Williams Pinball – Whirlwind Table Guide

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Key to Table Overhead Image –

1. The Cellar
2. Left Orbit
3. Super Cellar
4. Left NW Radar Spot Target
5. “Feel the Power” Targets
6. 3-Toll Ramp
7. Side Orbit
8. Jet Spot Target
9. Tornado Drop Target
10. Right NW Radar Spot Target
11. Skyway Ramp/Eject Hole
12. NE Radar Spot Target
13. Right Orbit
14. SE Radar 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



Zen Studios is bringing world-renowned pinball tables to *Pinball FX*! This three-pack of premium pinball perfection is comprised of classic tables from the iconic Williams Bally pinball library. The pack contains tables such as; Bride of Pinbot, Swords of Fury & Whirlwind.

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 Whirlwind™. Whirlwind™ was released in January 1990 by Williams. Designed by Pat Lawlor. Programmed by Bill Pfutzenreuter. It had a production run of 7,300 units.



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

Skill Shot

Super Skill Shot

Upon the ball landing in the Launch Lane, you will have to manually assign the appropriate strength to launch the ball with enough power in order to hit the Feel the Power Targets (5).



Hitting the “Feel” Feel the Power Drop Target (lowest) scores 300,000 points. Hitting the “The” Feel the Power Drop Target (middle) scores 200,000 points. Hitting the “Power” Feel the Power Drop Target (top) scores 100,000 points. If you manage to hit more than one of those targets at a time, then you will be awarded their combined point totals. Each successful Super Skill Shot completes one of the flashing Radar Targets required to move the Storm. Look later in the guide under “Main Modes - Feel the Power” Multiball Mode for more information on this.

Extra Balls/Specials

Extra Balls -

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

Extra Balls can be lit at Tornado Drop Target (9).



Note upon this being lit, it will remain lit until collected, except for the Super Cellar Door Value method. If it's collected via that method, then the **Extra Ball** lamp will deactivate upon the ball draining.

A maximum of 6 **Extra Balls** can be earnt per play.

Extra Balls are lit at Left Orbit (2) -

- ***Method 1***: *Skyway Tolls – upon collecting 8 Skyway, & again at 50 Skyway Tolls"* – Look under the "Side Game Modes - Skyway Toll" section for more information.
- ***Method 2***: *Super Cellar Door Value – upon collecting the "**Extra Ball** Target On" Value* - Look under the "Side Game Modes - Cellar & Super Cellar" section for more information on earning the Door Values.
- ***Method 3***: *Maximum End-of-Ball Bonus Multiplier – advancing the Multiplier to 6X* – This is advanced each time you lock a ball. Look under the "Main Modes - Feel the Power" Multiball Mode for more information on how to lock balls.

An automatic **Extra Ball** is awarded upon reaching the replay score of 4,600,000 points.

Specials –

The **Special** will light at the Left Outlane when activated via either of the below methods;

- ***Scoring the Mega Door Bonus*** – look under the "Cellar & Super Cellar" section in this guide for more information on how to earn this bonus.
- ***Locking 6 balls in a game*** – look under the "Feel the Power Multiball Mode" section in this guide for more information on how to lock balls.

Once the **Special** is lit, each hit to the Slingshot alternates which Outlane – Left &/or Right Outlane is lit for the **Special**. Drain the ball down the currently lit **Special** Outlane to earn the **Special**. Note that if the **Special** was awarded by the Mega Door Bonus, it will deactivate upon the ball draining. However, if it was lit via the locking 6 balls within a game method, then it will remain lit until collected.

Draining a ball down the lit Outlane to collect the **Special**, which awards an **Extra Ball**. You will also be awarded 100,000 points.

Raising the Multiplier

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

This Bonus is worked out by –

- Each Cellar visit – Cellar (1) &/or Super Cellar (3) over the course of the game adds 5,000 points.
- Each Skyway Toll collected adds 2,000 points, remember these are earnt by sending the ball up the 3-Toll Ramp (6), Skyway Ramp (11) or the Eject Hole under that Ramp. Look under the "Side Game Modes - Skyway Tolls" section of the guide for more information.

End-of-Ball Bonus Multiplier –

The End-of-Ball Bonus multiplier can be increased up to 6X Times.

The End-of-Ball Bonus Multiplier is applied to the value of the Skyway Tolls collected.

You can raise the multiplier by –

- Locking a ball, since each time it will advance the Bonus Multiplier by 1X. Look under the "Feel the Power Multiball Mode" section of the guide for information on how to lock balls.

The Bonus Multiplier carries over from ball to ball.

Side Game Modes

- **Feel the Power Targets** –



Once the ball is in regular play, hitting any of those Feel the Power Targets (5) awards 10,000 points. If you manage to hit all 3 of those Feel the Power Targets (5) you will then be awarded with a Drop Award, which is worth 50,000 points. The Drop Award value increases by 10,000 points each time it's scored, up to a maximum of 100,000 points. The Drop Award value resets to 50,000 points upon your ball draining. Another way in which you can increase the Drop Award value is by earning the "3 Bank Targets 100k" Super Cellar Door Value. This causes the Drop Award Value to remain at 100,000 points for the duration of the current ball. Again, to score points via the Feel the Power Targets you can earn something called a Sweeping Score. This is achieved upon the ball being in play, and you hit the ball towards the Feel the Power Targets (5), hitting all 3 of them in the same shot (a sweeping shot). Doing so, scores a Sweeping Score worth 100,000 points.

- **Skyway Tolls** –

Upon beginning your game on Whirlwind, you will start with 1 Skyway Toll collected & these are cumulative throughout your game. Each of these you collect, adds 2,000 points to the End-of-Ball Bonus. You can collect 3 Skyway Tolls each time you send the ball up the 3-Toll Ramp (6). Each shot into the Eject Hole located under the Skyway Ramp (11) awards 1 Skyway Toll. Sending the ball up the Skyway Ramp (11) earns 1 Skyway Toll. Completing the Left Inlane Rollover lights "2 Tolls" at the Skyway Ramp (11) for 3 seconds. While this is lit, sending the ball successfully up the Skyway Ramp (11) awards you with 2 Skyways Tolls each time. Up to 99 Skyway Tolls can be collected. After which any shot to collect a Skyway Toll after 99 have been collected earns a "Skyway Paid For", which is worth 200,000 points. Collecting 8 & 50 Skyway Tolls in-turn lights **Extra Ball** for collection at the Tornado Drop Target (9), simply hit that drop target to collect the **Extra Ball**.

- **Cellar & Super Cellar (Door Values)**–

  The Cellar (1) & Super Cellar (3) are important shots on this table. Each time you manage to shoot the ball into either of them, it scores 50,000 points & collects a Cellar Visit. Each of these Cellar Visits adds 5,000 Points to the End-of-Ball Bonus value. Each shot into the Super Cellar (3) toggles whether the Skyway Ramp (11) is lowered or raised. Knowing this is very important, because raising the Skyway Ramp (11) allows access to the Eject Hole underneath it. Sending the ball into the Eject Hole, upon it ejecting out, it will in-turn feed the ball to the Top Right Flipper. This allows you to send the ball up either the 3-Toll Ramp (6) or around the Side Orbit (7) using the Top Right Flipper. Note that sending the Ball into the Super Cellar (3) during a Multiball Mode, while "Lock" is lit or when "Feel the Power" Multiball Mode is lit at the 3-Toll Ramp (6) will not raise or lower the Skyway Ramp (11).

  Another important feature regarding the Super Cellar (3) is the Super Cellar Door Values. To earn these values, send the ball into the Super Cellar (3) when the Lamp above it is lit. Note that this is lit at the start of a new game, and can be lit for 3 seconds by completing the Right Inlane Rollover.



The Super Cellar (3) can also be lit until a Super Door Value is collected by sending the ball up the 3-Toll Ramp (6).



The Super Cellar is disabled during “Quick” Multiball & “Feel the Power” Multiball. Now, sending the ball into the Super Cellar (3) when its lit will in-turn award you with the currently flashing Super Cellar Door Value, visible on the table back glass. Each rotation of the Spinner which is located at the entrance of the Right Orbit (13) changes the current lit Super Cellar Door Value, skipping any that has already been collected.

Below you can see what Super Cellar Door Values are available –



- ***"Upper Jets On"*** – This causes all 3 of the Upper Jets to continue flashing until the ball drains. Note that flashing Jet Bumper hits score 5,000 points per hit.
- ***"Score 500K"*** – automatically awards 500,000 points to your score.
- ***"Extra Ball Target On"*** - lights **Extra Ball** for collection at the Tornado Drop Target (9), simply hit that drop target to collect the **Extra Ball**. This will turn off, if it's not collected before the ball drains.
- ***"3 Bank Targets 100K"*** – increases the Drop Award value to 100,000 points. Note this is scored upon all 3 of the Fell the Power Targets (5) being hit.
- ***"Light Quick Multiball"*** – Lights "Lock" at the Skyway Ramp (11). When this is lit, shoot the ball into the Eject Hole located under the Skyway Ramp (11) to lock the ball & send a new ball to the Plunger Lane. Simply launch the ball from the Plunger Lane to activate Quick Multiball. Look under the "Quick Multiball Mode" section for more information.
- ***"Light Million Shot"*** – lights the "Million Point" shot at the 3-Toll Ramp (6). Sending the ball up that Ramp awards 1 million points.
- ***"Lower Jets On"*** – This causes all 3 of the Lower Jets to continue flashing until the ball drains. Note that flashing Jet Bumper hits score 5,000 points per hit.

Once all 7 Super Cellar Door Values have been collected, the Lamp above the Super Cellar (3) will be lit once again. Shoot a ball into that to earn the "Mega Door" Bonus. The "Mega Door" Bonus scores 2 million points, awards all 7 Super Cellar Door Values again & lights **Special** in the Left Outlane. Once **Special** is lit, each hit on the Slingshots will in-turn alternate which Outlane the **Special** will be lit in, Left Outlane or Right Outlane. Drain the ball down the Outlane with the lit **Special** to earn it. These earn 100,000 points. Once the "Mega Door" Bonus is collected, the Super Cellar (3) will award Cellar Visits until the current ball drains.

The Cellar (1) & Super Cellar (3) is also used to activate Cellar Multiball. Failure to score at least 1 "Million Plus" value during the "Feel the Power" Multiball Mode, the Cellar (1) will light for 14 seconds. Send the ball into either the Cellar (1) & Super Cellar (3) before the timer expires to activate the Cellar Multiball Mode.

- **Tornado Drop Target**–

  Hitting this Drop Target will in-turn score the currently lit score notification lamps underneath it. These begin at 75,000 points, & can be increased all the way to "Quick Multiball". Each time the Skyway Ramp (11) shot is achieved, it increases the Tornado Drop Target (9) value & activates a timer. Once said timer expires, the value reverts back to its previous. Until Quick Multiball is activated for the first time, the Tornado Drop Target (9) value will not decrease pass 75,000 points & the timer lasts for about 6 seconds. Once the Tornado Drop Target (9) value increased after activating Quick Multiball for the first time, the value will start decreasing pass 75,000 points to 0 points. The timer also shortens each time Quick Multiball is activated. Note that Quick Multiball can only be activated 3 times per game. When "Quick Multiball" is lit, hitting the Tornado Drop Target (9) will in-turn raise the Skyway Ramp (11) lighting "Lock" & thus exposing the Eject Hole underneath it. Send the ball into the Eject Hole to activate the Quick Multiball. Look under the "Multiball Mode – Quick Multiball" for more information.

  The **Extra Ball** lights at the Tornado Drop Target (9) once you collect 8 & 50 Skyway Tolls. Look under the "Skyway Tolls" section of the guide for more information. It will also light once the End-of-Ball Bonus Multiplier is advanced to 6X by locking a ball for the 5th time in a game & when you earn the "**Extra Ball** Target On" Super Cellar Door Value. Look under the "Feel the Power Multiball" section for more information on locking balls, & the "Cellar & Super Cellar" section for more information on Door Values.

  The **Extra Ball** will remain lit until it's collected except if it has been lit via the "**Extra Ball** Target On" Super Cellar Door Value method. If this is the case, the **Extra Ball** lamp will deactivate upon the ball draining.

- **3-Way Combo**–

  Sending the ball around the Left Orbit (2), followed by the Side Orbit (7) & then the 3-Toll Ramp (6) scores a 3-Way Combo worth 250,000 points. Note that to successfully complete a 3-Way Combo, you must complete the 3 shots without hitting any other of the tables switches etc

- **Jet Bumpers**–

  Now, this table features 2 sets of Jet Bumpers; the Upper & Lower Jet Bumpers. Each hit on an unlit Jet Bumper scores 1,000 points. Each hit on a lit Jet Bumper scores 2,500 points. Each hit on a flashing Jet Bumper scores 5,000 points.
  At the start of each ball, one of the Upper & Lower Jet Bumpers will be lit. Each hit on the Jet Spot Target (8) scores 25,000 points & lights one of the Jet Bumpers. Once all 6 Jet Bumpers are lit, each hit on the Jet Spot Target (8) now causes one of the Jet Bumpers to flash. Once all 6 Jet Bumpers are flashing, Each hit on the Jet Spot Target (8) scores 100,000 points.
  There are also Super Cellar Door Values that will make all of the Jet Bumpers in either set flash – the "Upper Jets On" Super Cellar Door Value makes all of the Upper Jet Bumpers flash & the "Lower Jets On" Super Cellar Door Value makes all of the Lower Jet Bumpers flash.

  Once the ball drains, both sets of Jet Bumpers reset.

- **Misc. Scoring** –

  - The first target that is hit after launching a new ball scores 40,000 points, plus whatever that target normally scores. This applies to almost all the targets on the table.
  - The Spinner located at the entrance of the Right Orbit (13) usual scores 1,000 points per rotation. Completion of the Left Inlane Rollover lights this Spinner for 4 seconds. While the Spinner is lit, each rotation will now instead score 4,000 points.
  - Sending the ball up the Skyway Ramp (11) for the first-time scores 50,000 points. This value increases by 10,000 points each time this shot is successfully achieved. Up to a maximum of 100,000 points.
  - Sending the ball into the Eject Hole located under the Skyway Ramp (11) scores 40,000 points.
  - Sending the ball up the 3-Toll Ramp scores 50,000 points.
  - Completion of the Left or Right Outlane Rollover scores 50,000 points.
  - Completion of the Left or Right Inlane Rollover scores 5,000 points.
  - Each hit on the Slingshots scores 110 points.

Multiball Mode –

- **Quick Multiball *2 Balls***:

Activation –

Hitting the Tornado Drop Target (9) upon "Quick Multiball" being lit



or earning the "Light Quick Multiball" Super Cellar Door Value will in-turn raise the Skyway Ramp (11) lighting "Lock" & thus exposing the Eject Hole underneath it.



Look under the “Tornado Drop Target” for more information & “Cellar & Super Cellar” section for more information on Door Values.
Once “Lock” is lit, send the ball into the Eject Hole to activate the Quick Multiball. Once achieved, a new ball is sent to the Plunger Lane & launching said ball will in-turn activate the Quick Multiball Mode.

Mode itself -

This is a 2 ball Multiball Mode, during this Mode, the 3-Toll Ramp (6) remains lit for the “Million Point” value. Each successful 3-Toll Ramp (6) shot scores 1 million points. This Mode ends once one of the two balls have drained. Note that this Mode can only be activated 3 times per game.

Tip – Quick Multiball can also be combined with the “Feel the Power” Multiball Mode for even greater scoring opportunities. In order to achieve this; firstly, you will need to lock 2 balls. The “Lock” must be first be lit at the Skyway Ramp (11) by lighting the flashing directions on the Compass. Look under the “Feel the Power” Multiball Mode section for more information on how to lock balls. Once done, hit the Tornado Drop Target (9) when “Quick Multiball” is lit or earn “Light Quick Multiball” from the Super Cellar Door Value. This will light the lock at the Skyway Ramp (11) & raise the Skyway Ramp (11). Now send the ball towards the Skyway Ramp (11) into the now accessible Eject Hole which is located under the Ramp. Once done, the combined Multiball Modes will activate.

Now with both of these Multiball Modes active simultaneously, the 3-Toll Ramp (6) stays lit for the “Million Point” shot & “Million Plus” shot. Which means that’s the 3-Toll Ramp (6) scores 3 million points instead of 2 million points. This value is increased by 1 million points each time this shot is achieved, up to 11 million points.

Main Mode –

- ## Feel the Power Multiball *3 Balls*:

Activation –

In order for you to activate this Multiball Mode you will first need to lock 2 balls at the Skyway Ramp (11). Before you lock each ball, the lock must be first lit at the Skyway Ramp (11) by lighting the flashing directions on the Compass. For each direction on the Compass, there are two corresponding Radar Targets – Left NW Rader Spot Target (4) & Right NW Rader Spot Target (10) - on the Table Playfield. Both of these targets must be hit to light the corresponding direction on the Compass.



- ***To light "NW"*** – hit the Left NW Rader Spot Target (4) & Right NW Rader Spot Target (10).
- ***To light "NE"*** – hit the NE Rader Spot Target (12) & roll the ball down the Left Inlane Rollover.
- ***To light "SE"*** – hit SE Radar Spot Target (14) & send the ball around the Right Orbit (13) to light the Rollover located at its entrance.
- ***To light "SW"*** - send the ball around the Left Orbit (2) to light the Rollover located at its entrance & the Rollunder in the Side Orbit (7).

All of the Rader Targets score 40,000 points whether they are flashing or not, except for the Left Inlane. As that only scores 5,000 points, if "NE" is not flashing.

Rader Targets can also be completed by shooting the 3-Toll Ramp (6) & by performing a Super Skill Shot. Look under "Feel the Targets" for more details on how to perform a Super Skill Shot.

Note that at the start of a new game, "NW" & "NE" are flashing. Once all 4 Rader Targets are completed, the locking mechanism activates at the Skyway Ramp (11). Send a ball up that ramp to lock it. In-turn the End-of-Ball Bonus Multiplier is advanced each time a ball is successfully locked.

The Multiplier only applies to the value of the Skyway Tolls collected. Look under the "End-of-Ball Bonus Multiplier" for more information on the Skyway Tolls.

Once the first ball has been locked, "NE" & "SE" will flash on the Compass. Complete the 4 corresponding Rader Targets to light "Lock" again at the Skyway Ramp (11). Send the ball up that ramp once the locking mechanism is active, to lock a second ball.

Once 2 balls have been locked, send the ball up the 3-Toll Ramp (6) to activate the "Feel the Power" Multiball Mode. Upon achieving this, you will be rewarded with 1 million points & 3 Skyway Tolls. Note that for each Skyway Toll that is collected, 2,000 points is added to the End-of-Ball Bonus. For the first time only, the "Feel the Power" Multiball Mode can also be activated by shooting the Eject Hole under the Skyway Ramp (11).

Mode itself -

This is a 3 ball Multiball Mode, and upon activation the 3-Toll Ramp (6) is lit for the "Million Plus" value. When this is lit, sending a ball up that Ramp during this Multiball Mode scores that value, which begins at 2 million points. Each time the "Million Plus" value is scored by sending a ball up that Ramp during the Multiball, the value will increase by 1 million points, to a maximum of 10 million points. The "Million Plus" value resets to 2 million points once the Multiball Mode ends.

The Multiball ends once you drain 2 of the 3 balls, and return to singular ball play. Note that if you fail to score at least one "Million Plus" value, the Cellar (1) will light for 14 seconds. Send the ball into either the Cellar (1) or Super Cellar (3) in time, to activate Cellar Multiball. Now, Cellar Multiball is the same as "Feel the Power" Multiball, the only difference being that it is a 2-ball Multiball.

After the first Multiball, only one direction will flash on the Compass and the number of them that must be lit up increases, up to a maximum of 4.

Scoring Tip! *- Note that you can combine "Fell the Power" Multiball with "Quick" Multiball for even bigger points. In order to achieve this; firstly, you will need to lock 2 balls. Then hit the Tornado Drop Target (9) when "Quick Multiball" is lit or earn "Light Quick Multiball" from the Super Cellar Door Value. This will light the lock at the Skyway Ramp (11) & raise the Skyway Ramp (11). Now send the ball towards the Skyway Ramp (11) into the now accessible Eject Hole which is located under the Ramp. Once done, the combined Multiball Modes will activate.*

Now with both of these Multiball Modes active simultaneously, the 3-Toll Ramp (6) stays lit for the "Million Point" shot & "Million Plus" shot. Which means that's the 3-Toll Ramp (6) scores 3 million points instead of 2 million points. This value is increased by 1 million points each time this shot is achieved, up to 11 million points.

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 -

"Feel the Power of My Guide!"

Yours
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