



CABALLEROS DEL ZODIACO SAINT SEIYA PINBALL RULES

STORY

The story and graphics of the game are based on the saga "The Sanctuary" of the anime series in the 90s Saint Seiya (in Spanish "The Knights of the Zodiac")

The Knights of Bronze have to go through the 12 houses of the zodiac signs to save the life of Princess Athena, who has suffered an attack by a henchman of the Patriarch of the Sanctuary who shot a golden arrow in her chest.

You have 12 hours, one per house to cross to the patriarch's chamber

THE OBJECTIVE

As in the original table created by Jpsalas, the game has 12 battles, 4 of them are multiball modes and a great final counterattack in Wizard mode. Against the patriarch himself. The object of the game is to finish all 12 battles against the gold knights and defeat the Grand Patriarch.

GAME FEATURES

When you start a game, the machine selects a random gold knight for battle and sets the skill shots.

You can add players as long as player 1's first ball has not finished.

The table is set to use coins, but can be changed in the script to play as a free game.

During a multiball, you can start a new multiball and activate the jackpots. The game has a maximum of 5 balls.

There are 2 skill shots at the start of this game:

- Press the light on at the top of the bumpers.
- Dunk a stronger ball then hit the captive ball within 6 seconds.

Skillshot value starts at 500,000 points and increases by 250,000 for each skillshot rolled. If you miss skill shots, after 5 seconds the playfield lights are set to the current game mode.



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STARTING A BATTLE AGAINST A GOLDEN KNIGHT

When you start a game, a random golden knight is selected and its light starts blinking. Aim for the temple gate to start the battle. The door can be opened by hitting it once or by hitting the 2 green lock targets, located one on each side of the table. When not in a battle, hitting the captive ball will change the selected battle. You cannot reselect a finished battle until all battles have finished or a new game has started. A Knight is defeated when you have completed all the tasks of the battle or for a random prize.

There are 12 zodiac battles, one for each zodiac sign

1.-MU DE ARIES = FOLLOW THE LIGHTS 2

In this mode, every 4 seconds the illuminated plane changes randomly. Hitting the lit shot during this mode awards a standard score of 150,000. Press 4 lights to activate the temple, insert the ball and complete the battle.

2.-ALDEBARAN OF TAURUS = ORBITS

The left and right orbits score 70,000 points during this mode. Collect 280,000 points (4 orbits) to complete the mode.

3.-??? GEMINI S= RAMPS AND ORBITS

In this mode ramps and orbits will alternate. Each shot adds 100,000 points. Get 6 hits to finish the mode.

4.-CANCER DEATH MASK = RAMPS

During this mode, the ramps are worth a base score of 100,000. Hit the ramps 4 times to finish the mode.

5.-Aioria de Leo = Super Loops

In this mode, shoot the orbits to get 4 shots and undo Aioria's spell

6.-SHAKA DE VIRGO

Hit 6 red cards to defeat the Gold Knight



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7.-??? LIBRA = SHOOT 2 LIGHTS AND BUMPERS

The battle starts with a shot to the side Targets, guide the lights until you reach the Bumpers and follow the lights again. Free Hyoga with the help of the Libra armor

8 SCORPIO MILO

Shoot 6 times at the corresponding lights that move in an orderly way from left to right every 4 seconds

9 ??? SAGITTARIUS

The lights turn on one by one and you must turn them all off until you reach the light of the central temple

10 CAPRICORN SHURA = SUPER POP BUMPER

Complete this mode with 12 Pop Bumper hits.

In this mode, each bumper hit is worth an additional 5,000 points per hit on top of all other existing values.

11 AQUARIUS CAMUS=LEFT AND RIGHT BLUE

In this mode, the left and right targets are worth 25,000 each. Hit 4 targets to complete the mode.

12.-APHRODITE OF PISCES = SUPER SPINNERS

During this mode, each spin is worth a base of 3000 points/spin + the normal value of the spin. Complete 60 spins to complete the mode, that's about 3 or 4 hits to the spinners.

Every time you complete 3 battles, a Multiball will start. Use these additional multiballs to win Jackpots or to start new battles, it's up to you.

THE PATRIARCH: THE FINAL BATTLE

After completing all 12 battles, the battle against The Patriarch begins. This is a 5 ball multiball mode and in this mode all roll values are doubled and all Jackpots are enabled.

This multiball will release all the locked balls and add more balls until there are 5 balls on the table.

After collecting all the Jackpots, the Super Jackpot light will come on. A captive ball hit will collect the Super Jackpot and re-enable the Jackpots. The mode ends when the last multiball is used up.

When this mode ends, all battles are reset and you can start over, but now with higher scores.



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BLOCK HYOGA TARGETS: LEFT AND RIGHT BLUE TARGETS

Hit those targets to activate the lock light. After blocking a ball, the lock light should come back on by hitting those 2 targets. Shoot at tempo to block the ball.

The third block activates the main multiball mode

These 2 targets also turned on the "increase Jackpot" light when the lock light is on. Then hit the captive ball to increase the base value of the Jackpot.

MAIN MULTIBALL

After locking 3 balls, a new ball will be released from the plunger, all 3 locked balls will be released, and the main multiball will start. In this multiball, the Jackpots are activated on the ramps. Hit both ramps to collect the Jackpots, then hit the captive ball to re-enable the Jackpots on the ramps.

In this multiball you can continue or start a battle. If you complete all battles, Wizard mode will start, but multiball will still be limited to 5 balls.

BONUS MULTIPLIER: TOP LANES AND INSIDE FLIPPER LANES

Hitting the top two lanes on top of the bumpers and the inner 2 lanes will increase the bonus multiplier. The bonus multiplier can be increased up to 5x.

PLAYFIELD MULTIPLIER: BUMPERS

Bumpers start with a value of 210 points. Every 30 hits, the value per hit is increased by an additional 500 points. The standard bumper value reaches a maximum of 3210 points.

After every 30 hits, the multiplier light will be read from the playing field. Hit the captive ball to collect. This play field multiplier can be increased up to 5x.

A new ball will reset both the bumper value and the playfield multiplier.

MYSTERIOUS PRIZE AND RED TARGETS

Hit the 6 red targets to:

- Activate the save the ball feature in the outlanes. Only one outlane is activated at a time. The activated outlane changes when hitting the slingshots.
- increase the spinner value when the outlane is on.
- UP to COSMO. This gives you extra points.
- read the Mystery light. Hit the IFenix to collect the prize.



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Some of the mystery prizes are:

2 Ball Instant Multiball

Small dots (10 - 100,000)

Big Points (100,000)

Instant completion of the incomplete battle.

Increase playfield score to 5x for 30 seconds

Increase Bonus X

Extra Light Ball

Activate BallSaver for 20 seconds

ZODIACO EXTRA BALL

Use the ramps until you spell the Zodiac word, this activates the ExtraBall light in the lower left. Complete again to get a million, twice to get 2 million and so on. In the third attempt (28 Ramps) the Extraball light comes on again

TURN ON HURRY UP

Hitting any ramp 10 times will show the "On" light. This is a "30 second" race with the Jackpot enabled on the right ramp.

OTHER RULES AND SCORING

When a multiball is running, you cannot activate another multiball until the current one is finished; however, with a two or three ball multiball running, you can continue to progress in current battles.

Standup targets and lanes score 5000 points

Slingshots are worth 210 points, and toggle the exterior special if turned on

- Outlanes gets 50,000 points

- Spinners start at 1000 points/spin and can be increased by completing blue objectives. They increase 500 points each time all 3 targets are hit. The value of the roulette has no upper limit.

- Ramp combos get jackpot value. The combo is awarded by hitting the ramps one after another (left to left, right to right, left to right, or right to left).

- Gameplay and Scoring 'TIPS'

- The DMD will tell you how many points or shots are required to complete the current battle. It will also tell you how many seconds are left in a rush mode.

- The "Increase Playfield Score" award makes most modes easier to complete.

Try to activate the main multiball to complete the battles more easily.

- Jackpot values start at 100,000 for each multiball and can be increased by 50,000 by hitting the captive ball when the "Increase Jackpot" light is on.