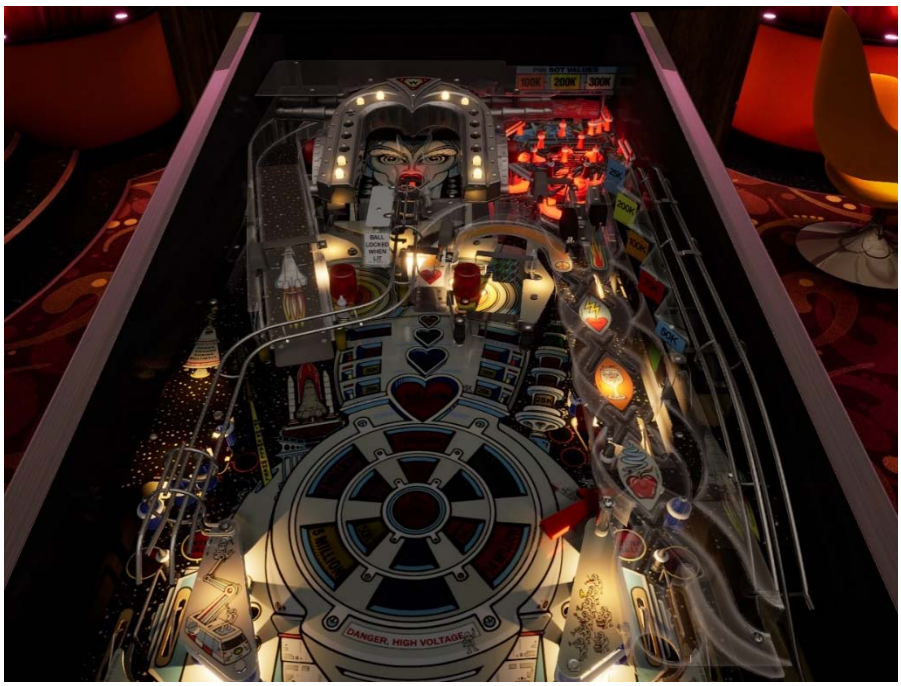
End-of-Ball Bonus Multiplier –

The End-of-Ball Bonus multiplier can be increased up to 255X Times.

- Hitting the Left (1) & Right (8) Multiplier Spot Targets – Hitting these Targets awards 10,000 points when flashing, & 5,000 points when lit. Complete all 3 Spot Targets to raise the Multiplier level.




- Sending the Ball around the Right Reverse Loop (9).




The Multiplier level resets after the Ball is drained.

End-of-Ball Bonus -

Upon losing a Ball, you will be granted an End-of-Ball Bonus. This Bonus is worked out by –

- 10,000 points is awarded automatically upon the ball draining.
- Each hit to the Jet Bumpers adds 10,000 points.
- Each time the Ball rolls down the Left or Right Inlane, it adds 5,000 points.
- Each time the Ball rolls down the Left or Right Outlane, it adds 10,000 points.
- Each time the Left &/or Right Slingshot is hit, it adds 3,000 points.
- The number of Loops (Left Loop (4), Heart Ramp (5) & Right Loop (7)) achieved is multiplied by 10,000 points and then added to the End-of-Ball Bonus.

# ***Side Game Modes***

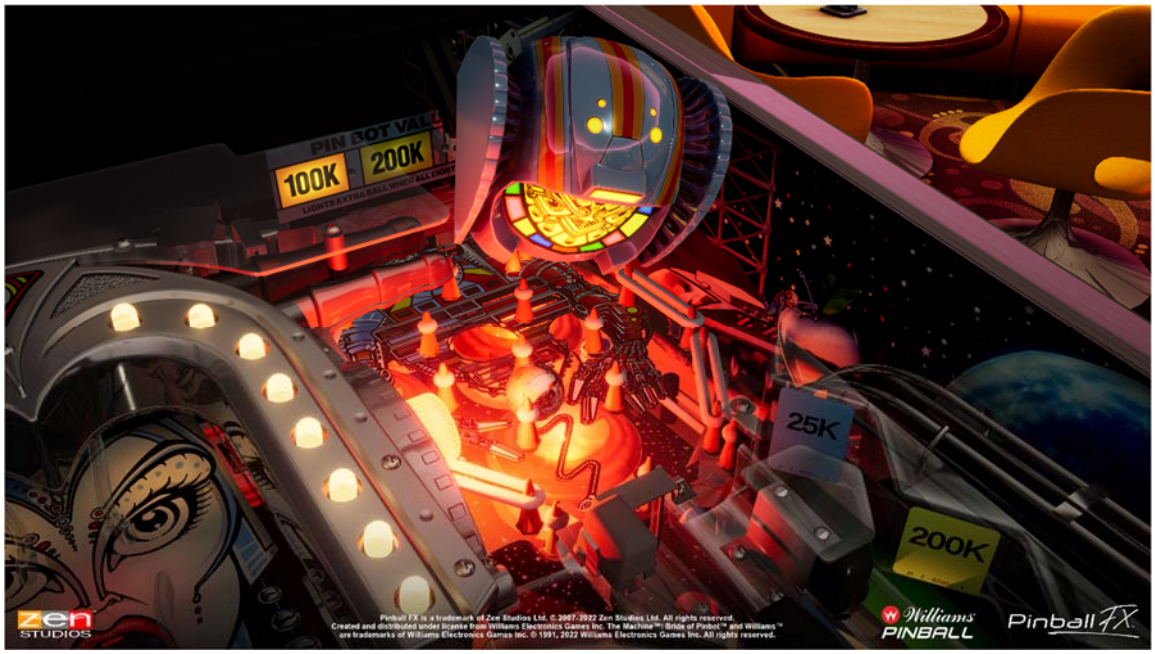
- **Jet Bumpers** –

  The 3 Jet Bumpers score 10,000 points each time they are hit. Additional "Jet level" bonuses are scored by hitting the Jet Bumpers a certain number of times.

  - 25 hits - score a bonus of 25,000 points.
  - 50 hits - score a bonus of 50,000 points.
  - 75 hits - score a bonus of 100,000 points.
  - 100 hits - score a bonus of 500,000 points.

- **Pinbot Value** –

  Each time you send the ball up the lit Shuttle Ramp (3), the ball will land in the Pinbot Playfield (11), which awards and advances the Pinbot Value.




The 1st time you hit the Pinbot Playfield (11) you are awarded 100,000 points, then for the 2nd time 200,000 points. A 3rd time is 300,000 points. These scores are repeated for the 4th, 5th & 6th times you get to the Pinbot Playfield (11). The 7th time you will be awarded with 600,000 points, and it will then light "**Extra Ball**" at the Left Outlane. Once "**Extra Ball**" is lit, each hit the Jet Bumpers in the Pinbot Playfield (11) &/or the Slingshots will move the lit "Extra Ball" to the next unlit Inlane or Outlane. Note that the Table has a Lane changing feature allowing you to move the lit "Extra Ball" between Inlanes & Outlanes using the Flipper Buttons on your Controller. Once you have scored the 600,000-point value, the Pinbot Value will then reset & so it will again take several shots to relight "**Extra Ball**".

- **Left Loop** –

  Shots through the Left Loop (4) score the flashing value shown just under the entrance of the loop. Each time you send the ball around the Left Loop (4) this value increases. These values are set on a timer, which lasts about 8 seconds or so. Thus, if you don't send the ball around the Loop again before the timer expires, it will revert to the previous value. Now if the value is already at its maximum when the timer expires, it will then instead revert to the lowest value available.

  The values for the Left Loop (4) are as follows –

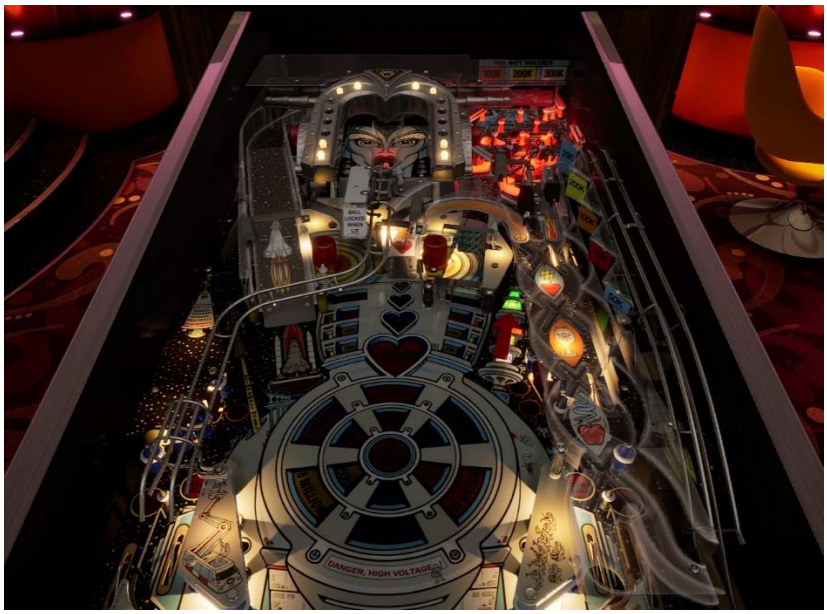
  - 25,000 points.
  - 50,000 points.
  - 100,000 points.
  - 500,000 points.

  If you advance the value to its maximum value of 500,000 points, then "**Extra Ball**" will light at the Left Outlane. Once "**Extra Ball**" is lit, each hit the Jet Bumpers in the Pinbot Playfield (11) &/or the Slingshots will move the lit "**Extra Ball**" to the next unlit Inlane or Outlane. Note that the Table has a Lane changing feature allowing you to move the lit "**Extra Ball**" between Inlanes & Outlanes using the Flipper Buttons on your Controller.

  At the end of each ball, the number of loops completed is multiplied by 10,000 points and added to the End-of-Ball Bonus.

- **<u>Right Loop/Jackpot</u>** –

  Shots through the Right Loop (7) score the flashing value shown just under the entrance of the loop.

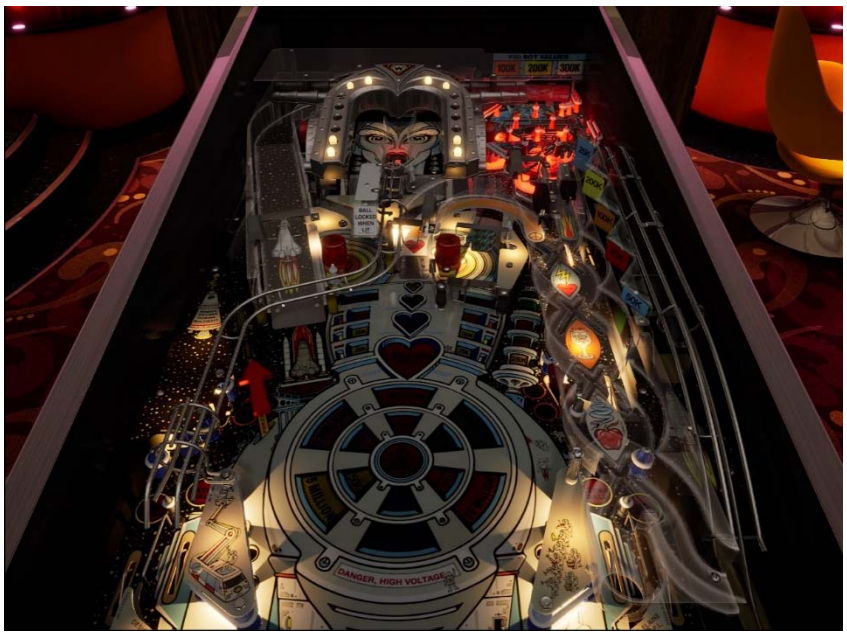



  Each time you send the ball around the Right Loop (7) this value increases. These values are set on a timer, which lasts about 8 seconds or so. Thus, if you don't send the ball around the Loop again before the timer expires, it will revert to the previous value. Now if the value is already at its maximum when the timer expires, it will then instead revert to the lowest value available.

  The values for the Right Loop (7) are as follows –

  - <u>25,000 points</u>.
  - <u>50,000 points</u>.
  - <u>100,000 points</u>.
  - <u>500,000 points</u>.

If you advance the value to its maximum value of 500,000 points, then "Jackpot" will light at the Left Lane (2) for 17 seconds or so. Send the Ball up the Left Lane (2) within the time limit to score the **Jackpot**.

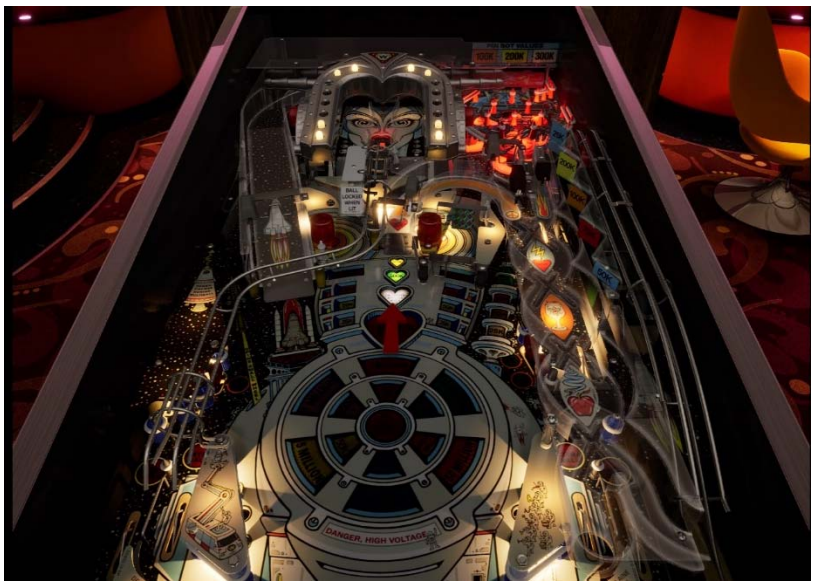



The Jackpot value begins at 1 million points & can be increases to 8 million points. Each rotation of the Spinner (6) along with each shoot around the Right Loop (7), Heart Ramp (5) & Left loop (4) increases the Jackpot value by 10,000 points.

At the end of each ball, the number of loops completed is multiplied by 10,000 points and added to the End-of-Ball Bonus.

- **Heart Ramp** –

  Shots up the Heart Ramp (5) score the flashing value shown just under the entrance of the Ramp.



  Each time the ball is successfully sent up this Ramp, the value will increase. These values are set on a timer, which lasts about 7 seconds or so. Thus, if you don't send the ball around the Ramp again before the timer expires, it will revert to the previous value. Now if the value is already at its maximum when the timer expires, it will then instead revert to the lowest value available.

  The values for the Heart Ramp (5) are as follows –

  - 100,000 points.
  - 500,000 points.
  - 1 million points.

  The Heart Ramp (5) can also be lit for a 1 billion point shot as one of the random rewards from the Big Wheel (more information can be found in the "Bride Metamorphosis" section of the guide, after the phase 3 paragraph).

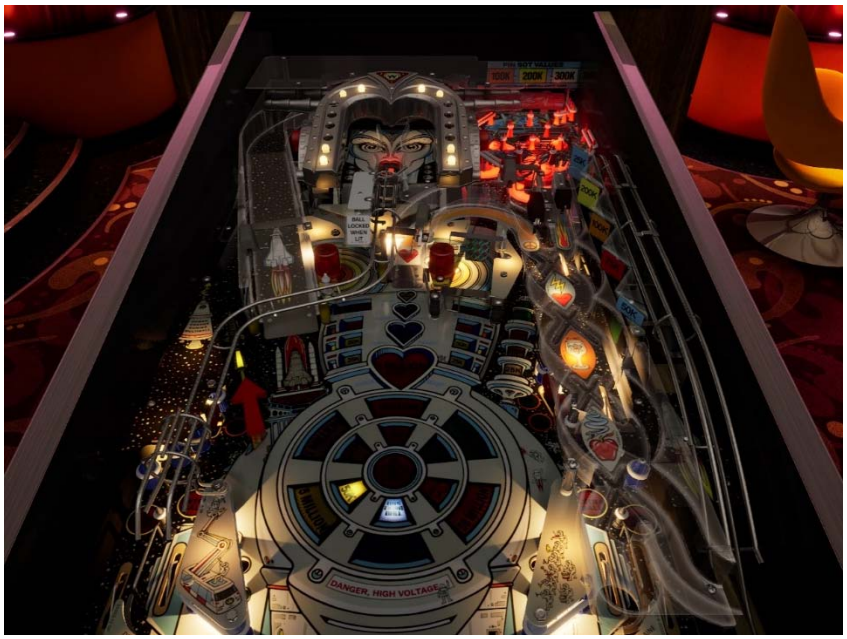
  At the end of each ball, the number of loops completed is multiplied by 10,000 points and added to the End-of-Ball Bonus.

- **Loop Combos** –

  Loop combos can be performed by shooting the Left Loop (4), Right Loop (7) & Heart Ramp (5) in quick succession. Loop combos can be completed by shooting any of these individually or in combination. Completing four loops awards a "4 Loop Combo" worth 500,000 points. After which, each Loop Combo will require an additional Loop. Completing a 5, 6 or 7 Loop Combo scores 1 million points. Completing an 8 or 9 Loop Combo scores 2 million points. If you manage to complete a 10 Loop Combo, you'll collection a "Backdoor Billion", which as the name suggests scores 1 billion points.

- **Small Wheel** –

  Sending the ball through the Left Lane (2) when it's not lit for a Jackpot will spin the "Small Wheel".




  Small Wheel rewards are –

  - "**Jackpot** is lit" – which lights the **Jackpot** at the Left Lane (2).
  - "50,000 points" – awards the points to your overall score.
  - "100,000 points" - awards the points to your overall score.
  - "25,000 points" - awards the points to your overall score.
  - "**Extra Ball**" – automatically awards an Extra Ball.
  - "Lite **Extra Ball**" - will light at the Left Outlane

# Bride Metamorphosis:

The goal is to transform the Bride of Pinbot from a machine into a human, and thus score a lot of points by doing so.

**Phases of Metamorphosis** –

To transform the Bride into a human, you must complete 3 phases.

*Tip – I suggest you practice the shot up the Shuttle Ramp (3), as you will need to master it in order to complete the phases*

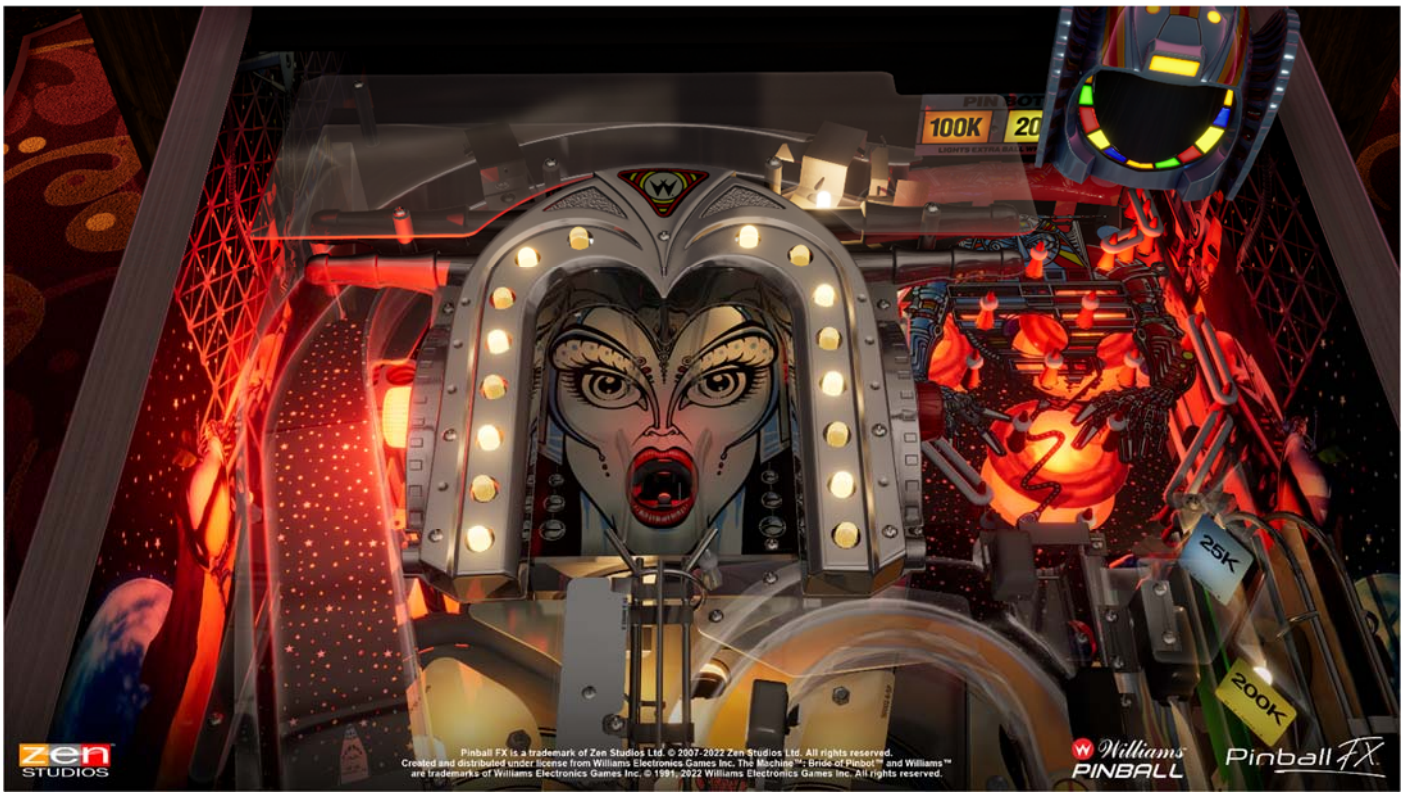
When the Shuttle Ramp (3) is lit, sending the ball up it will divert the ball to the Pinbot Playfield (11), which in-turn awards and advances the Pinbot value, this value begins at 100,000 points.

When the Shuttle Ramp (3) is unlit, sending the ball up it will divert the ball to the Bride's Face (10).

*Note – the Shuttle Ramp (3) is lit at the start of each game. *

## Phase 1

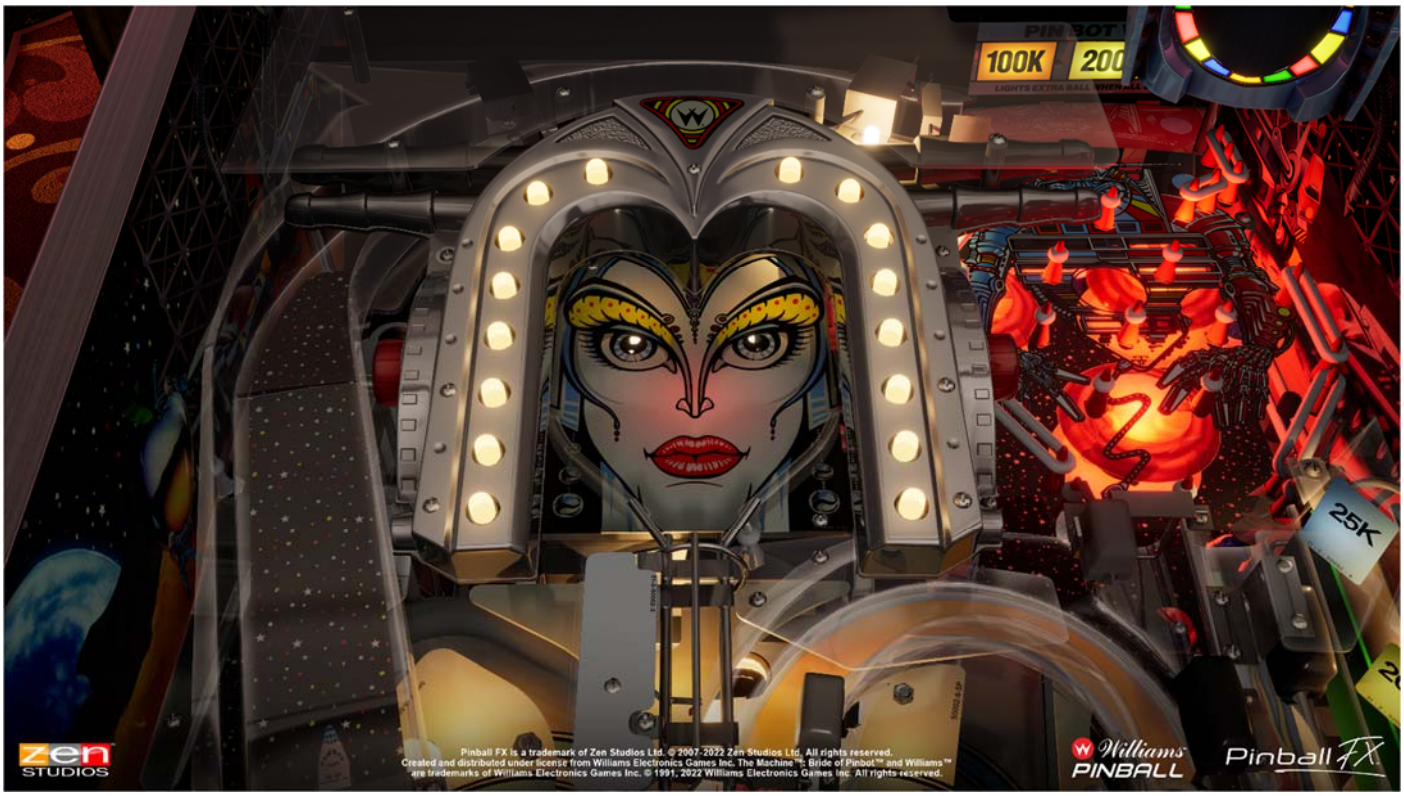
The first time you get the ball into the Bride's Face (10), it will lock into her mouth and activate her Vocal Circuits.




Thus, completing the **Phase 1**, scoring 250,000 points & turning the Bride's Face (7) to reveal 2 empty eye sockets.

# Phase 2

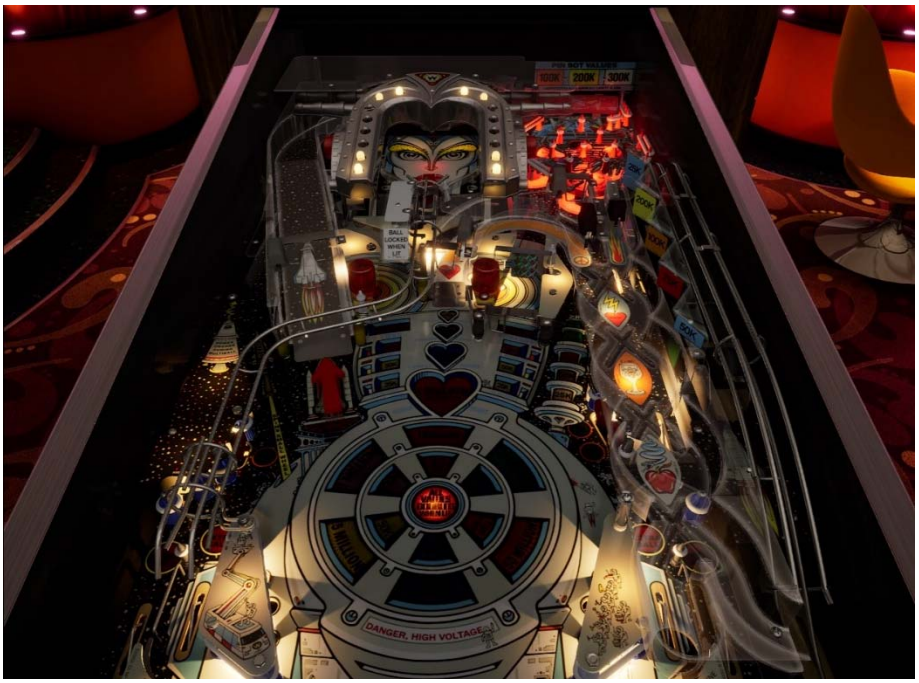
At this stage, the Shuttle Ramp (3) relights so sending the ball back up will once again divert the ball to the Pinbot Playfield (11). The next shot up the Shuttle Ramp (2) will send the ball to the Bride's Face (10) again. Upon sending the ball will land into one of the eye sockets, thus activating a partial link to her Optics, scores 250,000 points & sends the ball to the Launch Lane.



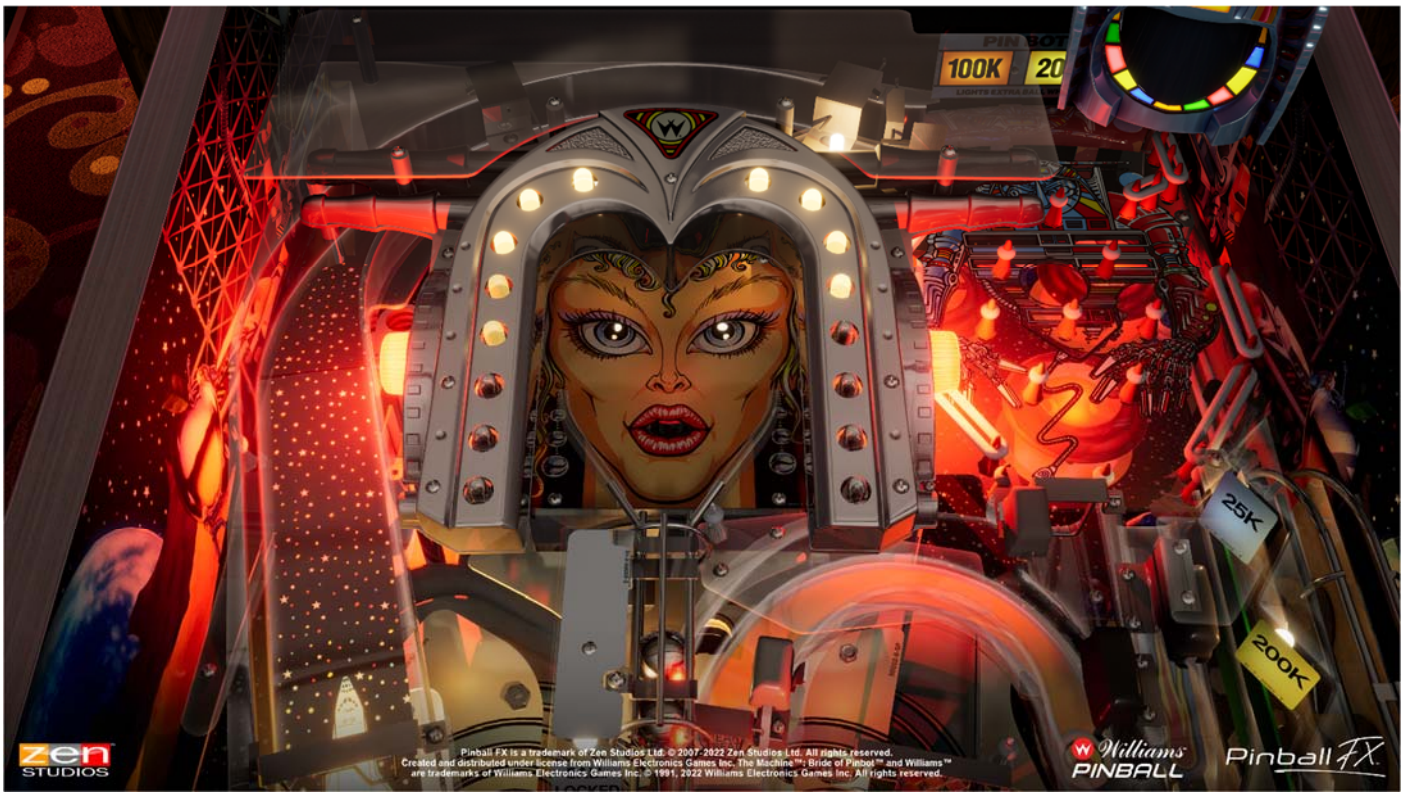

The third time you send the ball into the Bride's Face (10), the ball will land into the other eye socket, scoring 500,000 points & activating her Optics.

# Phase 3

Upon completing **Phase 2**, a 2 Ball Multiball will start & the Bride's Face (10) will turn once again.




During the Multiball hitting the Left Lane (2) will score a "Power Charge". This value begins at 100,000 points and will increase by 100,000 points with each successful shot, up to 1 million points. All of the scoring on the Table is doubled during Multiball. The main goal of the Multiball is to shoot both of the balls back up onto the Bride's Face (10) to finally complete the Metamorphosis into a human. Upon getting the one of the balls to her Face (10), you'll grant her a "Human Influx", which scores 250,000 points & locks the ball. If you then manage to get the 2nd of the Multi-balls into the Face (10), you'll complete the Bride's Metamorphosis into a human, and score 750,000 points.



Both of the balls will then be released, and the Multiball continues. Once you have completed the Bride's Metamorphosis, try to send both of the balls back into her Face (10) again. Upon getting the one of the balls back to her Face (10), her pulse will increase, which scores 250,000 points & locks the ball. If you then manage to get the 2nd of the Multi-balls into the Face (7), the "Big Wheel" will be spun, this will then grant you a random reward.

The **Big Wheel** awards range from –

- **Special** (**Extra Ball** automatically awarded)
- Point values – 1 million to 50 million
- Light the 1 billion shot – when this is lit, you'll have about 12 seconds to send the ball up the Heart Ramp (5) & score 1 billion points.

Each time you manage to shot both balls into the Bride's Face (10) after the Metamorphosis, it will spin the Big Wheel again.
Once you lose one of the balls, sending one of them into the Bride's Face (10) will return it to **Phase 1**, which will require you to begin the process of transforming her into a human again.

*Special Thanks to all the Zen Studios Forum Community!* Members such as **shogun00 & deep (without their help this guide wouldn't have been possible!), not forgetting Cloda & wims**. 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 most platforms such as; PlayStation, Xbox & PC.***

*Thanks for viewing my Guide; any feedback would be greatly appreciated -*

***"I can play….. Pinball!!"***

*Yours*
*ShoryukenToTheChin*