# Corvette (CORV)

## Playfield Description and Layout

Left Flipper

Standard length.

Left Inlane

Can be lit for extra ball.

Left Outlane

Has a kickback. Balls kicked out from here are fed neatly to the upper flipper.

Three Bank

Three red standup targets. Completing them lights Turbo Boost at the spinner.

Upper Flipper

Very standard type of flipper. Push the button and away it goes! Used to shoot the side loop, and side ramp.

Left Orbit

Starts at the upper flipper. The orbit goes around the back of the machine and out the right orbit. Again, very standard. The kickback feeds balls to this point, as does the lock, engine, side loop and right orbit. There is a very sneaky one-way gate at the entrance of this orbit (similar to the one leading out of the bumpers on Bride Of Pinbot) so it is a really wide shot to hit, but balls always get fed nicely to the flipper. Shot this orbit to light lock. There is a high score position (World Speed Record) for the person who shoots the most consecutive Left Orbits. An orbit IS credited if the ball dribbles into the LT1 roll- over lanes. This can also be lit for Qualify (See the section in the rule sheet).

Million Target

At the left of the left ramp entrance is a small stand-up that awards millions when it's hit.

Left Ramp

Also the Engine. This feeds the engine (which I'll get to shortly). This is the start multiball and lock shots as well as a few other things.

Engine

One of the big toys in the game. It is a large plastic engine that shakes from side to side. The inside is lined with rubber, so the ball bounces around a lot. The ball normally enters the engine at the front (from the ramp) and passes right through, out the back and drops into the orbit. The front of the engine has a one way gate so the ball won't come flying back down the ramp. The back of the engine has a controlled gate. Normally the gate is up and the ball passes right through, however when the gate is closed, the ball stays in the engine which starts to shake. Eventually the ball shakes its way to the front, there it falls down, and into the lock. (The lock is the same as the one on Twilight Zone: A saucer with room for two balls behind it.)

Pit In

A sinkhole that starts the Race (more later), spots a Blue Light (More Later) or collects a hurry up. Balls put here are popped (with incredible force) to a wire-form ramp which leads to the left inlane.

Spinner

This is situated over a small lane leading to the bumpers. The spinner can be lit for Turbo Boost which is like Super/Ultra Spinner. I could not work out how much per spin it was though. Turbo Boost is lit by completing the Three Bank of targets.

Bumpers

Usual three in the all too familiar triangle shape. Can be lit for Quadra Jets which is a million per bump much like Star Trek.

LT1

Three rollover lanes above the bumpers that increase the bonus multiplier when completed. Bonus X is 2x, 4x, 6x, 8x with lite EB. Then 10, 15, 20 etc million after.

Side Loop

A small orbit much like the trapdoor shot on Funhouse. This is the Horse Power Jackpot during multiball. Weak shots end up at the LT1 roll overs, while the rest go to the upper flipper. There is a high score position (Cornering Champ) for the person who shoots the most consecutive Side Loops. A side loop IS credited if the ball dribbles into the LT1 roll-over lanes. This can also serve as a Super Skill Shot shot.

Side Ramp

A ramp much like the skill shot one on Demolition Man. This ramp curves around and feeds the ball back to the right inlane. This is the Torque Jackpot during multiball. It can also serve as a Super Skill shot.

Raucous target

Shooting the right orbit->raucous target combo, will award a letter in RAUCOUS. Each letter is worth 5 Million.

Right Ramp

Called the Route 66 ramp. It awards Route 66 awards every second shot. It normally sends balls to the left inlane, but when a Route 66 is awarded, the ball is diverted to a kicker down the back of the playfield.

Right Orbit

Fairly standard type of orbit. Weak shots feed into the LT1 rollovers, while the rest go to the upper flipper. There is a high score position (World Speed Champ) for the person who shoots the most consecutive Right Orbits. An orbit shot IS credited if the ball dribbles into the LT1 roll-over lanes.

Kick Back Target

A single large red standup that is used to re-light the kickback. It's a piss easy shot and can be used as soon as the kickback goes off. Note that it doesn't actually light until the kickback times out, but it can still be used immediately. On early ROMs (PA-1), the kick back target seems to always flash.

Race Track

This extends from just above the plunger, right down the right side to the back of the playfield. Two cars (one red, one blue) race each other in the course of the game. This seems to be really well implemented, the machine knows where both cars are at all times, and the race is played on the display too for when the hardware fails.

Right Flipper

Standard length.

Right Inlane

Can be lit for extra ball.

Right Outlane

Usual type. Can be lit for extra ball.

## Skill Shot

# The plunged ball bounces around the LT1 rollovers, and you must steer the flashing light to the lane that the ball will go through. First time is 5 Mil, then 10 Mil then 15 etc.. There does not appear to be an upper limit on the skill shot value. The skill shot is available for all plunged balls except ball saver ones. There is also a Super Skill Shot, explained below. See the Bugs/Easter Eggs section for the skill shot bugs.

# Rules

## Modes

Not modes as such, more like awards. Shoot the right ramp once and it will tell you what the next award will be. Shoot it again and the ball will be diverted to a kicker at the back of the playfield. The mode will start, and the ball will be kicked to the left inlane. The diverter on our machine was broken (that stupid spring-link). So I fixed it, but the new one broke too! This would normally be OK, but there was NO COMPENSATION for it! The ball would not be diverted, and it wouldn't start the mode. The modes are:

Catch Me

A lady pulls up in a car and says "Catch me if you can!" You have 20 seconds to make each shot (the really cool thing is that as the time counts down, each second speeds by on a road sign!) The shots are Right orbit, then side ramp, then left ramp, then Pit In. I have no idea how the scoring works, but the total for making all shots is 230 Million. One shot is worth 32 Million, and three shots is worth 144 Million. I don't know about two! The quotes are along the lines of "Your some kind of driver". Sometimes this mode is run in French! (With translations). If you complete this, you'll start a 2 ball multiball with every target worth 500k.

Car Awarded

Awards a car (more later). The animation is amazing!

Pit In

A hurry up. Counts down from 60 Million (to 25). The quotes are cool, "He's sliding around a wee bit. He'll have to change a tire". Shoot Pit In to collect value. Once collected a two ball multiball starts and the Pit re-awards the same value until 1 or more balls drain.

Quadra Jets

One million a pop much like Star Trek. (And a law-suit from Apple).

Bonus X

Awards a bonus X.

Points

25 million.

Special

Awards a special.

Extra Ball

Lights extra ball at the in/out lanes.

Race Today

This is lit with an inlay at the base of the ramp, every 8, 24, 40 etc, Spark Plugs. It's a brilliant video mode that's really a drag race. The left flipper controls the accelerator, and the right shifts up a gear. The display shows revs and the two slot cars race. It's very easy to win, and it's all over pretty quick, but it's great fun. If you win, you start a 2 ball multiball with every ramp worth 15 million. After completing the Future Car, it is really hard to win the Drag Race. So be warned!

## Multiball

Left orbit lights lock in the engine. For the first multiball it'll light all three locks, for other multiballs it will only light one lock (and in even LATER multiballs, the lock times out.). Shoot the engine to lock balls.

Each locked ball will award a car for the first multiball only. This is not true of prototype ROMs.

When the third ball is shot into the engine, you start Rev Mode. This was stupid. Hit the flippers to keep the revs up, and keep the engine shaking. The longer it takes for the ball to fall in the lock, the more points you get; the most is 50 million. As soon as the ball falls into lock, multiball begins. All three balls will be kicked out to the upper flipper.

Increase the jackpot by shooting the Side Ramp->Unlit Engine. This adds 20 Million, and usually happens during one of the 2-ball multiballs when the engine is not lit for anything.

OR:

Increase the jackpots by shooting the engine when lock is not lit. Every third or fourth shot will increase the jackpot.

The initial value of the Horse Power (Side Loop) is 50 Million, plus what it was raised before hand. The Torque (side ramp) jackpot seems to start at 30 million.

There is also a Super Jackpot for the Side Loop->Side Ramp combo. This can be shot while one or both of the regular jackpots are lit. This is worth double the Torque (Side Ramp) jackpot.

The Horse Power jackpot seems to max at 100 Million, which means you can get 80 Million for Torque, and 200 Million for Super.

As soon as you have the 2 regular jackpots, they both relite for 20 Million more.

Jackpot animation is really nice.

If two balls drain and no jackpots have been scored, you have 10 seconds to shoot the engine to restart it. Restarted multiballs are two ball only. You can get a jackpot in the grace period, and still restart multiball.

# DO

Ligth kick-back!

Use loop-pass from after left loop to get control, and then put the ball in the engine.