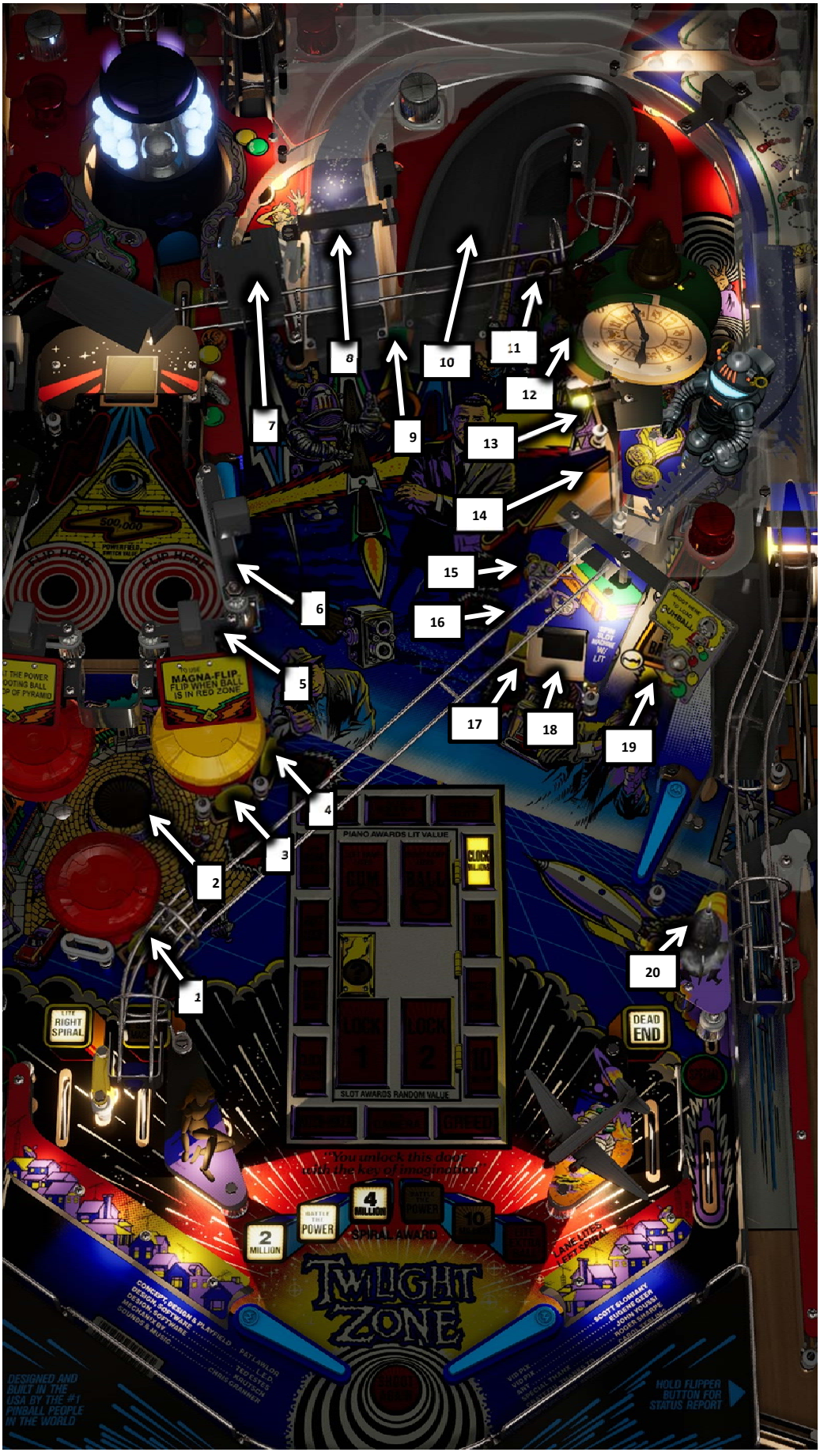
Williams Pinball – Twilight Zone Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. Greed Target 1
2. Dead-End Lane
3. Greed Target 2
4. Greed Target 3
5. Town Square Lane
6. Camera Lane
7. Left Spiral Loop
8. Left Ramp
9. Clock Target
10. Right Ramp
11. Lock Lane
12. Greed Target 4
13. Piano
14. Mini-Loop
15. Greed Target 5
16. Greed Target 6
17. Greed Target 7
18. Slot Machine
19. Right Spiral Loop
20. Rocket Kicker

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

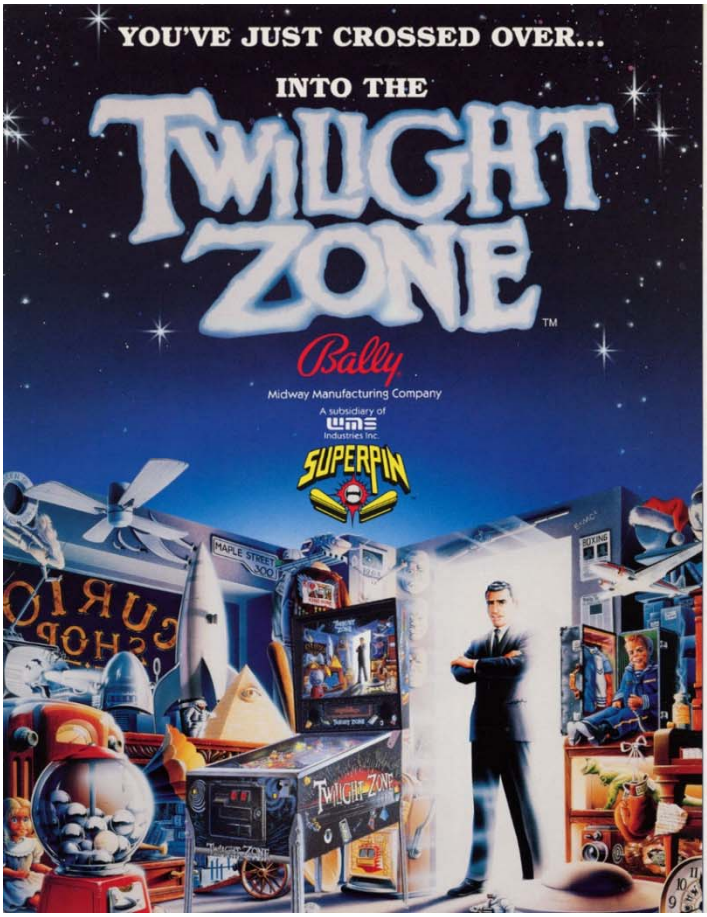
***Notice*: This guide is based off the Pinball FX (PS5) version of the table on default controls. Some of the controls will be different on the other versions (Xbox & PC, etc...), but everything else in the guide remains the same.**

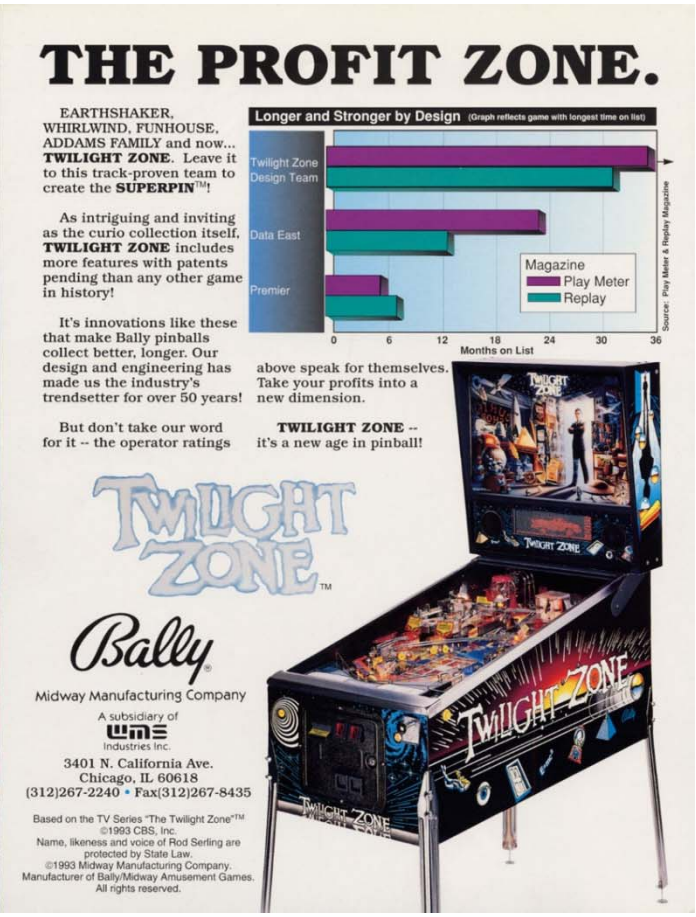


INTRODUCTION

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 Twilight Zone™. Twilight Zone™ was released in April 1993 by Bally. Designed by Pat Lawlor, Larry DeMar & Ted Estes. Programmed by Larry DeMar & Ted Estes. It had a production run of 15,235 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 roll down 1 of the 3 Zone Rollovers. Use the manual launch control on your controller to assign the correct amount of power required for the ball to launch, note that you must avoid applying too much power to avoid entering the table Playfield via the scoop at the top of the Plunger Lane. If you manage to have the ball launch with too much power, then you'll only be awarded with 1 million points.

Zone Awards –



- *Red Zone Rollover* - "Red Award" worth 2 million points & advances 1 Jet Bumper.
- *Orange Zone Rollover* - "Orange Award" worth 5 million points & advances 2 Jet Bumpers.
- *Yellow Zone Rollover* - "Yellow Award" worth 10 million points & advances 3 Jet Bumpers.

Please refer to the "Side Game Modes - Town Square Award" section of the guide for more information on the Jet Bumpers.

It's worth noting that there is also a "Super Skill Shot" available on this table, but its only accessible by collecting the "Super Skill Shot" Door Panel (look under the "Door Panels – Super Skill Shot" section of the guide for more information).

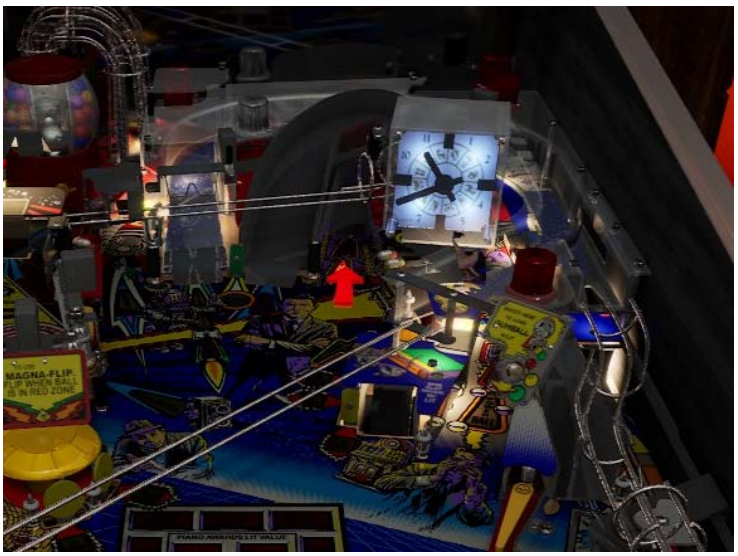
Extra Balls/Specials

Extra Balls -

There are **several** ways to achieve an **Extra Ball**. A maximum of 4 **Extra Balls** can be earnt per play.

- An automatic **Extra Ball** is awarded if you reach 250 million points.

Extra Balls can be lit at the Lock Lane (11). Once lit, send the ball into the Lock Lane (11) to successfully earn the **Extra Ball**. Note that if it's not collected before draining the ball, it will only stay lit if it was lit by earning the "Lite **Extra Ball**" Door Panel or by collecting the required number of Robots -



- ***Method 1***: *Earning a "Yellow Award" from the Super Skill Shot* – Look under the "Door Panels – Super Skill Shot" section of the guide for more information.

- ***Method 2***: *Earning the "Lite **Extra Ball**" Door Panel* - Look under the "Door Panels – Lite Extra Ball" section of the guide for more information.

- ***Method 3***: *Earning the "Lite **Extra Ball**" Spiral Award* - Look under the "Side Game Modes - Spiral Awards – Lite Extra Ball" section of the guide for more information.

- ***Method 4***: *Scoring 3 "Dead Ends"* - Look under the "Side Game Modes - Dead End" section of the guide for more information.

- ***Method 5***: *Collecting 9 & 45 Robots from the Left Ramp (8) or Lock Lane (11)* - Look under the "Side Game Modes - Robots" section of the guide for more information.

Extra Ball/Specials –

The **Extra Ball** lights at the Left Outlane when activated. Drain a Ball down the lit Outlane to collect the **Extra Ball**.

- *Collecting the "Lite Outlanes" Camera Award* – Look under the "Door Panels – The Camera" sections of the guide for more information.
- *Earning an "Orange Award" from the Super Skill Shot* - Look under the "Door Panels – Super Skill Shot" section of the guide for more information.

Once it is lit at the Left Outlane, each hit on the Slingshots will alternate the **Extra Ball** at the Left Outlane & **Special** Right Outlane.
Once either the **Extra Ball** or **Special** is earnt at its corresponding Outlane, hitting either Slingshot will light the opposite one that wasn't earned. Thus, this makes it possible to earn both the **Extra Ball** & **Special** during say a Multiball Mode.

Note that either the **Extra Ball** at the Left Outlane & **Special** Right Outlane aren't earned before the ball drains, then the Lamps will turn off.

This can only be awarded once per game.

End-of-Ball Bonus/Raising the Multiplier

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

This Bonus is worked out by –

- Each Door Panel earnt adds 500,000 points.
- Each Hitch-Hitcher picked up adds 500,000 points.
- The Town Square Madness value is added, look under the "Door Panels - Town Square Madness" section of the guide for more information.
- The Clock Millions value & Clock Damage Bonus is added, look under "Door Panels – Clock Millions" section of the guide for more information.
- The Powerfield value is added, look under "Door Panels – Battle the Power" section of the guide for more information.
- The Greed value is added, look under "Door Panels – Greed" section of the guide for more information.
- The Clock Millions value & Clock Damage Bonus from "The Clock 10 Millions" Camera Award is added, look under "Door Panels – The Camera" section of the guide for more information.
- The Clock Chaos value is added, look under "Door Panels – Clock Chaos" section of the guide for more information.
- The Powerball Mania value is added, look under "Side Game Modes – Powerball" section of the guide for more information.

End-of-Ball Bonus Multiplier –

The End-of-Ball Bonus multiplier can be increased up to 5X Times.

- Completing the Right Inlane Rollover lights "Bonus X" at the Left Ramp (8) for roughly 5 seconds. When this is lit, send the ball up that Ramp to increase the Multiplier by 1X.

The Multiplier is only applied to the End-of-ball Bonuses earned from the Door Panels & the number of picked up Hitch-Hikers.

Combos

There are several ways to perform combo shots on this table –

- ***Gumball Combo*** - Sending the ball up the Left Ramp (8) & then Right Ramp (10). This is worth 8 million points. Note this can only be scored if "Gum" & "Ball" Lamps aren't lit.

- ***3-Way Combo*** - Sending the ball up the Left Ramp (8), then the Right Ramp (10) followed by the Piano (13). This is worth 10 million points.

- ***3 -Way Combo*** - Sending the ball up the Left Ramp (8), then the Lock Lane (11), proceeded by the Camera Lane (6) or Town Square Lane (5). This is worth 10 million points.

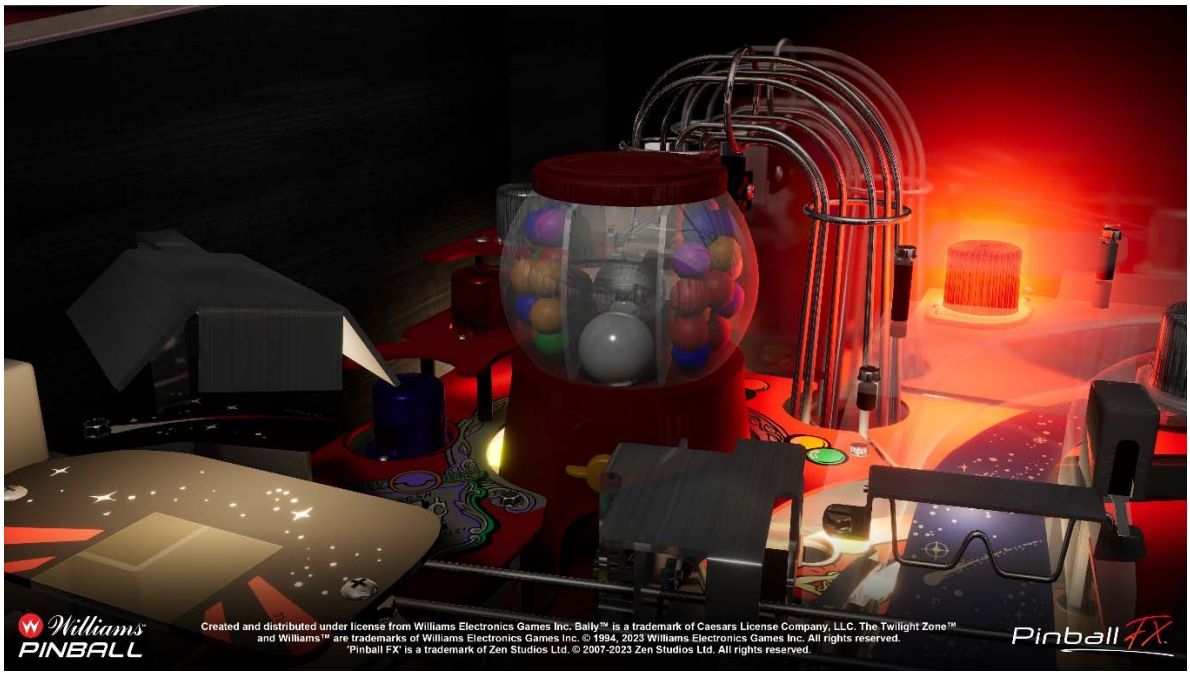
- ***4 -Way Combo*** - Sending the ball up the Left Ramp (8), followed by the Right Ramp (10) & then through the Mini-Loop (14), next sending it through the Camera Lane (6) or Town Square Lane (5) using the Top Right Flipper. This is worth 20 million points.

- ***4 -Way Combo*** - Sending the ball up the Left Ramp (8), followed by the Right Spiral Loop (19), then through the Mini-Loop (14), next sending it through the Camera Lane (6) or Town Square Lane (5) using the Top Right Flipper. This is worth 20 million points.

The last **two** of these combo shots can only be achievable if the Magnet dubbed "The Spiral Helper" is not currently active in the Right Spiral Loop (19). "The Spiral Helper" is active if "The Camera" is lit at the Camera Lane (6), when the Town Square Mode is active, & on the first shot to the Right Spiral Loop (19) while the Spiral Mode is active from the Door Panel.

Side Game Modes

- **Gumball Machine** –



In order to activate the Gumball Machine, you'll need to follow either of these 2 methods –

- Completing the "Lite Gumball" Door Panel (look later under "Door Panels – Lite Gumball" for more information) or
- Lighting up "GUMBALL" by sending the ball up the Left Ramp (8) to light "GUM" & then up the Right Ramp (10) to light "BALL".

When either of the above methods are done, the Right Spiral Loop (19) will be lit in order to allow you to load the Gumball Machine. Therefore, if you send the ball around that loop, it will now in-turn load that ball into the Gumball Machine, after which a ball will be ejected from the Machine. At this point, you will earn 15 million points for doing this the first time, 20 million points the second time & 25 million points for each subsequent time.

You should note, loading the Gumball Machine by first sending the ball up the Left Ramp (8) & Right Ramp (10) to enable the Right Spiral loop (19) to be lit for "Gumball", will in-turn light "LOCK" at the Lock Lane (11). Once you have loaded the Gumball Machine, the Right Spiral loop (19) can't be relit to load a Gumball until after a ball is locked in the Lock Lane (11). Now each time you load up Pinball FX, the Powerball will always be the third ball ejected from the Gumball Machine. Otherwise, the Powerball will be wherever it was when the previous game ended. If the Powerball drained before the previous game ended, it will be sent to the Plunger Lane sometime during another game.

- **Powerball** –

  This is a Ceramic ball that is shot out onto the Table Playfield. Be careful! Since this ball is lighter than the standard ball, thus it will move & pick up speed faster. Now, as for being able to attain this ball, it's randomly placed either in the ball trough or in the Gumball Machine. You won't ever know where it's going to come out from.

  Once the Powerball is in play on the Playfield, "POWERBALL" lights at the Right Spiral loop (19) & Left Spiral Loop (7). When this is lit, each shot through the Left Spiral Loop (7) awards you with a Powerball Loop worth 10 million points. Whereas, sending the ball around the Right Spiral loop (19) will load the Powerball into the Gumball Machine. This in-turn scores a Powerball Payoff & starts Powerball Mania. The point award for Powerball Payoff starts at 10 million points but before Powerball Mania is started, each hit on either of the 7 Greed Targets –

  - Greed Target 1 (1).
  - Greed Target 2 (3).
  - Greed Target 3 (4).
  - Greed Target 4 (12).
  - Greed Target 5 (15).
  - Greed Target 6 (16).
  - Greed Target 7 (17).

  Increases the value by 5 million points.

Powerball Mania *3-ball Multiball* -

This is a 3-ball Multiball Mode that starts with a Powerball Mania value of 5 million points, “The Power” is lit at the Right Ramp (10) & the Clock is set to 12:00. The Clock spins until it reaches 12:00 again, which is roughly 30 seconds. During this time, all Targets on the Table add 250,000 points to the Powerball Mania value. Sending the ball up the Right Ramp (10) diverts the ball to the Powerfield & starts a timer which lasts about 5 seconds.



This timer resets each time a ball is sent into the Powerfield. Now, while the ball is within the Powerfield Playfield & the 5 second timer is active, each hit on the walls of the Powerfield increases the Powerfield Mania value by 750,000 points or 1 million points if the Clock is still spinning. Now the Powerfield features 2 Magnetic Flippers.



The goal here is to use the Magnetic Flippers to send the ball into the centre hole at the top of the Powerfield. Achieving this feat, awards you with a Mania Jackpot which is worth 50 million points, this is also added to the Powerfield Mania value. Although, once the 5 second timer elapses, the Magnetic Flippers will become non-responsive & the ball will drain out of the Powerfield back into the regular Table Playfield. If this occurs, "The Power" will remain lit at the Right Ramp (10). If you managed to score a Mania Jackpot however, "The Power" can be relit by sending a ball up the Left Ramp (8). The Powerball Mania value is awarded as part of the End-of-ball bonus upon you draining.

The Powerball is also useful in the regular Multiball Modes & Fast-Lock Multiball Mode. Sending the ball around the Left Spiral Loop (7) &/or the Right Spiral Loop (19) awards you with a Powerball Loop worth 10 million points. Multiball Jackpots scores using the Powerball are worth double their normal value. Look under the "Multiball Modes" & "Door Panels - Fast Lock" sections of the guide for more information.

- **Robots** –

You should aim to collect these throughout your game. Each shot into the Lock Lane (11) or the Left Ramp (8) collects a robot.

- Collect 9 & 45 Robots – these rewards you with lighting **Extra Ball** for collection at the Lock Lane (11). Simply send the ball into the Lock Lane (11) to collect the **Extra Ball**.
- For every 10 Robots collected – the Camera Lane (6) will be lit. When this is lit, send the ball into the Camera Lane (6) using the Top Right Flipper. Upon achieving this, you will be rewarded with a Camera Award (look under the "Door Panels - The Camera" section for more information).
- For every Robot collected after 98 – these scores a Super Robot worth 5 million points.

- **Town Square Award** –

  The 3 Jet Bumpers to the left of the Playfield represent the Town Square. If you send a ball with a clean shot through the Bumpers via the Dead-End Lane (2) you'll score a Town Square Award. The Town Square Award value starts at 7.5 million points at the onset of each new ball. Now each hit to the Jet Bumpers increases this value – hitting an unlit Bumper increases it by 100,000 points, a lit Bumper will increase it by 200,000 points & a flashing Bumper by 300,000 points. The maximum Town Square Award value is 25 million points. Upon starting a new ball, 1 of the 3 Jet Bumpers will be lit. Each shot into an unlit Camera Lane (6) in-turn lights another Jet Bumper. Once all 3 Jet Bumpers are lit, each shot into an unlit Camera Lane (6) now makes 1 of the Jet Bumpers flash.

  The state of the Jet Bumpers can also be advanced by achieving a Skill Shot with the ball rolling through 1of the 3 Rollovers from the Plunger Lane –

  - Rolling down the "*Red Zone Rollover*" - scores a Red Award & advances 1 Jet Bumper.
  - Rolling down the "*Orange Zone Rollover*" - scores an Orange Award & advances 2 Jet Bumpers.
  - Rolling down the "*Yellow Zone Rollover*" - scores a Yellow Award & advances 3 Jet Bumpers.

  Normally the Town Square Award value resets to 7.5 million points upon each new ball. Although, one of the Camera Awards you can attain – "Hold Town Square" – carries over the current Town Square Award value to the next ball. Another Camera Awards you can attain – "3X Town Square" – which awards 3X the current Town Square Award value (look under the "Door Panels - The Camera" section for more information).

- **Dead End** –

  Completing the Right Inlane Rollover will in-turn light "Dead End" until its collected or the ball drains, whichever comes first. Upon this being lit, a clean shot through the Bumpers via the Dead-End Lane (2) scores a "Dead End", awarding twice the current Town Square Award value. Note the Town Square Award value starts at 7.5 million points at the onset of each new ball (look under the "Town Square Award" section for more information on how to increase this value). If you manage to score 3 "Dead Ends", then **Extra Ball** will become available for collection at the Lock Lane (11). Simply send the ball into the Lock Lane (11) to earn the **Extra Ball**. Note that if you fail to collect the **Extra Ball** before the ball draining, then the Lamp will turn off, thus it won't be available to collect on the next ball. If you manage to score either 8 &/or 20 "Dead Ends", then you'll be awarded with an additional Dead-End Bonus worth 100 million points.

- **The Spiral** –

Completing the Right Inlane Rollover will in-turn light the Left Spiral Loop (7) for roughly 8 seconds. Completing the Left Inlane Rollover will in-turn light the Right Spiral Loop (19) for roughly 8 seconds. Shooting a lit Spiral awards & advances the values shown just above the Flippers on the Playfield.

Spiral Awards –

- "***2 Million***" – awards 2 million points.
- "***Battle the Power***" – awards 3 million points, as well as lighting "The Power" at the Right Ramp (10). Upon this being lit, send the ball up that Ramp to activate "Battle the Power" (look under the "Battle the Power" section of the guide for more information).
- "***4 Million***" – awards 4 million points.
- "***Battle the Power***" – awards 5 million points, as well as lighting "The Power" at the Right Ramp (10). Upon this being lit, send the ball up that Ramp to activate "Battle the Power" (look under the "Battle the Power" section of the guide for more information).
- "***10 Million***" – awards 10 million points.
- "***Lite Extra Ball***" – awards 10 million points, lights "The Power" at the Right Ramp (10). Upon this being lit, send the ball up that Ramp to activate "Battle the Power" (look under the "Battle the Power" section of the guide for more information). It also lights **Extra Ball** for collection at the Lock Lane (11). Note that if you fail to collect this **Extra Ball** before the ball drains, it will turn off for the next ball.

Once the "*Lite **Extra Ball***" Spiral Award is collected, each shot to a lit Spiral award the "*10 Million*" Spiral Award. Note that every second time this is collected, its lights "*The Power*" at the Right Ramp (10). Upon starting a new game, the Spiral Award begins at "*4 Million*". Lit Spiral Awards carry over from ball to ball, until light Extra Ball is collected. Upon that being collected & the ball draining, "*2 Million*" is lit at the onset of the next ball.

- **Misc. Scoring** –

  - Shooting the Piano (13) when it's unlit, scores Odd Change. This is a random point value ranging from 20 to 9,999,990 points.

  - The Power Playoff Targets (located just below the Piano (13)) score 100,000 points when unlit, and 10 million points when lit. These Targets can be lit be beating the "Battle the Power" (more information can be found under the "Door Panels - Battle the Power" section of the guide).

  - Each shot into the Lock Lane (11) scores 250,000 points.

  - Each shot up the Left Ramp (8) &/or Right Ramp (10) scores 500,000 points.

  - Shooting an unlit Camera Lane (6) scores 500,000 points.

  - Each hit on an unlit Jet Bumper scores 50,000 points, whereas each hit on a lit or flashing Jet Bumper scores 100,000 points.

  - Each time the ball is ejected out of the Rocket Kicker (20), it scores 100,000 points.

  - When the ball is ejected out of the Slot Machine (18), it scores 100,000 points.

  - Complete either the Left Inlane or Right Inlane Rollovers, scores 100,000 points.

  - Completing either the Left Outlane or Right Outlane Rollovers, scores 250,000 points.

  - Each hit on the Slingshots scores 2,570 points.

  - The 7 Greed Targets –

    - Greed Target 1 (1).
    - Greed Target 2 (3).
    - Greed Target 3 (4).
    - Greed Target 4 (12).
    - Greed Target 5 (15).
    - Greed Target 6 (16).
    - Greed Target 7 (17).

    These score 250,000 points when unlit, and 5 million points when lit. Note that they are unlit at the start of each new ball.

  - Each hit on the Clock Target (9) is worth 50,000 points & in-turn lights one of the Greed Targets.

  - Once all 7 Greed Targets are lit, hitting the Clock Target (9) scores a Clock Bonus worth 10 million points. Note that this can only be earnt once per ball.

Multiball Mode –

- ## Multiball *3 Balls*:

Activation –

Firstly, send the ball up the Left Ramp (8) & Right Ramp (10), this in-turn will light up “LOCK” at the Lock Lane (11).

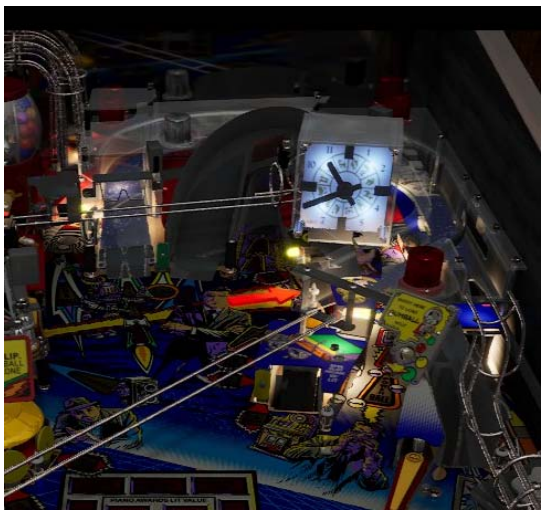


Once Lock is lit, send a ball into the Lock Lane (11) to lock the first ball. At this point in time there are two options for starting the Multiball Mode; sending the ball up the Left Ramp (8) will activate the Multiball, however the starting **Jackpot** value will only be 15 million points. The other option is to lock another ball into the Lock Lane (11), once you have done that, lock another ball (third ball) into the Lock Lane (11) or send it up the Left Ramp (8) to activate the Multiball. The difference being here is that the **Jackpot** value will begin at 40 million points.



Mode itself -

During this 3 Ball Multiball Mode, the Piano (13) will be lit for a **Jackpot** award.



While this **Jackpot** is lit, each hit on either of the 7 Greed Targets –

- Greed Target 1 (1).
- Greed Target 2 (3).
- Greed Target 3 (4).
- Greed Target 4 (12).
- Greed Target 5 (15).
- Greed Target 6 (16).
- Greed Target 7 (17).

Increases the **Jackpot** value by 5 million points, up to a maximum of 255 million points. Once you hit a Greed Target, it will turn off. If you manage to hit all 7 of them, it will relight Greed Target (1), once that is hit, it will relight the next one in order. Each of the 7 Greed Targets relight each time a **Jackpot** is scored. Shoot the Piano (13) to score the **Jackpot**. Once a **Jackpot** is scored, it can be relit by sending a ball through the Camera Lane (6).



Now, relighting the **Jackpot** at the Piano (13) will increase the starting value of the **Jackpot** by 10 million points, however this can only be done 5 times per Multiball. Therefore, the maximum starting value of the **Jackpot** is 90 million points. The starting value of the **Jackpot** resets to 40 million points each time the Multiball is activated. Now if the Powerball (Ceramic Ball) is in play during the Multiball, sending the ball around the Left Spiral Loop (7) &/or the Right Spiral Loop (19) awards you with a Powerball Loop worth 10 million points. Although, scoring a **Jackpot** at the Piano (13) using the Powerball scores double the current **Jackpot** value.

Multiball deactivates upon all but 1 ball being lost/drained from the Playfield. However, if you failed to score at the very least, one **Jackpot** then the Lock Lane (1) will become available for 12 seconds. Sending the ball into the Lock Lane (1) before that timer elapses rewards you with reactivating the Multiball Mode. Note that Multiball can only be reactivated this way once per Multiball. After the first Multiball Mode is activated, all 3 balls have to be locked into the Lock Lane (11) to activate it again. To activate Multiball a second time, “LOCK” must be lit at the Lock Lane (11) before locking the first & second balls. Achieved by sending the ball up both the Left (8) & Right Ramp (10). For each subsequent Multiball Mode activation, “LOCK” mut be lit at the Lock Lane (11), before locking all 3 balls.

Door Panels:

The main goal of this table is to collect all 14 Door Panels.



Each hit on the Jet Bumpers will cause the current flashing Door Panel to alternate.



***Note** - If you tilt the table, you will forfeit the End-of-ball Bonus points earned via the Door Panel/s.**

Activation–

There are ***two*** primary ways of going about this –

1. Shooting the ball into the lit Piano (12) will award you the currently flashing Door Panel.



Note that the Piano (12) is lit at the start of each new ball, and it can be relit by shooting the Left Ramp (8).



2. Shooting the ball into the lit Slot Machine (18). This awards a random Door Panel.



Note that the Slot Machine (18) is lit at the start of each new ball, and it can be relit by shooting the Right Ramp (10). It can also be relit for about 4 seconds if you have the ball roll down the Left Inner Inlane Rollover.



Some of the other Door Panels can be earned via other methods. The next pages in this guide will grant you more information on this subject.

Town Square Madness *Timed*

To earn this, send the ball into the lit Piano (12) when the “Town Square Madness” Door Panel is flashing or earn it randomly by sending the Ball into the lit Slot Machine (18). The methods for earning the Door Panels can be found earlier in the guide under the “Door Panels” section.

Upon collecting the Door Panel, the Town Square Madness Mode starts, it begins with a value of 3 million points & the clock is set to 12:00. The clock spins until it reaches 12:00 again, which takes roughly 28 seconds. During this time, all targets on the table add 350,000 points to the value, except for the Jet Bumpers.



The Mode ends once the clock reaches 12:00.

Town Square Madness value is awarded once the ball drains as part of the End-of-ball Bonus.

Lite Extra Ball *Non-Timed*

To earn this, send the ball into the lit Piano (12) when the "Lite **Extra Ball**" Door Panel is flashing or earn it randomly by sending the Ball into the lit Slot Machine (18). The methods for earning the Door Panels can be found earlier in the guide under the "Door Panels" section.

Upon collecting the Door Panel, **Extra Ball** will become available for collection at the Lock Lane (11). This will remain lit until its collected.



Note that the "Lite **Extra Ball**" Door Panel can also be collected by earning an **Extra Ball** via the Lock Lane (11) when **Extra Ball** has been lit by any other method. These methods can be found earlier in the guide under the "**Extra Balls**" section.

Super Slot *Timed*

To earn this, send the ball into the lit Piano (12) when the “Super Slot” Door Panel is flashing or earn it randomly by sending the Ball into the lit Slot Machine (18). The methods for earning the Door Panels can be found earlier in the guide under the “Door Panels” section.

Upon collecting the Door Panel, the Super Slot Mode starts, the clock is set to 12:00. The clock spins until it reaches 12:00 again, which takes roughly 20 seconds. During this time, each successful shot into the Slot Machine (18) scores a Slot Award. This is a random value ranging from 10 million to 20 million points.



The Mode ends once the clock reaches 12:00.

Clock Millions *Timed*

To earn this, send the ball into the lit Piano (12) when the “Clock Millions” Door Panel is flashing or earn it randomly by sending the Ball into the lit Slot Machine (18). The methods for earning the Door Panels can be found earlier in the guide under the “Door Panels” section.

Upon collecting the Door Panel, the Clock Millions Mode starts, it begins with a value of 5 million points & the clock is set to 12:00. The clock spins until it reaches 12:00 again, which takes roughly 20 seconds. During this time, repeatedly hit the Clock Target (9), each successful hit to this Target adds the current hour on the Clock, multiplied by 1 million to the Clock Millions value. For example, if you hit the Clock Target (9) when its 5:00, it will then add 5 million points to the Clock Millions value. If you manage to hit the Clock Target (9) 6 times before the timer expires you will earn an additional 10-million-point Clock Damage Bonus.



The Mode ends once the clock reaches 12:00.

Clock Millions value & Clock Damage Bonus (if you managed to hit the Target a total of 6 times during the Mode) is awarded once the ball drains as part of the End-of-ball Bonus.

The Spiral *Timed*

To earn this, send the ball into the lit Piano (12) when the “The Spiral” Door Panel is flashing or earn it randomly by sending the Ball into the lit Slot Machine (18). The methods for earning the Door Panels can be found earlier in the guide under the “Door Panels” section.

Upon collecting the Door Panel, the Spiral Mode begins & the clock is set to 12:00. The clock spins until it reaches 12:00 again, which takes roughly 28 seconds. During this time, each shot up the Left Spiral Loop (7) or Right Spiral Loop (19) collects a Spiral Award. The first 2 Spiral Awards are worth 10 million points. The third scores 15 million points. Then each subsequent shot through the Spiral Loops scores a Spiral Breakthrough worth 15 million points.



The Mode ends once the clock reaches 12:00.

Battle the Power *Timed*

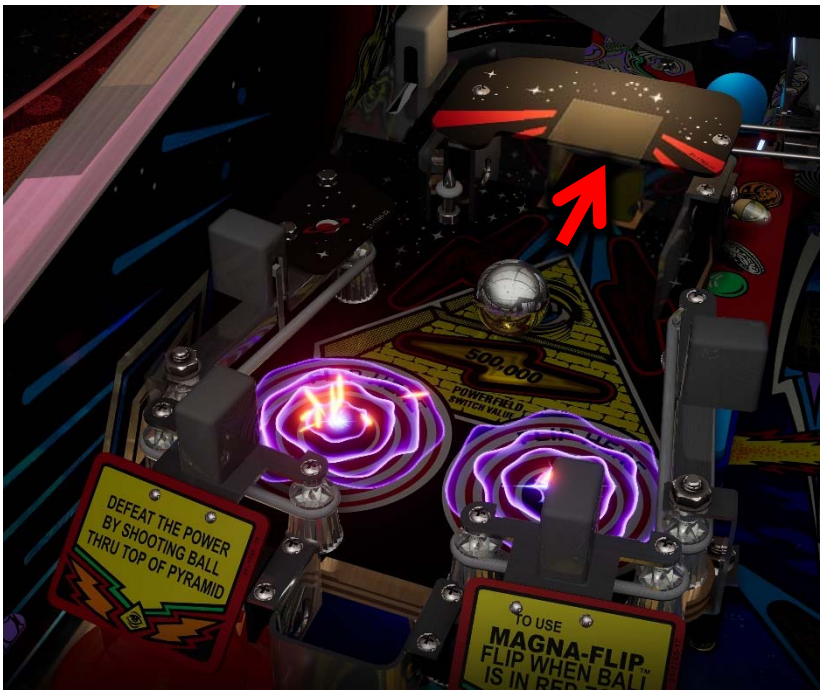
To earn this, send the ball into the lit Piano (12) when the “Battle the Power” Door Panel is flashing or earn it randomly by sending the Ball into the lit Slot Machine (18). The methods for earning the Door Panels can be found earlier in the guide under the “Door Panels” section.

Upon collecting the Door Panel, it will light “The Power” at the Right Ramp (10). Upon this lighting, send the ball up that Ramp to divert the ball to the Mini-Playfield dubbed the Powerfield & activate “Battle the Power”.



This Mode lasts for 10 seconds & begins with a 5-million-point Powerfield value. While the Mode is active, each hit to the walls of the Powerfield, will in-turn increase the Powerfield value by 500,000 points.

Now the Powerfield features 2 Magnetic Flippers. The goal here is to use the Magnetic Flippers to send the ball into the centre hole at the top of the Powerfield. Achieving this feat, awards you with double the current Powerfield value & earns the next lit Door Panel. Although, if the timer expires or you allow the ball to drain out of the Powerfield, the Mode will end.



If you manage to beat the “Battle the Power” Mode, the next time its activated, each hit on the walls of the Powerfield will now increase the Powerfield value by 750,000 points. Now, beating the Mode a second time, the next time its activated, each hit on the walls of the Powerfield will now increase the Powerfield value by 1 million points.

The Powerfield value is awarded upon the ball draining out from the main Playfield, as part of the End-of-ball Bonus.

There are other ways to light “The Power” at the Right Ramp (10) are by picking up Hitch-Hikers & from Spiral Awards. Lighting “The Power” using either of these methods won’t earn you the “Battle the Panel Door Panel”. Look under the “Door Panels - Hitch-Hikers” & “Side Game Modes - Spiral Awards” section of the guide for more information.

10 Million *Non-Timed*

To earn this, send the ball into the lit Piano (12) when the “10 Million” Door Panel is flashing or earn it randomly by sending the Ball into the lit Slot Machine (18). The methods for earning the Door Panels can be found earlier in the guide under the “Door Panels” section.

Upon collecting the Door Panel, you will be rewarded with 10 million points.



This Door Panel can also be earnt by scoring a Yellow Skill Shot Award, which scores 10 million points. Look under the “Skill Shot” section of this guide for more information on how to achieve Skill Shots.

Greed *Timed*

To earn this, send the ball into the lit Piano (12) when the "Greed" Door Panel is flashing or earn it randomly by sending the Ball into the lit Slot Machine (18). The methods for earning the Door Panels can be found earlier in the guide under the "Door Panels" section.

Upon collecting the Door Panel, the Greed Mode will activate. Greed starts at a value of 5 million points & the Clock is set at 12:00. The Clock will spin until it rotated back to 12:00, this takes roughly 25 seconds.

During this time the 5 Million Spot Targets will be lit –



- Greed Target 1 (1).
- Greed Target 2 (3).
- Greed Target 3 (4).
- Greed Target 4 (12).
- Greed Target 5 (15).
- Greed Target 6 (16).
- Greed Target 7 (17).

Hitting a lit 5 Million Target will turn it off, and in-turn increase the Greed Value by 5 million points. If you manage to hit all 7 of these Targets, they will all relight. The Mode ends once the clock reaches 12:00. The Greed Value is awarded once the ball drains as part of the End-of-ball Bonus.

The Camera *Timed*

To earn this, send the ball into the lit Piano (12) when the “The Camera” Door Panel is flashing or earn it randomly by sending the Ball into the lit Slot Machine (18). The methods for earning the Door Panels can be found earlier in the guide under the “Door Panels” section.

Upon collecting the Door Panel, the Camera Lane (6) will be lit, send the ball up that Lane using the Top Right Flipper.



If you manage to achieve this, you’ll be rewarded with a Camera Award. The Dot-Matrix Display will then display what the next Camera Award will be. Now, to achieve the Camera Lane (6) shot easier, you’ll need to hold down the Left Flipper Button on your Controller as this will bring up the Top Left Flipper, and thus expose more of the Camera Lane (6) entrance making it easier to successful hit.

The possible Camera Awards are as follows –

- "*20 Million*" – scores 20 million points.
- "*10 Hitch-Hikers*" – awarded 10 Hitch-Hikers (look under that section of the guide for more information).
- "*Collect Bonus*" – awarded the current End-of-ball Bonus (lock under the "End-of-ball & Raising the Multiplier" section of the guide for more information).
- "*Hold Town Square*" – this holds the Town Square Award Value over to the next ball. Note that normally the Town Square Value resets to 7.5 million points with each new ball.
- "*3X Town Square*" – this awarded 3 times the current Town Square Award Value (look under the "Side Game Modes - Town Square Award" section for more information).
- "*Lite Outlanes*" – these lights **Extra Ball** in the Left Outlane. Once lit, each hit on the Slingshots will alternate which of the Outlanes the **Extra Ball** (**Special** on the Right Outlane) will be lit for collection on. Draining the ball down either of the lit Outlanes awards an **Extra Ball**. Although, if you fail to collect either the **Extra Ball** (If left Outlane is lit) or **Special** (if Right Outlane is lit) before the ball drains, then the Lamp will deactivate.
- "*Clock 10 Millions*" – begins with a value of 10 million points & the Clock is set to 12:00. The Clock spins until it rotates back to 12:00 again, which is roughly 30 seconds. Now, while the Clock is spinning, each hit to the Clock Target (9) increases the value by 10 million points. If you manage to hit the Clock Target (9) 6 times before the time elapses, this adds an additional 20-million-point Clock Damage Bonus.

The Clock Millions Value & Clock Damage Bonus is awarded once the ball drains as part of the End-of-ball Bonus.

- "*Greed Targets*" – lights up all 7 of the Greed Targets. Hitting a lit Greed Target causes it to turn off, and award 10 million points.

Another way to light The Camera is by collecting Robots. It will relight the Camera Lane (6) each time you collect 10 of them. Collect Robots by sending the ball into either the Left Ramp (8) &/or Lock Lane (11). Although, do note that lighting The Camera via this method doesn't light up "The Camera" Door Panel. Also, The Camera can be lit more than once, and even stacked before you collect a Camera Award. For example, collecting say 30 Robots, before collecting a Camera Award, the next 3 shots into the Camera Lane (6) will collect awards each time. It's worth noting completing "The Camera" Door Panel stacks 2 Camera Awards at the Camera Lane (6). Otherwise, if the Camera Lane (6) isn't lit, shooting the Ball into it will instead advance a Jet Bumper. Hitting a Jet Bumper advances the Town Square Value (look under that section of the guide for more information).

Hitch-Hiker *Timed*

To earn this, send the ball into the lit Piano (12) when the “Hitch-Hiker” Door Panel is flashing or earn it randomly by sending the Ball into the lit Slot Machine (18). The methods for earning the Door Panels can be found earlier in the guide under the “Door Panels” section.

Upon collecting the Door Panel, you’ll immediately be rewarded 2 million points for every Hitch-Hiker that has been picked up. Each additional Hitch-Hiker picked up on the current ball scores 2 million points. The Hitch-Hiker’s normal only score 500,000 points when picked up. Note that upon beginning a game, you’ll start with 1 Hitch-Hiker picked up. Each shot through the Town Square Lane (5) picks up a Hitch-Hiker.



Note that in order to achieve this shot, you’ll need to use the Top Right Flipper to hit the ball through that Lane. Sending the ball around the Left Spiral Orbit (7) then immediately sending the ball through the Town Square Lane (5) via the Top Right Flipper, awards you a Tripple Pickup, basically this rewards you with 3 Hitch-Hiker’s being collected. Sending a ball into the Rocket Kicker (20) will always eject the ball through the Town Square Lane (5) to collect a Hitch-Hiker. Each collected Hitch-Hiker adds 500,000 points to the End-of-ball Bonus. Picking up 3 Hitch-Hiker’s in-turn lights up “The Power” at the Right Ramp (10). “The Power” is also lit at the Right Ramp (10) once 10 Hitch-Hikers have been picked up, and every 10 after that. Check under the “Door Panels - Battle the Power” section of the guide for more information.

Clock Chaos *Timed*

To earn this, send the ball into the lit Piano (12) when the “Clock Chaos” Door Panel is flashing or earn it randomly by sending the Ball into the lit Slot Machine (18). The methods for earning the Door Panels can be found earlier in the guide under the “Door Panels” section.

Upon collecting the Door Panel, Clock Chaos Mode will be activated. The Mode will begin with the Clock Chaos value at 5 million points & the Clock set at 6:00.



The Clock will begin to spin backwards. Each successful hit at the Clock Target (9) adds the current hour on the Clock, multiplied 1 million times to the Clock value. So, if you hit the Clock Target (9) when the Clock is at 5:00, it adds 5 million points to the Clock Chaos value. Each hit to the Clock Target (9) stops the Clock & makes it reverse. Now, scoring in this mode can potentially be infinite, but it will end if the Clock reaches 12:00. If you manage to hit the Clock Target (9) 3 times will in-turn, make the Clock spin faster. If you manage to hit the Clock Target (9) 6 times awards an additional 25 million points to the Clock Chaos value. The Clock Chaos value is awarded as part of the End-of-ball Bonus.

Super Skill Shot *Timed*

To earn this, send the ball into the lit Piano (12) when the "Super Skill Shot" Door Panel is flashing or earn it randomly by sending the Ball into the lit Slot Machine (18). The methods for earning the Door Panels can be found earlier in the guide under the "Door Panels" section.

Upon collecting the Door Panel, "Super Skill Shot" will be lit at the Left Ramp (8).



While this is lit, you will need to send the ball up that Ramp in order to have the ball return to the Plunger Lane. Doing so, allows you to attempt to score a "Super Skill Shot", not to worry as the technique for scoring this is exactly the same as the normal Skill Shot (look back under the "Skill Shot" section for more information), since the only change being that the rewards are different.

You will need to adjust the power of the Plunger to enable you to launch the ball with enough momentum so it travels up but not into the Scoop (this sends the ball into the Playfield):

- Over-shooting either of the Rollovers below & into the Scoop, you'll be awarded with only 10 million points.
- *Red Zone Rollover* - this scores 10 million points & lights "The Power" at the Right Ramp (10). While that is lit, sending the ball up the Right Ramp will activate the "Side Game Modes - Battle the Power" Mode. Look under the "Door Pannels - Battle the Power" section of the guide for more information.
- *Orange Zone Rollover* - this scores 10 million points & lights **Extra Ball** in the Left Outlane. Once this is lit, each hit on the Slingshots will alternate which of the Outlanes (the **Extra Ball** on the Left Outlane, & **Special** on the Right Outlane) will be lit for collection. Draining the ball down either of the lit Outlanes awards an **Extra Ball**. Once either the **Special** or **Extra Ball** is earned, hitting either of the Slingshots lights the one that wasn't earned. This makes it possible to collect both the **Special** & **Extra Ball** during a Multiball Mode. Although, if you fail to collect either the **Extra Ball** (If left Outlane is lit) or **Special** (if Right Outlane is lit) before the ball drains, then the Lamp will deactivate.
- *Yellow Zone Rollover* - this scores 10 million points & lights **Extra Ball** at the Lock Lane (11). Send the ball into the Lock Lane (11) to earn the **Extra Ball**. Note that if it isn't collected before the ball drains, then the Lamp will turn off.

Fast Lock *Timed*

To earn this, send the ball into the lit Piano (12) when the “Fast Lock” Door Panel is flashing or earn it randomly by sending the Ball into the lit Slot Machine (18). The methods for earning the Door Panels can be found earlier in the guide under the “Door Panels” section.

Upon collecting the Door Panel, “Lock” will light at the Lock Lane (11) and a point value beginning at 17,100,000 begins decreasing on the Dot-Matrix Display.



It will take roughly 35 seconds for the value displayed to reach its minimum of 5,300,000 points. Send the ball into the Lock Lane (11) before this value reaches it minimum to score the current value displayed on the Dot-Matrix Display & activate the 3-ball Multiball Mode. Once the Multiball is activated, each shot into the Lock Lane (11) scores that value again. If the Ceramic ball (Powerball) is in play hitting the Right Spiral Loop (10) or Left Spiral Loop (7) scores a Powerball Loop worth 10 million points. The Mode ends once you drain 2 of the 3 balls, and return to singular ball play.

Gumball *Timed*

To earn this, send the ball into the lit Piano (12) when the “Lite Gumball” Door Panel is flashing or earn it randomly by sending the Ball into the lit Slot Machine (18). The methods for earning the Door Panels can be found earlier in the guide under the “Door Panels” section.

Upon collecting the Door Panel, the Right Spiral Loop (10) will be lit enabling access to the Gumball Machine.

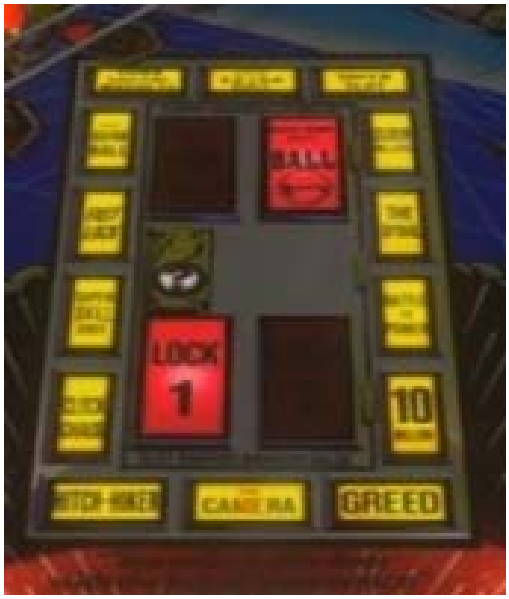


Send the ball around this Loop to load the Gumball Machine. Achieving this. awards 15 million points. Look under the “Side Game Modes - Powerball” section of the guide for more information regarding the Gumball Machine.

Wizard Modes – "Lost in the Zone" *6 Balls*

Activation:

Once all ***14 Door Panels*** have been earned, you can activate the "Lost in the Zone" Wizard Mode.



Send the ball into the Slot Machine (18) or Piano (13) to start the Wizard Mode.

Wizard Mode Itself –

Lost in the Zone is a 6-ball Multiball Wizard Mode. It begins with the Clock set at 12:00. The Clock spins until it reaches 12:00 again, this takes roughly 45 seconds. Any of the balls that drain will automatically be relaunched onto the Playfield via the Plunger Lane.



During this Wizard Mode, there are many ways for you to amass points:

- Clock Millions is active, so hitting the Clock Target (9) will add the current hour on the Clock, multiplied by 1 million times to the Clock Millions value.

- Town Square Madness is active, so each hit to the Jet Bumpers will in-turn increase the Town Square Madness value. Note that if the Town Square Madness Door Panel was collected on the current ball, then each hit to the Jet Bumpers adds their current value to the Town Square Madness value. Otherwise, the Town Square Madness value starts at 3 million points & each Jet Bumper hit adds 350,000 points to said value.

- Powerball Mania is active, which in-turn means all targets on the Playfield add 250,000 points to the Powerball Mania value & "The Power" is lit at the Right Ramp (10). When lit, sending the ball up that Ramp diverts the ball to the Powerfield. While the ball is in the Powerfield, each hit to the walls increases the Powerball Mania value by 750,000 points. The 2 Magnetic Flippers on the Powerfield can be activated using the corresponding Flipper Button, with the goal being to get the Ball into the hole located at the top of the Powerfield. Doing so, scores a **Mania Jackpot** which is worth 50 million points, this is then added to the Powerball Mania value. Once a **Mania Jackpot** has been scored, "The Power" can be relit at the Right Ramp (10) by sending the ball up the Left Ramp (8).

- Greed is active, as such the 7 Greed Targets are lit & hitting them adds 5 million points to the Greed value.

- The Piano (13) is lit for Odd Change. Sending the ball at the Piano (13) adds a random value ranging from 1 million to 9,999,990 points to the current Odd Change value, which begins at 10 million points.

- Super Slot is active, sending the ball into the Slot Machine (18) adds a random value ranging from 10 million to 20 million points to the current Super Slot value, which starts at 20 million points.

- Each Hitch-Hiker you pick up during this Wizard Mode score 2 million points. The Wizard Mode begins with 5 Hitch-Hiker's already picked up. Each time you send a ball through the Town Square Lane (5) using the Top Right Flipper it will pick up another Hitch-Hiker. Note that Hitch-Hiker's collected during the Wizard Mode won't count towards the Hitcher-Hiker value awarded within the End-of-ball Bonus.

- Left Ramp (8) is lit for 10 million points.

- Upon Wizard Mode activation, the Dot-Matrix Display indicates that the Dead-End Lane (2) is lit, although it works the same as it does during any time within the game. Completing the Right Inlane Rollover, lights Dead End until it's scored. When this is lit, a clean shot through the Bumpers via the Dead-End Lane (2) scores a Dead End, which is worth double the amount of the Town Square Award value.

Once the 45 second timer elapsed, all of the balls will drain since the Flippers will become non-responsive to your commands. Upon this happening, these values will be awarded –

- Clock Millions value.
- Town Square value.
- Powerball Mania value.
- Greed value.
- Odd Change value.
- Super Slot value.
- 2 million points for each Hitch-Hiker you picked up.
- 10 million points for each Left Ramp (8) successful shot you made.

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 -

"You are now entering THE PINBALL ZONE!!!"

Yours
ShoryukenToTheChin