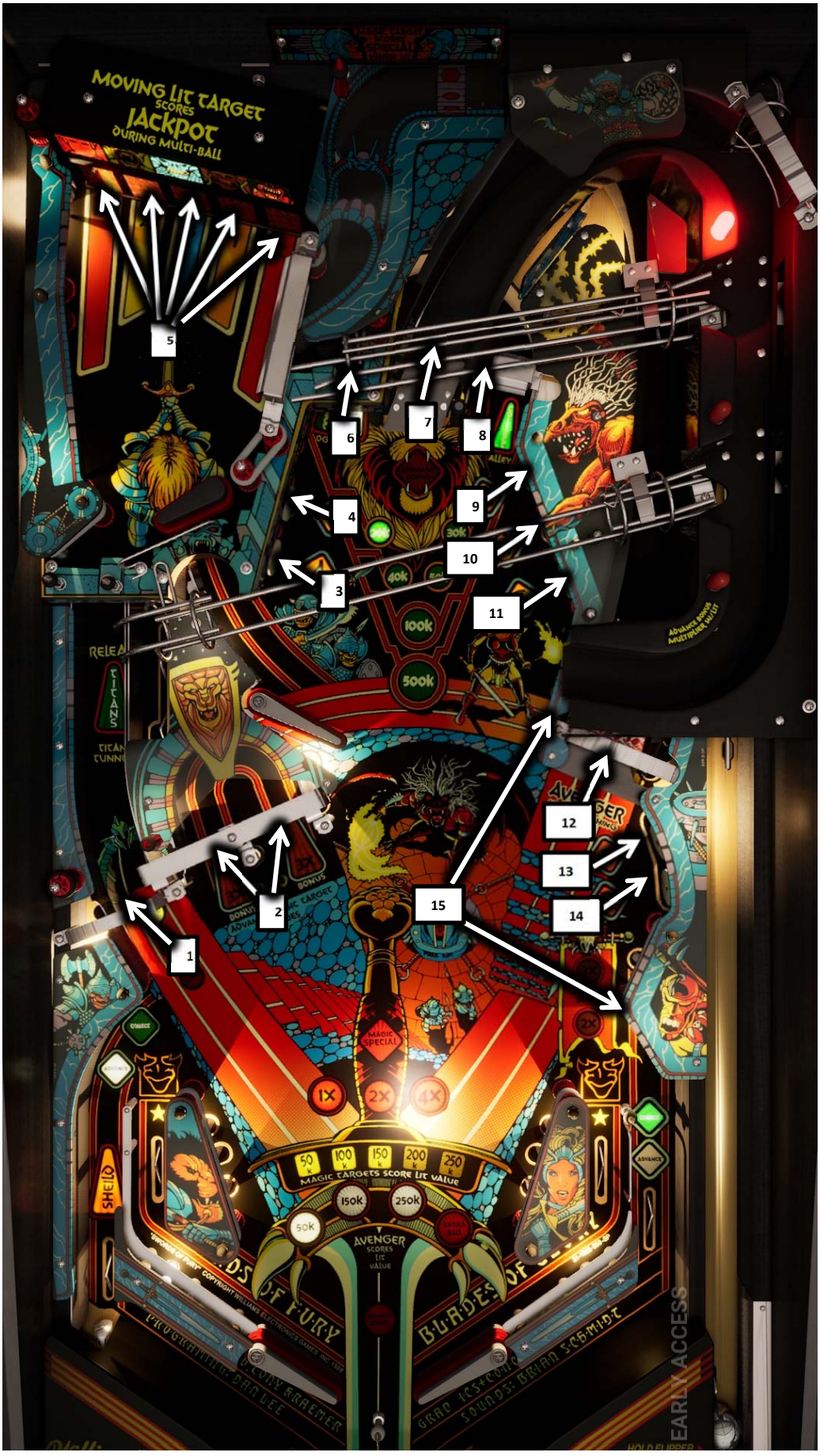
Williams Pinball – Swords of Fury Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. Titan Tunnel
2. Magic Spinners
3. “A” Spot Target
4. “V” Spot Target
5. Magic Mini-Playfield/Targets
6. Left Ogre Alley U Turn
7. Centre Ramp
8. Right Ogre Alley U Turn
9. “E” Spot Target
10. “N” Spot Target
11. “G” Spot Target
12. Magic Tunnel
13. “E” Spot Target
14. “R” Spot Target
15. Leaf Switches

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.

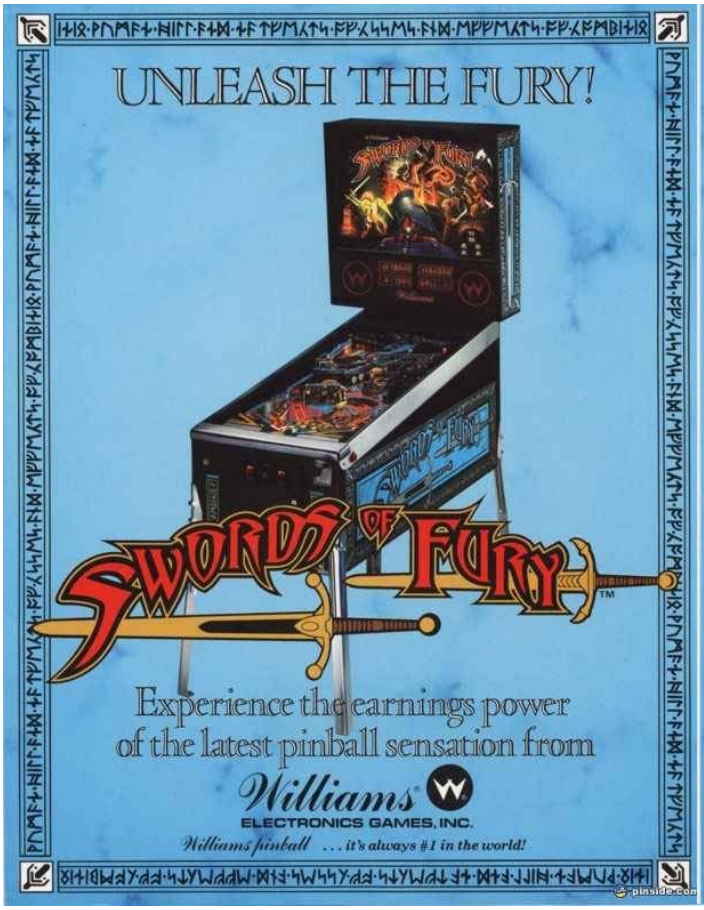
TABLE SPECIFICS

***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 Swords of Fury™. Swords of Fury™ was released in June 1988 by Williams. Designed by Steve Kirk & Tony Kraemer. Programmed by Dan Lee. It had a production run of 2,705 units.



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

Extra Balls/Specials

Extra Balls -

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

Extra Balls are lit at Left Orbit (2) -

- ***Method 1***: *Completing the **Extra Ball** "Avenger Value"* – Look under the "Side Game Modes - "A-V-E-N-G-E-R" Spot Targets" section of the guide for more information.
- ***Method 2***: *Achieving the Replay Score* – Accumulating a total of 2 million points.

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**.

- *Multiplier Special* – Once 7X times is lit, adding to the multiplier level again will instead light "**Special**". The "**Special**" "Magic Targets Score Lit Value" notification lamps, on the hilt of the Sword, then completing the 5 Magic Targets (5) awards a **Special** instead of a Magic Value. Look under the "Side Game Modes – Magic Targets or "A-V-E-N-G-E-R" Spot Targets" sections of the guide for more information.

This can only be awarded once per game.

Raising the Multiplier

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

This Bonus is worked out by –

- 1,000 points is added each time a new ball is plunged onto the Playfield.
- Centre Ramp shots add 1,000 points.
- Hitting a flashing "A-V-E-N-G-E-R" Spot Target adds 1,000 points, and a lit one will add 1,000 points.
- Each hit to the Leaf Switches (15) or the Slingshots add 200 points.
- The Magic Spinners (2) add 200 points per spin. Note that when the "3X" times notification lamp is lit below the entrance of those Spinners, the corresponding Spinner adds 600 points per spin for one shot. Having the ball roll down the Right Inlane, will in-turn light the left "3X" times notification lamp. When that is lit, having the ball roll down the Right Inlane again will now light the right "3X" times notification lamp. Both of the "3X" times notification lamps turn off once a shot is completed to either Spinner.

End-of-Ball Bonus Multiplier –

The End-of-Ball Bonus multiplier can be increased up to 7X Times. If you gain 7X times, adding to the multiplier level further will instead light "**Special**". Look under the "**Extra Ball**/**Special**" section of the guide for more information on lighting **Specials** etc.

The Multiplier level can be seen on the Playfield, at the hilt of the sword graphic on the table artwork.

- Each time all 5 of the Magic Targets (5) are completed, the Multiplier will rise by 1X times.

- Completing all of the "A-V-E-N-G-E-R" Spot Targets, the Multiplier will rise by 1X times. –

  - "A" Spot Target (3).
  - "V" Spot Target (4).
  - "E" Spot Target (9).
  - "N" Spot Target (10).
  - "G" Spot Target (11).
  - "E" Spot Target (13).
  - "R" Spot Target (14).

- When the Lionman Ramp (7) shot is completed & the Lower Exit is lit, the Multiplier will raise by 1X times

When the ball drains the Multiplier level resets, unless the Bonus Multiplier level is at 3X times or beyond. In that case, then the level will only reset to 3X times.

Side Game Modes

- **Magic Targets** –

  In order to score the Magic Value, you will need to complete the 5 Magic Targets (5),

  these are located on the Magic Mini-playfield (5).

  Accessing the Magic Mini-Playfield can be achieved by the following -

  Sending the ball up the Lionman Ramp (7) while the first Red Lamp is lit:

Or via the Magic Tunnel Ramp (12)

The Magic Value to be awarded can be seen on the 5 “Magic Targets Score Lit Value” notification lamps, which are located just above the flippers.

- “50K” - 50,000 points.
- “100K” - 100,000 points.
- “150K” - 150,000 points.
- “200K” - 200,000 points.
- “250K” - 250,000 points.

Note that the Magic Value will begin at 150,000 points, each time a Magic Target (5) is hit, and the ball hits any other Playfield Switch other than another Magic Target (5) the Magic Value will decrease a step to as low as 50,000 points. Each time the Magic Spinners (2), the Magic Value will increase by one step per shot up to 250,000 points. If **Special** is lit just above the "Magic Targets Score Lit Value" notification lamps, on the hilt of the Sword, then completing the 5 Magic Targets (5) awards a **Special** instead of a Magic Value. Look under the "**Extra Ball**/**Special**" section of the guide for more information on lighting **Specials** etc.

Magic Targets (5) score 5,000 points per target hit.

- **<u>"A-V-E-N-G-E-R" Spot Targets</u>** –

  To collect "A-V-E-N-G-E-R" you will need to complete all of the Spot Targets –

- "A" Spot Target (3)
- "V" Spot Target (4)
- "E" Spot Target (9)
- "N" Spot Target (10)
- "G" Spot Target (11)
- "E" Spot Target (13)
- "R" Spot Target (14)

Hitting a flashing "A-V-E-N-G-E-R" Spot Target scores <u>10,000 points</u>, whereas hitting a lit one will score <u>1,000 points</u>. The next "A-V-E-N-G-E-R" Spot Target can be spotted by having the ball roll down the Right or Left Inlane.

"A-V-E-N-G-E-R" can also be completed by rolling down either Inlane to light the Magic Tunnel (12), this is then lit for 6 seconds, as such send the ball through the Magic Tunnel (12) before it turns off.

Once "A-V-E-N-G-E-R" has been complete you will score the lit value. These can be seen on the 4 "Avengers Scores" notification lamps, which are located just above the flippers. The values are as follows –

- "50K" – 50,000 points,
- "150K" – 150,000 points.
- "250K" – 250,000 points.
- "Extra Ball" – acquires an **Extra Ball**.

These values will increase by 1 step each time a "AVENGER" value is scored. Upon collecting the "**Extra Ball**" "AVENGER" Value, the "AVENGER" Value resets to "50K".

The Bonus Multiplier level increases by 1X times each time "A-V-E-N-G-E-R" is collected, up to 7X times. Once 7X times is lit, adding to the multiplier level again will instead light "**Special**". Complete the 5 Magic Targets (5) to collect the **Special**. Look under the "**Extra Ball**/**Special**" section of the guide for more information on lighting **Specials** etc.

Collecting "A-V-E-N-G-E-R" also lights up the "Lionman Bonus" at the Lionman Ramp (7) for collection, albeit for 10 seconds. Therefore, send the ball up that Ramp before the timer expires to collect that bonus. Look under the "Lionman Bonus" section of the guide for more information.

Note that lit "A-V-E-N-G-E-R" letters are reset any time the "AVENGER" Value is collected.

- **Lionman Ramp** –

  Sending the ball up the Lionman Ramp (7) will then divert the ball to 1 of 3 locations:

  The first being the Magic Targets Mini-Playfield (5) -

  The second will lock only the first ball for Titan Multiball -

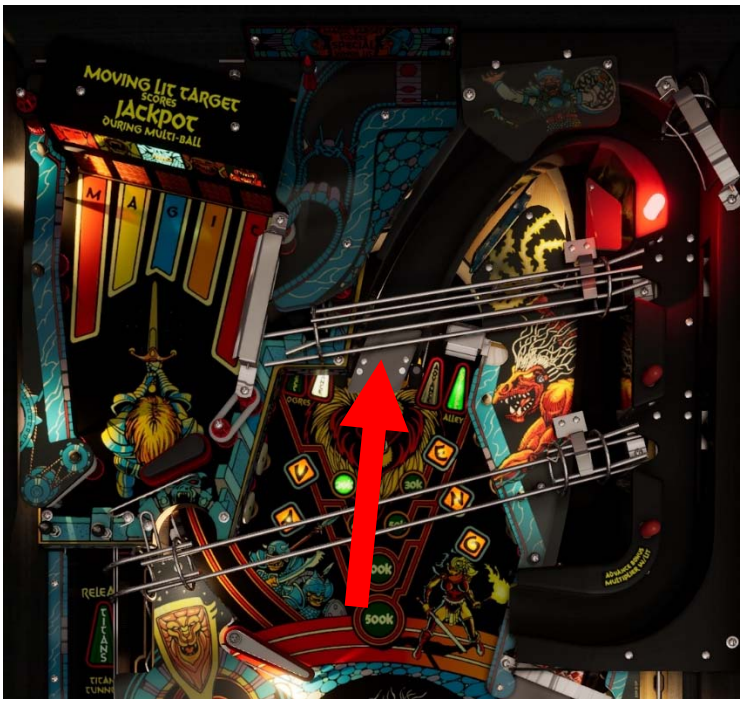
The third will advance the End-of-Ball Bonus Multiplier -

- **Lionman Bonus** –

  To light the Lionman Bonus at the Lionman Ramp (7) for 10 seconds, you will need to complete "A-V-E-N-G-E-R" by hitting all 7 of the Spot Targets –

  - "A" Spot Target (3)
  - "V" Spot Target (4)
  - "E" Spot Target (9)
  - "N" Spot Target (10)
  - "G" Spot Target (11)
  - "E" Spot Target (13)
  - "R" Spot Target (14)

  See the "A-V-E-N-G-E-R" Spot Targets section of the guide for more ways on attaining all of the letters of "A-V-E-N-G-E-R". Now, once "A-V-E-N-G-E-R" is completed, hit the lit Lionman Ramp (7) within the 10 second time limit to score the Lionman Bonus.



  The value of the Lionman Bonus begins at 100,000 points, and can be raised to 1 million points. The Lionman Bonus can be increased by hitting all 5 Magic Targets (5), doing so raises the value of the bonus in the following order –

  - 125,000 points.
  - 175,000 points.
  - 250,000 points.
  - 350,000 points.
  - 475,000 points.
  - 625,000 points.
  - 800,000 points,
  - 1 million points.

  However, if you score the Lionman Bonus then the value of said bonus will be reset.

  Note that the Lionman Bonus can be scored at 1 million points multiple times per game.

- **Ogres Alley** –

  There are 4 Ogres Alley shots, they are as follows –

  - Left Outlane.
  - Right Outlane.
  - Left Ogre Alley U Turn (6).
  - Right Ogre Alley U Turn (8).

  One side of Ogre Outlanes & Ogre Alley is always lit for "Advance". The other side Ogre Outlanes & Ogre Alley will be lit for "Collect". The lit "Collect" is toggled by shots between the Ogre Outlanes & Ogre Alley U turns, when you hit the Slingshots or Leaf Switches (15).

  The Ogre Alley Value begins at 20,000 points. Each time you manage to hit a lit "Advance" shot this value will increase to 30,000, 40,000, 50,000, 100,000, or 500,000 points. Hitting the lit "Collect" shot, scores the current Ogre Alley Value. Note if the collected Ogre Alley Value is 50,000 points or more, then the value will be reset to 20,000 points.

- **Misc. Scoring** –

  - Shooting the Magic Tunnel (12) scores 50,000 points.
  - Completing the Lionman Ramp (7) shot scores 10,000 points.
  - If the ball is sent down the Upper Exit (into the Magic Mini-Playfield (5) or Middle Exit (Titan Tunnel (1) area), then 5,000 points is scored.
  - The Magic Spinners (2) scores 100 points per spin.
  - The Spinner located at the entrance of the Titan Tunnel (1) scores the value lamp lit just below of it, per spin. The value starts at 1,000 points. Each time this Spinner is hit, the value increases to 1,500 points, 2,000 points, 2,500 points, 3,000 points, & then 4,500 points. The value is reset upon the ball draining.

Multiball Mode –

- ## Titan Multiball *3 Balls*:

Activation –

You will first need to lock 2 balls into the Titan Tunnel (1). Lock is available at the Titan Tunnel anytime Titan Multiball is not active & "Release" is not lit, & it scores 10,000 points.

Lock can also be completed by hitting the Lionman Ramp (7) when the Middle Exit (diverts the ball to drop into the Titan Tunnel(1)) is lit.

Once 2 balls are successfully locked into the Titan Tunnel (1), "Release" will be lit. Simply hit the ball into the Titan Tunnel (1) to begin the Titan Multiball Mode. Multiball can also be started by sending the ball up the Lionman Ramp (7), when the Middle Exit (diverts the ball to drop into the Titan Tunnel) is lit & "Release" is lit at the Titan Tunnel (1).

Mode itself -

During this 3 Ball Multiball Mode the "3X" Lamp will be lit. When the "3X" Lamp is lit, all of the Playfield values will be **tripled**, except for the "**Jackpot**" at the Magic Targets (5), and the Lionman Bonus, which is collected at the Lionman Ramp (7). The "3X" Lamp is lit for 10 seconds, or until a ball is lost/drained. Now, if all 3 balls of the Multiball remain in play for the 10 seconds, the "2X" Lamp will be lit. the "2X" Lamp is also lit when a ball is lost/drained. "2X" Lamp is lit for 10 seconds, or until another ball is lost/drained. Of course, when the "2X" Lamp is lit all Playfield values are **doubled** during this time, except for the "**Jackpot**" at the Magic Targets (5), and the Lionman Bonus, which is collected at the Lionman Ramp (7).

Note that when you start the Titan Multiball, Jackpot will be lit at the Magic Targets (5). Although, there are 5 Magic Targets (5), only 1 of the Targets will be lit for the **Jackpo**t. The lit Target will alternate from left to right, and back again every few seconds. Simply shoot the lit Magic Target (5) to score the **Jackpot**. The **Jackpot** value begins at 1.5 million points. If you score the **Jackpot**, the value of the **Jackpot** will then reset to 500,000 points. The **Jackpot** value is raised by 50,000 points each time a new game is started. The **Jackpot** value resets to 1.5 million points when the table is reloaded. It is worth noting that only 1 **Jackpot** can be scored per activation of Titan Multiball. Once a **Jackpot** has been scored, 1 Magic Target (5) will begin to flash, hit that flashing Target to score the Magic Value, as well as add 1X times to the Bonus Multiplier. If you manage to hit the flashing Magic Target (5), 2 more Targets will begin flashing. Subsequently hitting those will light 3, then 4 & finally all 5 Magic Targets (5). All 5 of the Magic Targets (5) will continue to flash once they are all completed. Look under the "Magic Targets" section of the guide for more information on scoring the Magic Value.

Titan Multiball deactivates upon all but 1 ball being lost/drained from the Playfield.

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 -

"Challenge Me!"

Yours
ShoryukenToTheChin