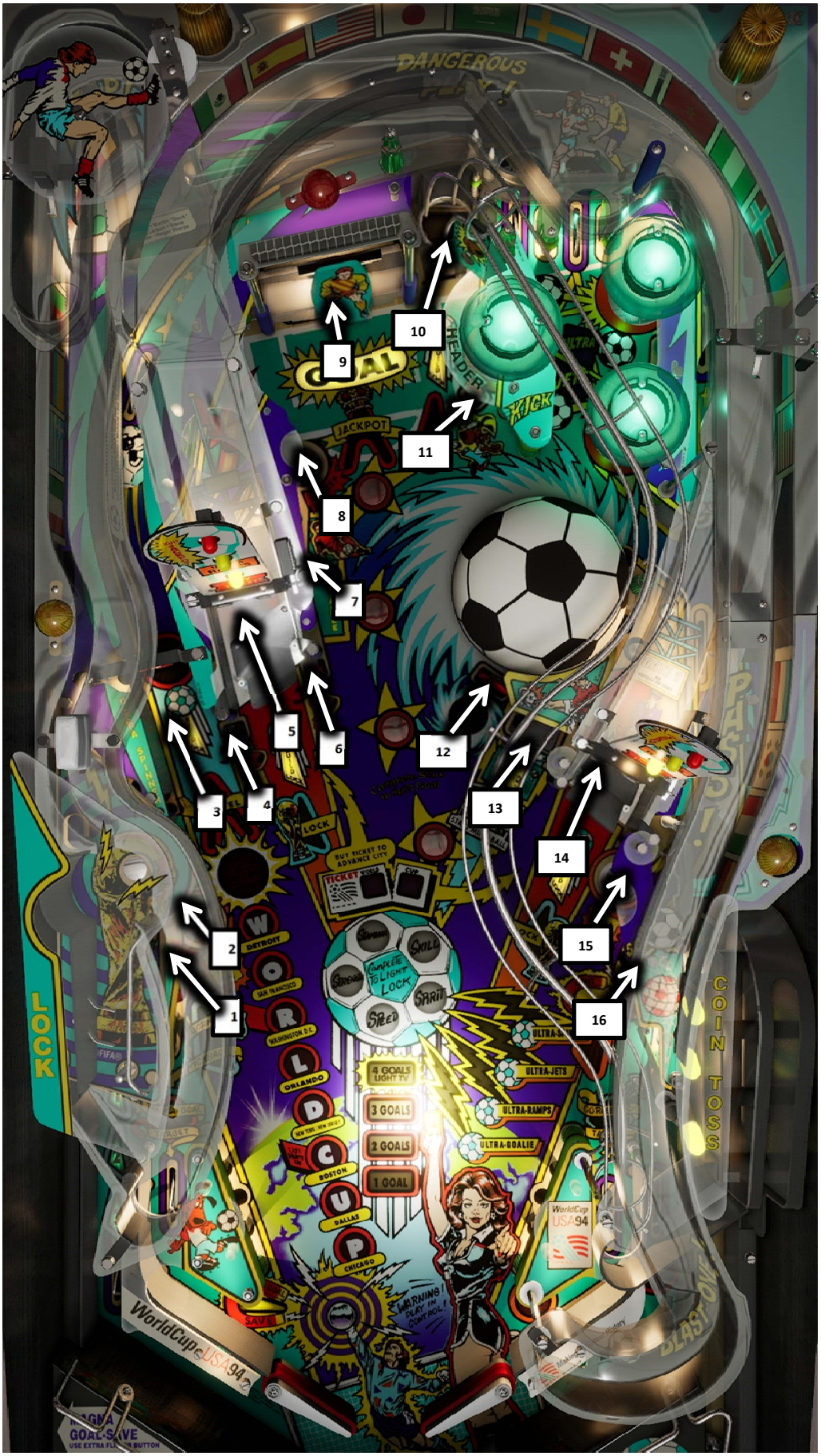
Williams Pinball – World Cup Soccer Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. Corner Kickback Spot Target
2. Left Free Kick Saucer
3. Left Orbit
4. Spot Target 1
5. Left Ramp
6. Spot Target 2
7. Tackle Switch
8. Assist Saucer
9. Goal
10. Striker Award Hole
11. Spot Target 3
12. Free Kick Spot Target
13. TV Scoop
14. Right Ramp
15. Right Free Kick Saucer
16. Magna Goal Spot Target

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

TABLE SPECIFICS

***Notice*: This guide is based off the Pinball 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.**



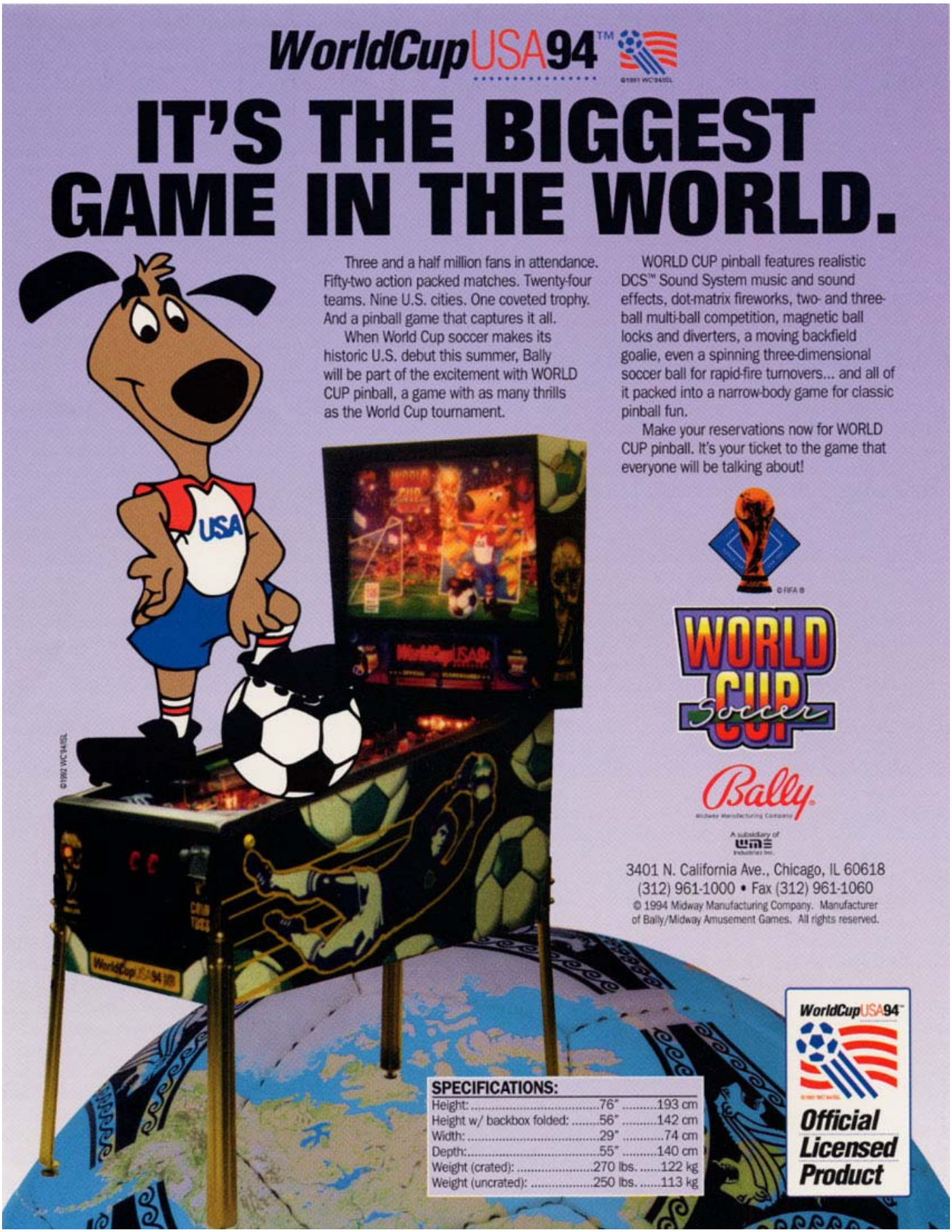
INTRODUCTION

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 World Cup Soccer™. World Cup Soccer™ was released in July, 1994 by Bally. Designed by John Popadiuk & Larry DeMar. Programmed by Larry DeMar & Matt Coriale. It had a production run of 8,743 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 Lanes.



Use the manual launch control on your controller to assign the correct amount of power required for the ball to launch. Each Lane that is successfully completed will then be lit solid to confirm that you have in-fact completed it, after which the next time you'll have to try to complete the remain Lanes & so forth.

The awards for completing each Lane can be seen below:

Lane Awards –

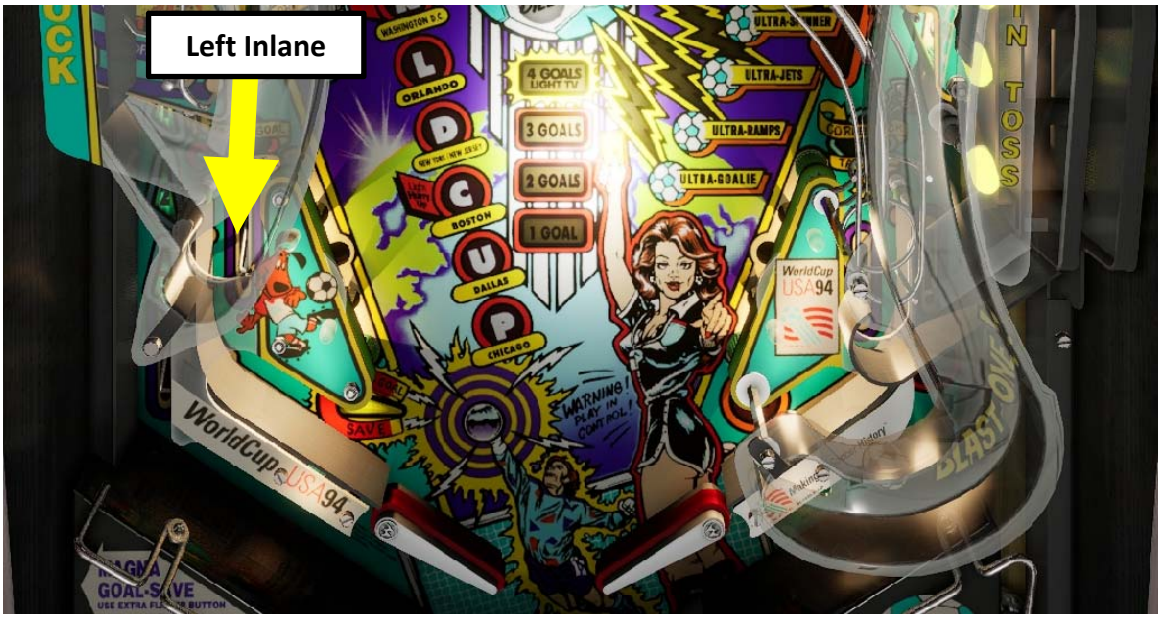
- ***1st Skill Shot Lane*** - worth 5 million points & completes the Lane.
- ***2nd Skill Shot Lane*** - worth 10 million points & completes the Lane.
- ***3rd Skill Shot Lane*** - worth 30 million points, completes a city & relights all 3 Lanes for the next Skill Shot

Magna Goal Save & Corner Kickback

Magna Goal Save -

The Magna Goal Save is available at the start of a game, until it is used that is. To use this feature simply press & hold the automatic ball launch button on your controller.

If you wish to relight the Magna Goal Save, then have the ball roll down the Left Inlane



to in-turn light the Magna Goal Spot Target (16) for 5 seconds.

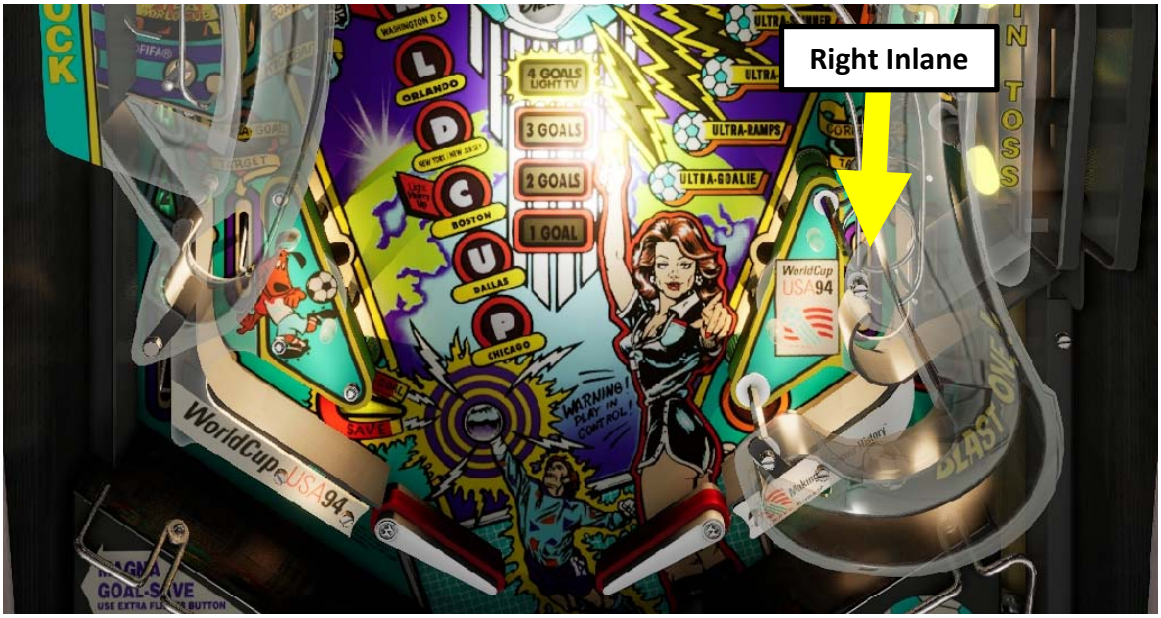


If you manage to hit the Spot Target in time, then the Magna Goal Save will reactivate (ready for operation).

Corner Kickback -

While active, any ball that falls down the Left Outlane will be relaunched back into play & you'll be awarded with 3 million points. Note that the Corner Kickback is activated each time a game is started. If/when the Kickback is used, it turns off.

In order to reactivate the Kickback; have the ball roll down the Right Inlane



to in-turn light the Corner Kickback Spot Target (1) for 5 seconds.



If you manage to hit the Spot Target in time, then the Corner Kickback will be reactivated.

Extra Balls/Specials

Extra Balls -

There are 4 ways to earn **Extra Balls**. A maximum of 4 **Extra Balls** can be earnt per play, note earning another after 4, results in the award of 50 million points instead.

Extra Balls can be lit at the Striker Award Hole (10).



- ***Method 1***: *Lighting the Washington D.C. City Lamp* – Look under the "Main Modes – Cities – Cities" section of the guide for more information.
- ***Method 2***: *TV Award – **Extra Ball** Round* - awarded randomly via a random TV Award. Look under "Side Game Modes - TV Awards" for more information on how to achieve this.
- ***Method 3***: *Striker Award – **Extra Ball*** - Look under "Side Game Modes – Striker Awards" for more information on how to achieve this.
- ***Method 4***: *Replay Score: 900 million points* – Accumulating the required number of points to be rewarded with an **Extra Ball**.

Special –

The **Special** will active within the Right Outlane, and if/when the ball drains through here, an **Extra Ball** is awarded.

- ***Germany Jackpot*** – when this is lit during the Multiball Mode, then the **Special** will also light up in the Right Outlane. Look under "Multiball Modes – Multiball" for more information on how to light the Germany Jackpot.

End-of-Ball Bonus

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

This Bonus is worked out by –

- 5 million points is added towards it for each Goal successfully scored or City complete.
- The Ultra Mode value from the current ball is also awarded with it. Look later in the guide under "Ultra Modes" for more information.

However, if no Goals have been scored and/or no Cities have been completed, then the Bonus is worth 2 million points.

Side Game Modes

- **Goals** –

  Upon a new ball being launched onto the playfield, the Goal (9) is lit. Shooting the ball into the Goal (9) successfully scores 10 million points & starts one of the four Ultra Modes.
  In order to relight the Goal (9), complete the 4 Star Rollovers (these are located below the Goal & are placed in a row).



  Hitting Spot Target 3 (11) spots (lights) one of these Star Rollovers.
  Another way for you to score goals is to send the ball into the Assist Saucer (8). Upon doing so, the Goal (9) will be lit for one shot, if it hasn't already been lit. Use the Flipper Buttons to eject the ball from the Assist Saucer (8) towards the Goal (9).

- **Ultra Modes** –

  Each time you score a Goal, a random Ultra Mode is started.

  The Ultra Modes available are -

  - ***Ultra Goalie*** –
    If this is started, each hit to the Goalie adds 5 million points to the Ultra Goalie value, which starts at 5 million points.

  - ***Ultra Jets*** –
    If this is started, each hit to the Jet Bumpers adds 2 million points to the Ultra Jets value, which starts at 4 million points.

  - ***Ultra Ramps*** –
    If this is started, each hit to the Left Ramp (5) or Right Ramp (14) adds 5 million points to the Ultra Ramps value, which starts at 5 million points.

  - ***Ultra Spinner*** –
    If this is started, 1 million points is added to the Ultra Spinner value each time the Spinner rotates. Note the Spinner is located at the entrance of the Left Orbit (3). The Ultra Spinner value begins at 5 million points.

  Each time one of the above Ultra Mode value's reaches 30 million points, that Mode ends & 10 million bonus points are added to the value.

  Ultra Mode values are awarded upon draining the current ball as part of the End-of-ball Bonus.

- **TV Awards** –

A TV Award is available at the TV Scoop (13) each time you score 4 Goals (9).



These awards can also be stacked at the TV Scoop (13).

Shoot the ball into the TV Scoop (13) when it's lit to score 25 million points & start one of the below modes;

- ***Big Goal Round*** – this lights the Goal (9) for 3 shots which are worth 15 million, 15 million & 30 million points.

- ***Extra Ball Round*** – lights "**Extra Ball**" for collection at the Striker Award Hole (10) for 20 seconds. If you manage to collect the **Extra Ball**, then each shot after the fact into the Striker Award Hole (10) (within the remaining time) will net you 50 million points.

- ***Hit the Goalie Round*** – this lights the Goalie in front of the Goal (9) for 20 seconds. During this time, each successful Goalie hit is worth 10 million points plus 10 million points for each previous Goalie hit or shot to the Goal (9) during that Round.

- ***Where is the Striker Round*** – this is a 20 second Round. During this time, the Spot Targets – Spot Target 1 (4), Spot Target 2 (6) & Spot Target 3 (11) are lit. The first 2 Spot Targets hit are worth 15 million points. All subsequent hits score 25 million points while this Round is active.

- **Striker Awards** –

When a game is started, the Striker Award Hole (10) is lit. Simply sending the ball into it to claim the Striker Award.



To relight the Striker Award Hole (10), you'll need to complete "STRIKER". You gain the letters of "STRIKER" by hitting any of the Spot Targets – Spot Target 1 (4), Spot Target 2 (6) & Spot Target 3 (11).



Each letter collected scores 10 million points, & completing "STRIKER" scores 10 million points.

The Striker Awards are as follows –

- **Extra Ball** – awards you with an **Extra Ball**.
- ***Unlimited Kickback*** – this relights the Kickback if it's off, and it will remain lit for the duration of this ball.
- ***Super Free Kick*** – lights the Free Kick Target (12) for 15 seconds. While this is active, each hit to the Target scores 10 million points plus 5 million points for each previous shot during the Mode, up to 40 million points.
- ***20 million*** – simply awards the displayed points value.
- ***Advance 3 Cities*** – this will spot (lights) 3 Cities & grants you their corresponding awards.
- ***Penalty Kick*** – lights the Goal (9) for one shot worth 30 million points. Note that the Goal (9) deactivates if anything other than the Right Inlane is hit.
- ***3 Goals*** – as the name suggests, awards you with 3 Goals.

Note that if a Striker Award is earnt on ball 3, & Multiball hasn't been activated during the current game, the Striker Award will be to start the Multiball.

- **<u>Free Kick</u>** –

  To score a Free Kick you first need to hit the ball into the Left Free Kick Saucer (2) or Right Free Kick Saucer (15),



  this will then light the Free Kick Spot Target (12).



  Once you have achieved that, simply hit the Spot Target to score a Free Kick and be rewarded with <u>10 million points</u>.

Multiball Mode –

- ## Multiball *3 Balls*:

Activation –

This requires you to shoot the lit "Build Lock" shots, so that you can light all 5 of the Soccer Ball lights –

- Strength
- Stamina
- Skill
- Spirit
- Speed

"Build Lock" is lit at –



- Left Orbit (3).
- Left Ramp (4).
- Striker Award Hole (10).
- Right Ramp (14).

Performing one of the above shots will in-turn light one of the Soccer Ball lights. Note that for the first time Multiball is built – each "Build Lock" stays lit for 2 shots, whereas the 2nd it is 1 shot. The third time however, the Right Ramp (14) is lit, then the Left Ramp (4), Left Orbit (3), & Right Ramp (14) again. For each subsequent Multiball, the Right Ramp (14) and Left Ramp (4) alternate with each "Build Lock" shot. Remember, the Striker Award Hole (10) is always lit for a "Build Lock". A Soccer Ball light is also lit upon a new ball being plunged.

Once all 5 Soccer Ball lights are lit, “Lock” will be lit at the Left Ramp (4) & Right Ramp (14).



Send the ball up either Ramp to lock a ball & send a new ball to the Plunger. Shoot the TV Scoop to send another ball to the Plunger Lane & start the 3-ball Multiball Mode (note that Multiball can be started as a 2-ball on the 3rd ball if Multiball hasn’t been played previously during the current game by shooting the Striker Award Hole (10) regardless of how many Soccer Ball lights are lit).

Mode itself -

During this 3 Ball Multiball Mode, upon starting the Goal (9) will be lit and you can send a ball into it to collect a **Jackpot** award. The value of the **Jackpot** collected is tied to the team which you are currently playing. The first time a ball is locked, the **Jackpot** value rises by 4 rankings. Each subsequent lock, said value rises by 2. The **Jackpot** value is also rises by 1 for every 2 Goals that are scored during the game.

The **Jackpot** teams & values are as follows –

- ***Rank 15*** **–** ***USA*** – worth 20 million points.
- ***Rank 14*** **–** ***Russia*** – worth 20 million points.
- ***Rank 13*** **–** ***South Korea*** – worth 25 million points.
- ***Rank 12*** **–** ***Saudi Arabia*** – worth 30 million points.
- ***Rank 11*** **–** ***Morocco*** – worth 35 million points.
- ***Rank 10*** **–** ***Austria*** – worth 40 million points.
- ***Rank 9*** **–** ***Canada*** – worth 45 million points,
- ***Rank 8*** **–** ***Holland*** – worth 50 million points.
- ***Rank 7*** **–** ***Italy*** – worth 55 million points.
- ***Rank 6*** **–** ***Great Britain*** - worth 60 million points.
- ***Rank 5*** **–** ***Sweden*** – worth 65 million points.
- ***Rank 4*** **–** ***Spain*** – worth 70 million points.
- ***Rank 3*** **–** ***Australia*** – worth 75 million points.
- ***Rank 2*** **–** ***France*** – worth 100 million points.
- ***Rank 1*** **–** ***Germany*** – worth 250 million points.

Upon scoring the **Jackpot**, the **Jackpot** Rank in-turn is raised, & the Left Ramp (4), Right Ramp (14) & Assist Saucer (8) are lit. Send the ball into either of those to relight Goal (9) for a **Jackpot**.

If you manage to score the Germany **Jackpot**, then the Left Ramp (4), Goal (9) & Right Ramp (14) are lit for Victory Laps. Each of these Victory Laps are worth 50 million points. Now, if you manage to score 5 Victory Laps, then only 1 shot will be lit to continue scoring Victory Laps alternating between the Goal (9) & Left Ramp (4).

The Multiball will end upon only 1 ball being active on the Playfield. Now, if Multiball ends before at least one **Jackpot** is scored, the Left Ramp (4), TV Scoop (13) & Right Ramp (14) are lit for about 9 seconds to enable you to restart the Multiball. Simply send the ball successfully through either of those to restart the Multiball, although this time it will be a 2-ball Multiball Mode.

Cites:

The main goal of this table is to travel to all of the host cities, compete against the various teams in the World Cup tournament, make it to the final in Los Angeles & beat Germany in said final.

How to complete Cities –



To complete Cities, light "TRAVEL" using the Spinner located at the entrance of the Left Orbit (3) which will in-turn send the ball toward the 2 unlit Upper Rollovers (located above the Bumpers) and you'll need to complete them both, or completing the Tickets by sending the ball up the Left Ramp (5) & Right Ramp (14).

When "TRAVEL" is lit, send the ball through the Spinner via the Left Orbit (3) to light the current flashing City. When you shoot the Left Orbit (3) to light a city, "Tackle" is lit on the Tackle Switch (7) for 1 shot. Hit that switch when it's lit to be rewarded with 10 million points.

***Note that a City can also be completed by successfully performing 3 Skill Shots (look earlier in the guide under the "Skill Shot" section for more information). ***

If multiple Cities are flashing, the lowest City is lit.

Rewards for Completing the Cites -

As for the point-based awards for lighting the particular Cities –

- ***Chicago*** – 10 million points.
- ***Dallas*** – 10 million points.
- ***Boston*** – 10 million points & lights a Hurry-Up at the entrance of the Left Orbit (3), shown on the Dot-Matrix Display beginning at "40 million points". Simply shoot the Left Orbit (3) to claim the current displayed score on the Display. Note that this Hurry-Up ends once the Left Orbit (3) has been hit or the value on the Display decreases to "15 million points", whichever comes first.
- ***New York/New Jersey*** – 15 million points.
- ***Orlando*** – 15 million points.
- ***Washington DC*** – 15 million points & lights "**Extra Ball**" at the Striker Award Hole (10). Simply send the ball into the lit Striker Award Hole (10) to earn the **Extra Ball**.
- ***San Francisco*** – 20 million points.
- ***Detroit*** – 20 million points.
- ***Los Angeles*** – 25 million points & lights the TV Scoop (13) for activation of the Final Match (Wizard Mode).

Wizard Modes – "World Cup Final – Defeat Germany" *Timed - 45 Second/5 Ball Multiball*

Activation:

Once you have travelled through all of the previous Cities, and ***Los Angeles*** is lit,



You'll then be able to activate "The World Cup Final" Wizard Mode by sending the ball into the lit TV Scoop (13). Upon doing so, a new ball will be sent to the Plunger Lane. Launch that ball onto the Playfield to start the Wizard Mode.



Wizard Mode Itself –

The Wizard Mode is a 45 second 5-ball Multiball Mode. During this Wizard Mode, you'll have unlimited Ball Save (the balls will be plunged back into play) until the Mode is over.



The objective of this Wizard is for you to score more goals than the defending World Champions, Germany, which in-turn will have you become the World Champion. The current score is shown on the Dot-Matrix Display. Send a ball into the Goal (9) to be granted 75 million points & add a "1" to the Challenger on the Dot-Matrix Display.



Note that the German team scores goals at random. Upon the timer expiring, if the Challenger (yourself) score is higher than Germany, then 500 million points is awarded.



If, however, the scores are tied, the Wizard will go into Overtime (Extra Time). In Overtime the first team to score a goal wins (This was called “Golden Goal” in football matches).
Although, if the Challenger score was lower than Germany, then the Mode will end and no additional points are awarded.

When the timer expires, the Flippers will become non-operational until all of the balls within the Playfield have drained. Once that is done, a new ball is returned to the Plunger Lane for you to resume normal gameplay.

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 -

"GOAAAAAALLL!!!"

Yours
ShoryukenToTheChin