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# AC/DC

Start song “Hells Bells”

- Opening task; hit the bell.

Skillshot gives VIP pass!

* Jam Multiball (6) ramps - Jackpots are Ramps.
* Tour Multiball are (8) loops - loops are Jackpots
* Album Multiball are target banks - Jackpots are target banks.

Add a ball, by completing all 5 “Musical Notes”, use VIP got get the last, restart ballsaver!

Canon shoot Bell as Safe,

to get double playfield scoring.

Trible not worth it.

After a set number of jackpots, the Super Jackpot is lit: collect it by loading the Cannon and firing it into the Bell.

Song “Rock N Roll Train”

- Opening task; Shoot left ramp, then right ramp / right loop

Song “Highway to hell”

- Opening task; Shoot right ramp, then left ramp / left loop

Song “For Those About to Rock”

- Opening task; Fire the Cannon to complete all lit AC/DC targets

# Addams family

Skillshot: Hit the ball into Thing's eject, hole behind bookcase.

Go for MB, by spelling G-R-E-E-D (hitting the bookcase the appropriate number of times), Thing's Eject and the Vault (Right Sinkhole), after locking two balls both the Electric Chair and the Vault (the red lamps) will start MB. Shoot the Train Wreck target to collect the Jackpot, shoot the Million Plus Ramp (upper left) to score the Super Jackpot, Shoot the Million Plus Ramp to score the Super Jackpot.

If you fail to collect a Jackpot, you can restart MB by shooting Thing's Eject (hole up the middle) within 20 seconds.

For the second and subsequent MB’s, you must spell GREED via five bookcase hits, and only the Vault will lock balls.

Mansion: Quick Multiball, Lights Quick Multiball at Thing's Eject.

Mansion: Thing Multiball, this is a count-down award lit at Thing's Eject.

Tour the Mansion: Whenever the 12th mansion award is collected or started, the electric chair will be re-lit automatically and the "?" will be flashing.

# Aerosmith

Superskill is hold left flipper, short plunge, hit flashing to collect smart missiles.

In ballsave time, hit two standups on either side of Toybox to get VIP-pass, virtual right kickback.

Opening song, Sweet Emotion, hit crack it up at last of the 6 shots, then hit 6 of 8 new shorts, will give Super scoring.

Hit toybox for light locks.

Time completion with start of Multiball, in MB hit all short twice, then strobing and finally the lock for super jackpot.

In MB hit scoop to get Add-a-ball after all Aerosmith targets.

Hit left and right orbit to light elevator for lock, in Elevator MB hit, any shot then elevator for jackpots, all 8 shoots/floor for super 40M!

Place short multipliers on lock, elevator, and center ramp.

Start all song for Medley Multiball Wizard mode, finish unfinished song in order of starting them, use missile to complete as ending MB, end mode.

Complete all song to get to Final Tour MB, hit 24 Shots them scoop for Super Jackpot 200M!

# Attack from Mars

MB: Light lock and lock balls, in middle orbit for, MB. In Multiball all Orbits (3) and ramps (2) are Jackpot, then “traveling” is Super Jackpot.

Collect controlled In-out lanes for Stroke of luck in scoop.

Strobe Multiball, from Scoop, hit the forcefield / wiser.

Martian bomb, in Martian Attack – started in scoop, hit target in the target bank below them, hit all 4 Martians, Martian 2-ball starts, Martian Bomb at launch button.

All M-A-R-T-I-A-N-S target to lit in scoop.

If any of

* The left orbit is Capture
* The left ramp is the Big-O-Beam
* The right ramp is the Tractor Beam
* The right orbit is the Atomic Blaster

is completed hit inner saucer targets for 100M hurry up.

Completing all start Total Annihilation a 4 ball MB, where Jackpot are inner orbit – lock shot.

Rule The Universe is the "wizard" award in the game, every target is worth 50M.

Take down two saucers before first MB, start MB wiser is up!

# Avatar

Toplanes rollovers gives 2X Multipliers, get them, place on

Unobtainium target

Link MB: lock a ball in the Link coffin, hit it a number of times to release for MB, shoot Link again to capture that ball and add a new ball.

AMP suit MB, hit the “traveling” A-M-P light to lower the standups, otherwise all individual, the A-M-P bullseye target can be backhanded.

Right Orbit feed, Toplanes, and start “Bomber Battle” mode.

Inlane are controlled and when all lit, spot a character as a direct shot for a brief time.

If all Characters are collected, all N-A-V-I targets must be hit, and then one final hit to any N-A-V-I target to start N-A-V-I MB.

Eywa spots mysteries, Eywa is lit after a certain number of switch hits, get higher and higher throughout the game, more difficult.

Ride a Banshee: Left Ramp start spell to start, thereafter shooting the left ramp scores banshee awards which start at 200K and increase by 100K each time.

# Avengers: IA

- Infinity Quest

Skillshot, full plunger, and high tower.

Spinning Dr. Strange disc works towards letters in S-T-R-A-N-G-E, a right inlane spinning the disc will advance twice as fast, shooting right ramp will start a Quest.

Once parameters to collect gem has been made, collect is lit on right ramp, place the gem by shooting a not gem shot, to re-spin disc.

Portal locks – combos or bingo top row, makes next quest into Multiball.

**Mind Gem**: (shoot blue shorts the spin disc) x 3, value of Gem: collect one shot in every battle by smart button.

**Reality Gem**: Shoot disc, then 8 yellow shots any, value of Gem: short multiplier

**Power Gem**: Spinner and Disc builds value, then red shorts, collect 2 shot instead of one where placed.

**Time Gem**: (Shot both right and left ramp amber color, then drop targets) x 3, value all timers increase in size, place on center ramp.

**Space Gem**: purple either Left ramp, right orbit, left orbit or left ramp, Right Ramp, Mini loop, value move Gems?

**Soul Gem**: flip counter, 8 green shots, Right orbit, left ramp, Right ramp, Left Orbit, Captive Ball, Drop targets, Loop Ramp, Tower High, value re-collect Gem value at Soul Gem.

Iron man MB: roll over controlled by disc, so take the inlane when ready, hit tower to lock balls.

Thor MB: hit captive ball, use in Quest. Always ignore Hulk.

# Bad Cats

Skill shot: Random lit rollover cannot be moved but increases bumper value, by “Barbecue”, which can also be light by completing a drop target bank.

On third ball only, shoot Tiger Ramp (left) consecutively 5 times to get a 20 million shot.

The left inlane, when lit, lights the Doghouse scoop. The right inlane, when lit, lights the 10X Fish Bone-Us

Hit “Fish Bone” to place that value in the Trash Can, right inlane lights the 10X multiplier on Trash can.

The Doghouse is lit by passing through a lit left inlane, or by shooting the unlit Doghouse, awards from spinning wheel.

Jackpot can be 8M, shown at back glass.

Jackpot is also lit after getting all the B-A-D C-A-T-S letters from drop target or wheel awards.

# Black Knight

When plunging, hold in right flipper to divert the ball to top PF.

MB play on Black Knight involves two or three balls. Balls are locked on the upper playfield, behind the left drop target bank. Balls are released for Multiball play by locking three balls on upper playfield, or by locking one or two balls on upper playfield, and another ball in the kickout hole on the lower playfield (behind the right drop target bank).

In MB, focus your concentration on the playfield level that has the most balls on it!

The drop target banks are timed, you have only a limited amount of time to hit the rest of the targets in that bank before the bank is reset. Completing a bank of drop targets activates a Magna-Save on the lower playfield, if one or both are not lit.

When the ball goes through the left flipper in lane the center ramp is lit for a short time for Mystery Score value of 20,000 to 99,000 points, if miss the shot from the lower left flipper, but manage to get the ball up to the upper playfield anyway, allow it to drain back down the center ramp, if possible.

When the ball goes through the right flipper in lane the spinner is lit for a brief time for 5,000 points per spin.

The turn-around on the lower playfield awards bonus multipliers.

# Black knight: SOR

Left flipper Super Skill Shot - hit one of the 3 Knight shots (flail (spinning thing), Knight target or Shield) otherwise hit 3 Knights shots x timer, before, hit the center ramp and then the shield (raised) into the scoop to begin a mode, Spinner change modes.

 Hitting drop targets to the right, will light the POWER feature during a mode, hit “Knight target” to upgrade the mode, make easier, …

Make some progress in mode gives KNIGHT letters.

RAGE in-lane letters are controlled and will light mystery in scoop.

Either of 2 left standup targets “ADD TIME”, will add some time during a mode, they also countdown to ball save left outlane.

MagnaSave! Try use, but re-light by completing the drop targets.

 Triple Knights Challenge MB; phase 1, defeat knights by shooting (3 times) either of the 3 Knight shots. Ramp will be lit for a hurry-up that will start Phase 2. The Knight’s flail will be spinning rapidly hitting it will make it stop temporarily, shooting the Ramp awards the hurry-up and sets the Jackpot value for phase 2.

Phase 2, complete all the shots Jackpots to light the Ramp for a Super Jackpot. Left spinner, counts down towards qualifying Add-A-Ball during Triple Knights, scoop collects Add-A-Ball.

KNIGHT Multiball: Jackpots are lit on various shots but not worth it. Spend this Multiball on right spinner and Black Knight target.

The King’s Ransom: Completing KNIGHT for the second time game will begin The King’s Ransom. This is a minute-long 3-ball Multiball Jackpots, flail, or Orbits.

# Bram Stoker's Dracula

The Skill Shot is purely a matter of timing. The display will show a three-faced gargoyle, with each face flashing in turn, first two when middle is lit, thereafter when right is lit.

First ball: go for bats, hit the Castle Ramp Left shots, 3 times, the ball is fed to the plunger, and auto plunged, hope for 15 bumpers.

Left ramp, all day for Castle locks,

From left flipper, go for Coffin Ramp, Right, enough will give Coffin MB, or right orbit (when Bats) or to get Video mode.

In Coffin MB, spelling D-R-A-C-U-L-A. collects Coffin Jackpots

In Mist MB, The Mist Jackpot shots 10M, are Castle Ramp, Coffin Ramp, Coffin, Tunnel, Right Orbit, Asylum, Top Sinkhole.

Castle MB, relocking one ball on the Castle Ramp will light the Castle Jackpot on the Tunnel.

All plungers can give Skillshot!

No post-transfer, but many dead-bounces.

# Bugs Bunny

Skillshot: Cayote and road runner, up to 500K.

Can change P-O-P lane on upper PF. Bonus multiplier.

Right ramp to Upper PF can be backhanded.

Left Kickback. Elmer Fudd?

Completing “Looney Tunes” targets light 1M target?

Go for center ramp all day.

When Extra ball is light, change left in-lane to collect it.

# Captain Fantastic

- and The Brown Dirt Cowboy

Rollover A and B lane, to light A and B, then the green bonus light will light up bonus from 1.000 to maybe 15.000.

Green rollover dots, and A and B will increase bonus.

Center lane, when lit will “close” the right out-lane.

5 Drop target left, not worth it.

Soft plunge for B!

# Champions Pub

Hold in Launch button, see spinning “Wheel” in display and go for the Fist, let go of button when you see the fist - Gives one smart punch, can be used during fights.

To be able to start a Fight, fill your health completely through training, train the one that is lit, Jump Rope (easiest), Speed Bag, and Heavy Bag.

Then start fight in any hole, hit the opponent, use smart punch.

Jackpots are lit by MultiBrawl, Skill Shot, Poker Night, or by a lit inlane, groves from 100K to 1.5M (max).

Fisticuffs Multiball, start by spotting all of the letters in Barfly Fisticuffs, shooting the bag when it is not lit for Heavy Bag.

This mode is only worth playing when stacked, but it is easy to stack. It can be stacked on Multibrawl or Raid Multiball.

Multibrawl: Start by locking three balls or through Poker Night. Three shots are lit for Jackpots (Balcony, Body Blow, and Right Jab). The shots only relight when all three are completed.

This can be stacked on any other MB, provided that two balls are already locked when the other MB starts. If you start Multibrawl through a Poker Night and two balls are locked, you can start it again. However, this does not add to the jackpots.

# Comet

Object is to light the 1-9-8-6 rollover targets on the last ball, they only move right!

Which will give 100K plus on

* 1st Ball: 2 x
* 2nd Ball: 3 x
* 3rd Ball: 5 x

Hitting the "DUMMY" drop target exposes the bull's-eye for a timed interval. Hitting bull's-eye, before the drop target resets, advances bonus multiplier (Green playfield light): 1st time: 2x; 2nd time: 3x, 3rd time: 4x; 4th time: 5x... thereafter, hits score 20,000 for each additional time. Hitting the "DUMMY" activates a game voice.

Making the 4 Duck Bank... lights CORKSCREW.

Making the 4 Rabbit Bank... lights FUNHOUSE.

Completing BOTH the Duck & Rabbit Banks... activates (lights) the COMET ramp for higher scores.

CYCLE JUMP, gives 10K, 20K or 30K, if lit 20K, 50K or 200K. Passage thru the LEFT Flipper return lights all three rings.

Ball one and three Bonus scores Ducks, and ball two Bonus score Rabbits.

# Cirqus Voltaire

Go for the sideways-facing skill shot target.

Trap ball on right flipper when coming from ramp.

Spell W-O-W to raise up a Ringmaster, defeat the first ringmaster, he can be Backhanded!

Stack MB, left ramp targets light lock can be stacked, and ramp locks is, used during Ringmaster #2, possible stacked with Juggler MB, shoot the left loop 3 times to light the Juggler, and three times to lock three balls and start juggler MB.

Once you have completed Ringmaster Battle after defeating #5 you cannot defeat another Ringmaster until after you have played Join the Cirqus. To Join also needs to

Acrobats - Shoot the right ramp 4 times.

Spin - Shoot the inner loop surrounding the Ringmaster four times to spell S-P-I-N.

Boom - Spell V-O-L-T by rolling over the red rollovers to charge up the Boom!

Side show - Hitting the yellow Ringmaster standups enough times, the Side Show becomes lit just past the Juggler magnet.

Menagerie - Left of the racquetball ball's cage is a pseudo-slingshot, hit it enough times, or the white standup just above the cage, to spot hits toward the menagerie.

# Congo

Skillshot: Hit lit "kickback" targets left, either when all three are lit, or the travelling for bigger points.

Kickback targets to the left relights the "kickback.”

Diamonds give lock - so collect them, when all collected, they relight.

Spell map on left lane, to get map awards good.

Collect controlled in-lane, for mystery (Z-I-N-J) which is the best.

In small playfield, just tap a lot to finish the letters CONGO

Skill fire, 25 seconds unlimited plunging for skill shots.

Jungle Jackpot, hurry up in map hole, holes are jackpots.

Always lock a ball on left orbit when lit/possible.

In MB, ramps are Jackpots based on diamonds.

100 diamonds, super MB - hit stuff, and extra flip for CONGO.

# Corvette

Use Super Skill Shot; for all balls, by LLRLL before plunging, then hit Side ramp with top flipper.

Light kick back, by hitting the target in the lower right, one hit only, and can be re-light.

Left loop to lit lock, loop pass ball when coming around, hit engine to lock ball.

When MB, hit flipper buttons to shake-engine, to grove Jackpot, which is the Side ramp, but hit inner loop then side ramp for Super Jackpot.

In Race Today on right ramp, hold down left flipper Gas and shift gears when told to on right flipper.

In all MB, make combos.

In Catch me mode, Hit the Right orbit, then side ramp, then left ramp, then Pit In.

# Creature ftbl

- from the black lagoon

Skillshot: go for 4-kisses, plunge when only k is lit.

Any mode running will re-start after Multiball!

MB: Spell FILM then lock ball in either Left or Right Saucer, find Creature in either Left, Right Saucer or Snack bar Scoop. Shoot the Snack bar to Rescue the Girl, this lights the Jackpot at the Snack bar. You then need a certain number of Jet Bumper hits to light the Super Jackpot shoot the Snack bar to collect the Super Jackpot.

During Multiball left ramp will feed into the Whirlpool, which spots letters in CREATURE. Completing CREATURE increases the Multiplier by one factor, go for 3 X.

Backhand Right Ramp, when ball comes from Scoop, it can be catch by holding up right flipper.

Double Feature: shoot the Left Ramp at least once (pref. 6 times), and then the Center Shot while it remains lit, for ½, 1, 2, 4, 8, 16M to collect.

Move your car, shoot Center shot to set and collect first value, next collect is 2x, 3x, 4x = up to 80M.

# Deadpool

Super Skill Shot; hold left flipper down, and lock Ninja.

Completing D-E-A-D Target Bank will qualify a Battle at the Hellhouse Scoop.

1. Battle; Juggernaut, and bring in Lil Deadpool Multiball, lock ball behind drop targets, then unlock. During Juggernaut hit 4 D-E-A-D or P-O-O-L targets, finish at a main shot.

2. Battle, Mystique, Center Wolverine spinner, then both ramps, then all three shots will remain lit.

3. Battle Sabretooth, shoot either orbit or the center spinner to cause damage. Both top lanes and pop bumpers will also deal damage to Sabretooth.

Then Sauronat the scoop. 3-ball Multiball. Shoot 2 left ramp and 2 right ramp Jackpots, then U-turn loop to Super Jackpot.

Spin the left spinner 45 times to start Disco Multiball.

Use flippers to cycle lower inlane inserts to spell B-O-O-M, Completing B-O-O-M 4 times without using the button will light the button red for “Big Boom” button red not yellow.

# Demolition Man

Skillshot, underground from upper flipper.

MLT rollovers completion gives claw access.

Freeze are lock, in

Fortress and Wasteland MB jackpot order are Center ramp, Underground, Left ramp, then right ramp for Super JP.

One JP can be collected at gun-button!

If starting all Multiball, hit Right ramp for Demolition Jackpot!

**Do not** shot for claw/right ramp after left ramp, it’s to fast, just ski-pass.

**Do not** hit car-crash.

If Claw disabled, go for starting all 5 claw modes,

AcMag – hit center ramp to collect, count-up!

Lock freeze - make MB available.

Prison break – shot into underground, then alternating ramps

Super Jets – 25 bumper hits each 1 million.

Capture Simon – hit 3 main shots.

Then hit underground for Demolition Time, hit all yellow targets to add a ball!

Get Max bonus, from right flipper up the middle, then live catch, on every ball.

# Diner

Full plunge when 50K or 75K light, better late than early.

Right ramp spell D-I-N-E-R, stir the cup in the back for points, but do not stir the cup, then MB will be ready without having to spell D-I-N-E-R again.

Spelling D-I-N-E-R light lock under the left ramp, then MB ready.

Start MB in today’s special hole (or alt. not pref. spinner), steel is possible! In MB shoot todays special, for Rush I (or spinner) and Rush II, after Rush Ramp are 500K each.

Left ramp go 20K-40K-…300K, then extra ball, and add to Dine-Time Jackpot, so alt. strategy left ramp forever.

Dine-Time in todays-special, when the last customer is served, 10 seconds to get Huge Points, value is the clock in the back-glass, max 12.

Complete E-A-T Lanes, the game lights one of the two serve food in lane lights, roll over to serve the customer.

When you serve a customer a voice says, "Order up!" and the Grill shot lights for about 10 seconds for the Grill bonus shot, a small target to the left of the jet bumpers and underneath the Cash Register Ramp

Post-transfer is possible, bumper and Spinner are dangerous.

Do not tilt, bonus #characters% of points.

# Dirty Harry

Skillshot, select Ramp shoot, then hit left ramp with upper flipper.

HQ hole to start mode, loop to re-light HQ, HQ feeds to left flipper.

Modes,

* Barroom Brawl: shoot ramps.
* Car Chase: shoot loops and left ramp.
* Warehouse Raid: shoot warehouse.
* Letter bomb: Shoot the safehouse four times.
* Meet the Mob: Both ramps and both loops each one time.
* Stop Scorpio: shoot shots.

Completing all bullets, 5 times gives Playfield Promotion, playfield x 5 for 20 seconds.

Magna-force in right orbit, to feed upper flipper for left ramp.

Collecting badges for MB, but you get them by just playing modes any way, side/left Ramp is Jackpot from upper flipper.

Warehouse can be backhanded.

Do not use post-transfer! Do not feel lucky!

Crosshairs is just the white arrows!

# Doctor who

Dr. #1, spot two Escape target pr hit.

Completing "Escape" lights Video mode at Police Box entryway, through the bumpers, only start when 4 X for good score.

One flipper for a short jump, both for a long jump.

Pick Dr. #3 - gives more time to shoot each letter in W-H-O

Upper flipper hit O, every 10 gives Sonic Boom round. At ten hit the W ramp, then up the H orbit, and finally the O lane again for 40M.

Completing a video mode spots a doctor.

Dr. #7, - lock is already lit.

Light locks by hitting middle target of "Time Expander" (mini-playfield, level 1). Then lock 2 balls (B), to reveal the "Controls" of the "Time Expander" (level 2). The controls(C) are locked on to Earth and when activated will restore Earth time from an expansion factor of 15 to a normal factor 0. This raises the "Time Expander" to level 3 and the player must start Multiball by shooting the ball into one of the 3 doors. The middle door "skips" a jackpot for a faster way to reach the "Super Davros Jackpot".

Dr. can be chosen at any ball launch, order 1, 6, 3, 2, 4, 5 with 7 abstaining.

# Dr. Dude

Short plunge.

Collect Elements of coolness, to get to MB;

Magnetic Personality, left stand up magnet grab, green, hit 3 times to collect/light

Heart of Rock 'n Roll, center target, red, dangerously, hit 3 times to collect/light

The Gift of Gab, saucer, yellow, hit 3 times to collect/light

When all Elements of coolness it lite hit the Mix Master Ramp, then hit Left Saucer for lock to start MB, in MB, get control on left flipper and hit the Ramp for Mix Master (Jackpot count down). Try not to get both balls in the Mix Master. They tend to hit each other more often than the targets.

In MB the four drop targets to the right, will once complete double jackpot value.

REFLEX, complete the Reflex targets to light Reflex 1 at the Left Saucer, to light Reflex 2 at the Gift of Gab (times out fast, one shot only), lights Reflex 3 at Magnetic Personality.

Drop targets, light Bag of Tricks at Left Saucer, but also awards bonus multipliers the first three times (2x, 4x, and 6x), lights Million the fourth time, the Mix Master Ramp!

# Elvira atpm

- and the Party Monsters

Completing the J-A-M Drop Targets lights the CENTER EJECT HOLE for the BOOGIE BONUS, lights SKULL LOCK (as needed), and lights the MONSTER SLIDE for an E-L-V-I-R-A letter.

Completing the B-A-T lanes awards a Bonus Multiplier (2X to 5X), lights the SKULL LOCK (as needed), and lights the MONSTER SLIDE for an E-L-V-I-R-A letter.

Shoot the Skull to lock the ball, when lit.

During Multi-Ball, both ramps must be shot to collect the Multi-Ball Jackpot award, only one 4 million per MB, or a progressive starting at 1 million.

Completing WAKE-THE-DEAD-HEADS will light one of the cool looking DEAD HEADS, Completing WAKE-THE-DEAD-HEADS the third time, lights the CENTER EJECT HOLE for 1 million points, untimed, till the end of the ball.

Once you spell E-L-V-I-R-A, the SKULL LOCK is lit for 3 million points.

Four consecutive ramp shots will light the ramp for 1 million points (timed).

# Fish tales

In MB, hit the lock ball (caster club) to light Jackpot in the hole at the top, shoot through the spinner.

After 3 Jackpot, captive ball is super Jackpot.

Monster Fish, right under the boat is a string of 6 fish (a "school" of fish - look closely!). Each time you make alternate LIT ramp shot, you light another fish. Getting all 6 lights the spinner for the Monster Fish award, which is a hurry-up award.

When not flashing hit one ramp to light the other for a small fish, both good to backhand.

If last is right ramp, then spinner is ready on right flipper.

# Funhouse

Short plunge, hit left ramp often, lock shot is very early on left flipper, but often use targets to go into “Mirror.”

The "MIRROR" light is on at the start of each ball; relit when Rudy's jaw is hit and relit for about 4 seconds when the ball goes down the right center lane.

"Million Is Lit “- the next hit on Rudy's jaw is worth 1M.

"Quick Multiball “, is two of the six.

Super Frenzy is started by hitting the Wind Tunnel after all six awards have already been collected.

Midnight Multiball is started by advancing the clock to midnight and then hitting Rudy's mouth, 11.30 then lock a ball, then 11.45 and lock a ball. Stelling is possible!

The Trapdoor opens and the Million+ light turns on; the first Trapdoor hit scores 2M and closes the Trapdoor. The center ramp reopens the Trapdoor for 3M; each time the Trapdoor is hit its value increases by 1M (to a maximum of 10M) and the Trapdoor is closed again.

# Game of Thrones

1 house: Martell (button, will give one added ball per ball by action button.

Make house ready by hitting the shot 3 times, f.i.

Left Drop Target 3 completion: Qualifies Baratheon

Left Loop: backhanded: Qualifies Greyjoy

Dragon: a kicker target: Qualifies Targaryen

Left Ramp: both flippers: Qualifies Lannister

Right Ramp: backhanded: Qualifies Stark

Right Loop: Qualifies Martell

Right Target 2-Bank: Qualifies Tyrell

Blackwater MB: Lock target to the right, and center Ramp for lock.

Center Ramp to start mode, Pass first mode.

Lannister and Greyjoy in first MB, shoot 5 main shots.

Targaryen and Tyrell as second MB, shoot Targaruen and center shot.

Completing four houses while not currently challenging a house will light HOTK MB, where add a ball is valuable!

Light left virtual kick-back by targets to the left first completion, there after every third.

Wall Multiball: Completing top lanes 6 then shoot the dragon.

# Gardians otg

- of the Galaxy

Quill’s Quest: 2 ball Multiball mode, first to get feel.

In Ball Save: Hit the two stand up targets to the left and right of Groot.

Groot Multiball, Hit Groot enough times. RE-lock a ball during Multiball to get 2x playfield, Groot can be brought into a mode.

Orb Multiball; Hit Or, for Jackpots, and Supers, use Hardon Enforces, Action!

Add-A-Ball; during Multiball collecting a Mystery will always award Add-A-Ball. To light Mystery, hit the Guardians of the Galaxy standup several times.

Hit scoop to start a mode, halfway blinking, hit the scoop to upgrade a mode!

Cherry Bomb Multiball; Complete 4 modes to light the right scoop for Cherry Bomb Multiball, a 6-ball, 60 second unlimited ball-save Multiball.

8 Modes; all time based.

Sanctuary, complete all 5 of the Hadron Enforcer targets, use Multiball.

Escape Kyln; with Multiball.

Pod Chase, longest mode.

Hadron Enforcer! Action button spot shoot in modes.

# Ghost Busters

Skillshot, forget P-K-E rollovers.

Full plunge, catch, hit Right loop, default, to start ”Okay Who Brought The Dog?”

Shoot the left ramp, left loop, and right loop to complete "Okay Who Brought The Dog?“

Next Scene "Spook Central”, left ramp to stop the hurry-up and set the shot reward. Left loop, left ramp, right ramp, right loop and again finish with the right loop.

"Gozer The Gozerian”?

*“Spooked Librarian”*: Shoot flashing shots then the spinner to raise SJ by 100k per spin.

"Stay-Puft Marshmallow Man" is lit at the right loop. Use P-K-E multipliers.

*Back Off, Man!*: Shoot any of the lit shots, shoot 2 shot then final shot at the left scoop.

Complete the Storage Facility left captive balls award to light three stacked locks

Add-a-Ball re-lit by repeatedly shooting the left captive balls.

Mass hysteria - flippers are switched. Hitting the right captive ball will toggle the reversed flippers on/off.

# Godzilla Sega

Super skill; hold up left flipper; shot right ramp to get skill shot 5M.

5 main MB then save New York wizard mode, all Multiball are started in the inner left orbit when ready, and can be stacked, and are

Taxi: hit T-A-X-I standup, and T-A-X-I targets are Jackpots

Helicopter: each in-lane light opposite standup, get 6, also doubles bonus.

Baby Godzilla: Left orbit will eventually light baby Godzilla Multiball, left orbit are Jackpots.

Godzilla: Right ramp, 5 times, right ramp are Jackpots.

Sonar: Captive ball, on each side of right ramp 6 times, captive balls are Jackpots.

Save New York; each shot spots a letter in New York, then inner orbit for Super Jackpot!

From now on all Jackpots are doubled.

Score does matter, after 6 right ramps; consecutive Right ramp are 5M.

Left orbit awards: spot sonar, mystery, Super pops, Baby Godzilla MB,

Extra ball.

# High Speed II

- The Getaway

Concentrate on shooting the lower 1-2-3 targets to relight the Kickback, unless Redline Mania is ready, there are connected at each side, and must be completed in 8 seconds.

Go through Gears, by hitting The RPM shots Right and Left Orbits, completing 1st Gear requires one RPM shot, completing 2nd requires two, use the shifter/plunger in either direction, and the game doesn't mind if you shift with your knee.

Supercharger Mode strategy complete 4th Gear. Preferably, I have the ball on the lower right flipper. Shoot the Supercharger for 5M. Hold the left flipper up, push the machine forward as the ball comes down, bouncing it over to the right flipper. Shoot the Supercharger for 10M. Repeat until you miss and have to do something desperate, or until Supercharger Mode ends.

During Multiball(s) ten loops through the Supercharger are required to light the Jackpot, which is always worth 25M.

Backhand ramp! Supercharger.

Left Orbit and Left Loop, to Lock ball, for Multiball.

5th Gear - Light Redline Mania, same as Multiball.

# Hulk

Random, flashing top lanes, will not spot the bonus, only more points.

Full plunger maybe gives 2X.

Build up Bonus to 20K, then it can be collected in the near in lane, kick out holes, build up bonus by rollovers, targets, written on play field “Add bonus”.

Bonus multiplier top-lanes, changes with slingshot, and a-like re-bound switches, collect the 5X and done ☺

Hit 1, 2 and 3 targets, lights the spinner, can tell by spinner light is on.

Can have ball-save, flashing light between flippers, can be used if misses any top lanes!

# Indianapolis 500

Skill Shot: Ski-pass to left flipper, shoot right ramp, will start the “Go For The Pole” mode.

Ski-pass every day.

MB: Shoot the Left Orbit to light lock, Turbo is Lock, after locking the second ball, Multiball begins. It's three ball Multiball.

Jackpot is lit on both ramps, there after alternates, lock a ball during Multiball to raise the value by 10 million, lock both balls to get add-a-ball.

Lock all three balls during collect Super Jackpot worth 60M.

Complete the PIT rollover lanes to light Pit Stop MB on the Right Ramp, timeout the 25 seconds! There after one shot lit for 10M Jackpot.

Modes are called Speedways, there are 11. Modes can run simultaneously and continue to run during Multiball.

Modes are started by shooting the Right Orbit when Award Speedway is lit, the ball must land in the popper for the mode to begin. Shoot the Left Orbit (Light Speedway), point in bonus!

- Go For The Pole: 20 seconds to spell Pole at the Right Ramp to get the next letter, it's worth 5, 10, 15, 20M.

- Dueling Drivers: 30 seconds to shoot all four Car Shots 5, 10, 15, 20M.

- Gasoline Alley: 30 second to open 5 doors at the Right Orbit

- Caution: This is the video mode

- 3x Playfield: 30 seconds, also triples the number of Laps

- Turbo Boost: Two ball Multiball, Jackpot 10M in the Turbo Lock, Left Ramp raises the jackpot by 10M; it maxes at 90 million.

- Checkered Flag: (Last when all other started!) 200M, Center Hole.

# Ironman

S.H.I.E.L.D. Lanes are controllable, inlane, outlane and Toplanes.

Completing all I-R-O-N-M-A-N targets light up an insert on the mark ladder (middle).

War Machine MB: Hit 8 drone targets, then War Machine, in MB 1. hit 4 drone jackpots, then 5 major shots are jackpots.

Whiplash MB: Hit the targets 5 times, to start, in MB Hit major shots.

We Got a Bogey: Ramps have progress meters labelled from 100K up to 400K, 5 times timed bogey start running.

Iron Monger MB: The 3 spinner-lanes, orbit and center gives Letters, once raised hit Monger to bring him down and start MB, in MB get six orbits, then 6 Monger hit, before Super Jackpot in center lane for 3M.

Get 5 ladder steps in one ball gives, Do or Die: Hit Center to start hurry up, hit center to collect.

Get to Mark 6 gives Jericho: In center lane, single ball 2 X playfield.

Stack MB War Machine and Whiplash (Bogey).

Watch out for War Machine (left) kick-back!

# Iron maiden

Superskill is hold left flipper, full plunge, hit super jackpot with upper flipper.

Skill shot EB target. Catch on left flipper. Sweep drops to light lock. Get Multiball straight away. Lit revive during ball save period, to light kickback.

Spell EDDIE; start light mode up the middle. Shoot left spinner to change flashing mode if EDDIE is not spelled.

Aces High is a Multiball and a good mode to get early if possible.

Start single ball modes; Hallowed Be Thy Name; before Mummy or Trooper MB.

Trooper Multiball: Drop targets awards “Light Lock”, hit green arrows to virtually lock a ball.

All shots will be lit for jackpot and will un-light when collected. Collecting 3 Jackpots lights the first Super, competing drop again will also add a ball.

Spell MUMMY at the captive ball to qualify locks for Mummy Multiball. Lock balls in sarcophagus.

During Mummy Multiball switch hits qualify jackpots at captive ball. Spell MUMMY to light the super at bullseye above the sarcophagus.

“X” Targets: 4 targets with an “X” light in front of them, which qualify the Playfield Multiplier at an inlane when completed. X” Targets: 4 targets with an “X” light in front of them, which qualify the Playfield Multiplier at an inlane when completed, stackable, and carry over.

# Joker Poker

On 3-ball: drop targets required for 5x Bonus changes with each ball.

Ball 1: 10.

Ball 2: Q’s.

Ball 3: A's + joker.

10 is 1000 points in bonus; J’s are 2000; Q’s are 3000; Ks are 4000; Ace + Joker are 5000 points.

Tournament strategy: Aim for the Q's. 1st set of Q's is 3k. Each Q target after the 1st set is 5k. Full set of Q's is another 5k. Easy & Safe

# Judge Dredd

Mode/mission based, change mission on left “Fire” button, launch on right “Fire” button.

Skillshot Upper left flipper to hit loop.

Start mission by hitting the lit “Build up Chain Feature” of two, alternate between ramp, and “Sniper tower”, can be changed until started by left “Fire” button.

MB: Hit down J-U-D-G-E targets, the flashing on, if down hit into the hole “Subway entrance” behind the targets.

Then virtual locks are lit a left ramp, come back to right flipper.

In MB, collect 4 Jackpots, left ramp to light Jackpot in Subway hole, this will start “Ultimate Challenge” MB.

First time, all locks are ready, later one lock pr completion of the J-U-D-G-E letters.

Air Raid, when U is lit by the traveling light shot.

“Black out” two ball untimed MB mode.

“Safe cracker” is D target / “subway” hole, which also is MB locks.

After all mode, shot “Build up Chain Feature” to start “Ultimate Challenge” MB, Jackpots are “Crime Scene”.

Bonus 2X once per game by captive ball, can be huge.

# Jurassic Park

Skill shot is a combo sequence: full plunge, the left then the right ramp, then the side ramp, then the right orbit.

Secret Skill Shots: short plunge then “C” lane.

Spell M-A-P by hitting white arrows, then T-Rex ramp to start Paddock Modes, in Modes

“Rescue” a certain number of staff

Set the trap, yellow targets, for orange and red Visit the Helipad.

Shoot the Yellow capture arrow within timer or hit Helipad again.

Hitting the Truck awards letters in “T-REX”, first T-Rex event is Feed T-Rex, Hit Orange shots to increase Hurry-up value, then hit T-Rex ramp for 2-ball Multiball, 5 CHAOS shots are lit for jackpot, then super on the T-Rex Ramp.

Spelling CHAOS, will light the Chaos MB target between bumpers, in MB, Jackpot only in the side the truck i facing, get one Jackpot then Super at the target, then two jackpot then target the three Jackpots (max) then Super, … Once 5 is collected all the CHAOS letters are lit, then hit CHAOS lanes and then target full Super Jackpot. 10 Bumpers hit for add a ball.

Control Room, choose, right to left e.i. System Boot, Restore Power, Virus Attack.

Navigate to the Spinosaurus Paddock and capture the Spinosaurus to qualify King of the Island MB at the left ramp.

The far-left Escape standup is lit via the rollover at the top entrance to the pop bumper area. With default settings, this is initially lit for 20 seconds, to Lit Escape.

Choose Smart missile by action button, then hit Chaos Target.

# Kiss

No Skillshot, un-timed songs modes.

Finishing a song, will give 2x on a shot – by next hit choice.

Choose songs in hole (backhand), even number of songs completion for playfield multiplier.

Left outlane Virtual Kickback: Spell out KISS targets, therefore

1) Hotter Than Hell: KISS targets then other random shot.

2) Deuce: Left Loop and STAR targets, then move one right.

3) Lick It Up: Pair of neighboring shots are lit, will move.

4) Rock & Roll: one shot, one shot other site, then two…

5) Love It Loud: Both Orbit, then other shots...

6) Black Diamond: Right orbit, something else, repeat….

7) Detroit Rock City: Hit all 6 shots, then 3 more.

8) Shout It Out: Center Ramp, Orbits, STAR, right ramp, daemon

Daemon MB: Complete the two green lock targets, or spell DEMON by shooting into the Demon to light Lock at the Demon

All shots are Jackpot twice, then strobing for Double Jackpot, and Daemon for Double Super Jackpot.

Love Gun M: Hit STAR targets until MB is ready on right ramp, or hole; two ball hurry-up to hit a STAR targets, then hit one shot to light Jackpot on same shot, then another… when all done Super Jackpot in STAR hole.

Kiss Army MB: Some shot then Daemon, repeated, in any MB, complete all targets, and add a ball in hole.

# Led Zeppelin

Choose, “Good Times, Bad Times” before,

Skillshot, plunge to hit the “D”, of the “L” “E” “D” target bank.

In Ballsave, the two-bank of standup targets at the far left qualifies a ball save at the left outlane.

Completing the song lights the right orbit for “Change Song”.

Tours (MBs) are started at the left eject when the green arrow is flashing. Shoot the right ramp at any time to qualify a tour if one isn’t lit.

Pick tours in order, “Spinners”, “Ramps Switches”, “Bumpers Targets” “Orbits Ejects”, after completing objective, shoot left eject to start Tour Multiball.

Zeppelin Multiball, ROCK target bank must be completed to light the locks, Shoot the left ramp to lock, use this MB to complete objectives for Tour MB!

Every shot to the side flipper shot starts a super feature in the following order:

“Super Spinner”, “Super Pops”, “Super Slings”,” Super Ramps”.

But also, it will increase playfield X, and its timer!

Combos are completed at target banks, and the according round inserts will lite up, once all four target banks have been completed, the “Icarus target” just right of center ramp lights up. Hit it for 15 seconds of timed playfield X + 5 seconds for every side flipper shot you made either before or during the timer.

Add-a-ball, hit “Icuras” target three times, “band boosts” action button can be used, when flashing. Band boosts are earned by completing songs.

# Lethal Weapon 3

Skillshot, plunge to hit light bullet, when second lowest is light.

MB: Completing two drop target banks, then middle saucer.

Left ramp – Jackpot, two balls in a row collects Speed Double Jackpot, or MB ready on ball tri if not started already.

Hit the flashing saucer to activate Double Jackpot, on left ramp.

Multiball can be re-started, in #2 / middle saucer.

Left ramp, maybe can be backhanded, backhand right orbit.

Jackpots starts at 10M, increase by 5M.

Shot a flashing leather weapon saucer, to start a mode/stunt,

On any “Now” call out, shot launch trigger, or display guy eyes are flashing.

Right Kick-back, two consecutive left or right orbit, light the left karate target, hit it to get kick back.

In video mode, shot “bad” guys (with guns) and cows!

In MB, trap up hit, #1, #2 and #3 to progress instead of Jackpot.

Normal play go for #1, #2, #3 lanes.

Hit Spinner to get “bullets” for USI to progress to get to “Super Lethal Weapon”, where each saucer is 10M, when all six bullets is collected shoot out begins, use the gun when tolled to.

# Magic Castle

A-B-C Target and inlane will spot letters all advances bonus.

Right outlane save flipper, after use complete any target bank to relight.

After ball 3, plunge again immediately, for time bonus ball.

Hitting all blue targets will light “Castle value”, one bank, or in hard settings both banks.

1. Castle value is Zekyle, 300,000 points
2. Castle value is Zankenstein, 500,000 points
3. Castle value is Zaccula, 4.000,000 points

# Metalica

Holding the left flipper activates the super skill; hit flashing insert to light hurry up, spider selects ramp/shot – hit each Sparky, snake and grave, then lane to start strobing coffin hurry up to complete lane.

Out of scoop, hit directly with left flipper!

Electric Chair Multiball - During Multiball hit Sparky's power meter by hitting lit shots once filled hit to collect super jackpot.

Grave Marker Multiball.

If ball caught by magnet, hit it to get Super Jackpot.

Snake Multiball.

Score jackpots by shooting the snake or any lit snake insert.

Complete FUEL standups lights insert in playfield, then hit dead end shot 20 seconds double scoring.

In Multiball completing the guitar pick targets lights the snake for add-a-ball, and double scoring!

Crank-it-up.

*- Battery*: Bash sparky

*- For Whom The Bell Tolls*:

Shoot each of the 5 shot 3 times for 15M Jackpot.

# Munsters

Soft plunge, hit 1) Herman until hurry-up starts, complete hurry up and ball will be caught by magnet, shot ball to get MB.

Only one Herman MB before each Munster Madness.

In MB – focus on 2) LILY targets on the right any target will do!

3) RAVEN is a MB – completing LILY’s will lit left ramp for a Raven, stackable.

4) Grandpa - hit purple targets, until Grandpa hole is blinking, play mini playfield, each time hit a target, ZAP Button will be blinking hit it.

5) Spot – hit the ramps to get STOP up, time mode, don’t try hit him.

When all five are done, Munster Madness is lit in scoop.

In all MB’s completing D-R-A-G-U-L-A during will lit ADD A BALL, in the DRAGULA lane behind targets.

Completing any major area will light KITTY, when a lit KITTY is collected the Playfield Multiplier will go up (timed), white insert at button of playfield.

Each time the ball hits one of the 4 mini targets the ZAP BUTTON will blink for a few seconds, Hit the ZAP BUTTON while it’s blinking electric blue to charge your zap meter. 4 ZP Jackpots for Super in the Dracula Lane.

# Mustang

First ball, normal skill shot; Start mode, Drag-race. Hit down GEARS targets to get MB, alternate GEARS left ramp for Jackpots.

Hold left flipper, super skill shot; hit A target when white column is flashing.

Choose Stunt-driver relates to GEARS targets, but resets them, and Left Ramp.

Hit Captive ball 3 times to light Burn out MB, in Scoop, backhand scoop.

Then Rally Race as, top row modes are more difficult, no targets.

Change modes in the garage.

Knock down GEARS target to ”lock” balls, MB can be refused by hitting both flippers. In MB hit target then ramp.

Nitros furthest left, are 2X playfield, hit 3 standup targets to light.

Flashing RPM targets to the right, are 2M each, when timing out, RP and finally R, hit will restart it!

In Multiball, FORD in-lane roll-overs light add-a-ball in the tool box.

# Mystic

Center top saucer: light eye of pyramid, spot a star, light spinner.

Captiva ball; increase multiplier, up to maximum of 4 X.

Bumpers changes symbol is placed in the tic tac toe board.

During first ball, concentrate on drop targets to complete tic-tac-toe rows, each row is permanent bonus that holds over for entire game!

If the "wrong" symbol is lit and you don't want to put it on the tic-tac-toe board, aim for orbits instead.

Complete all 9 squares on the tic-tac-toe board, with any symbol, to clear the board for your next ball.

It is too dangerous to ever shoot the center drops directly.

Once you get to 72k bonus you are done, it is held for the rest of the balls.

Your multiplier goes back to 5 X the first time you shoot the captive ball on ball 2 and 3.

# NBA Fastbreak

Shoot center Ramp first.

Round begins after enough bumpers, so thy will just start,

Lights in the blue arrow in the right of PF.

Half court hoops, shoot up the middle / center ramp.

Hook shot hoops, left ramp.

Run and shot hoops, alternates left ramp center ramp.

Multiball hoops, hit hoops.

Shoot around, hit the letters to spell, S-H-O-O-T

All can be stacked, with enough bumpers.

Left kickback, by two targets in the right, a lot of drains In left outlane.

In the paint, move the ball by flippers, try to score, shot at action button, score from all four 1-2-3-4 to get around the world MB.

Pizza power shoot, ball settle then shot for three

3. Crazy bobs, Trivia Q. pinball.org/rules/nbafastbreak.html

Combos

Tip-Off: Right Lane, Center Ramp

Slam Dunk: Right Ramp, Left Ramp

Alley-Oop: Left Orbit, Center Ramp.

Fast Break: Left or Right Ramp, Center Ramp.

Nothing to lose on tilt, no penalty in points!

# No Fear

Mode base games, with Challenges.

Launch ball when “Start Challenge”, do all the challenges, but is Asphalt go to Jump Ramps and loops or locks.

On first ball do jumps as they are in the bonus, and therefore tripled value on first ball.

When done all 5 minor challenges, need to spell “No Fear” before Start Challenge, Jump Ramps and loops.

In “No Limits”: A 3 ball Multiball, Jump Ramps and loops.

In “Fear Fest”: A 3 ball Multiball where Skull or Skydive is Jackpot. The value of this starts at 80M and each major shot adds 20M to this value. Once collected, Jackpot resets to 20M and 4 major shots are needed to relight it making the second Jackpot start at 100M.

In “Meet Your Maker”: A four ball MB, 50M Jackpot is lit at Skull, 200M Jackpot is lit for Jump Loops, trap up on left, and Jump!!

Multiball: To light lock, shoot the Skydive drop target once, then shoot either Skydive, or Skull to lock the ball.

Jackpot in order is, Skull 50M, Skydive 100M, Jump 200M, in no Jackpots are collected, 20 sec to collect any, so Jump!

Again, in MB, trap up at left flipper, as all Jackpot can be made from Right, and the ball most likely return to right flipper.

# Red and Ted's RS

- Road Show

First ball do not hit Skill shot, but soft plunge, and change city to Miami, by hitting white target way left.

Then “Start city” in scoop, in Miami hit spinner/lock shot.

After use Ramp to travel 400 miles to next city, left ramp, Left Ramp, Right Ramp.

In cities, remember to use the Magic Standup, go up to the lock, and do use upper flipper but bounce.

MB: after hitting the Bulldozer blade 5 times lock is ready, left of left Ramp, don’t go for Bulldozer, just take when ready!

Lock ball two and hit Ted who swallows that ball you just shot in; all three balls are kicked out of the Lock.

The first jackpot is at Ted's mouth, and the second is at Red's mouth, Red is very early on the upper flipper.

If you drain two balls without getting a jackpot, Multiball restart is lit at the Lock for 12 seconds.

If the sign in the window reads "Uranium Ore $3 a Chunk" quickly hit both flippers. This starts Construction Mania, a 20-second mode with all targets worth 3M. If you start Construction Mania, you will not get a souvenir for that trip to Bob’s.

Radio Targets; An orange standup on each side of the lane leading to Red's mouth, and a bank of three red standups to the left of the Bumpers.

# Six Million Dollar

-Man

Center top saucer: 3K then 5K, then 2X, 3X, 4X then 5X bonus, will also raise the big center post to avoid draining in the middle, when up don’t flip but get control, however two rollovers in the middle, and the in lane will drop the center post.

Bionic Power Score, get all 5, 3 left targets, and two top lanes, bonus will advance 5 spaces, and right outlane diverter is on, stay on from ball to ball.

Twice knock down of right target bank, then spinner is 1K.

Third time, extra ball.

# Spider-Man

Skill Shot - Plunging the ball into the flashing WEB.

Timed Modes: Shot all the white arrows to start a mode on the any orbit.

New Goblin: Shot six ramps.

Daily Bugle: Alternate shots between the Spider Sense targets and any of the six major shots.

The Amazing Spider-Man: Complete all six major shots.

Bonesaw: Make 100 switch hits.

Rescue MJ: Make eight lit shots.

Black Suit Multiball: Virtually lock 3 balls by hitting the Lit Lock target until locks are lit at either green-lit orbits.

Doc Ock Multiball: Shots to the saucer on the right side of the playfield will count down towards lowering the Doc Ock figure, which acts as a target and has a magnet in front of it.

Start with Doc Ock, can be back-handed MB, get lock(s) for BSMB, and Sandman target (wiser in the middle).

BSMB left orbit can be backhanded, for locks, and starting modes.

Just work between MB and start Modes.

Then BSMB, in that get Doc Ock hit, to next MB, and target(s).

Cradle-separation for Green-goblin target(s).

# Star Trek

Skillshot: hold right flipper down?

Left outlane kick-back: Leave 3 torpedoes active just in case you need them to divert power to the kickback or hit shields targets.

3 torpedoes are armed after the weapon targets are completed when no torpedoes are ready. Then 2, then 1 thereafter.

8 torpedoes equal to super torpedo which will instantly take down the Vengeance or using the super torpedo will instantly lower the Vengeance's shields and the next shot to the Vengeance will start the MB. Vengeance hit the center target, lock a ball behind, hit to free ball, hit again to add a ball.

​Make Combos for point, backhand left ramp, them something else. Left spinner lane can be backhanded.

Complete the 5 small Red Matter stand up targets to light the Black Hole mystery at the center target – gives add a ball.

Complete green target bank, for light lock, both center and left scoop (first time) booth can be locked for one bank.

Any mode is good, three in a row gives super feature, so Prime Directive, Space Jump, Save The Enterprise for super ramps.

Start next mission, in left scoop, or lift right flipper and hit under it.

Away team, change mode add time, Space jump, one hit finish!

Right Orbit very fast, and Warp ramp feeds upper flipper! Not worth it, risky shot.

# Star Trek: TNG

-The Next Generation

Plunger Choices: launch when the one you want is lit, “Start Mission”, “Warp factor 4” or “Light Lock”.

Always go for super spinner when available.

Holodeck; choose Video: Shuttle Simulation and play L-L-R-R-L-L-R-L-L-L.

Picard Maneuver: spinner, left side ramp, can give huge points.

Mission: Q’s challenge and alternative Rescue use same shots as Picard Maneuver.

Alternative strategy, start missions in center hole, easiest from left flipper, or when lit in “Command Decision” left hole.

Rescue:

Asteroid Threat: 20 million counts down in center hole.

Worm Hole: Picard Maneuver.

Search the Galaxy: Shoot the center ramp (Alpha), shoot the right ramp (Beta), use spinner to shoot the left (Delta), then stand up (Gamma).

Battle Simulation: Shoot any hole, pull the trigger to launch the ball into Start Mission or the Neutral Zone, time it out!

Q’s challenge: Picard Maneuver.

Time Rift: Could be time out for Final Frontier, need at least 4 (or 8!) artifacts for bonus.

MB: Lit Lock by shooting the right orbit, Lock balls in the right orbit, or left ramp; the left cannon will be loaded, fire (all) the (3) balls into Start Mission; Shoot the spinner to relight jackpot.

# Star Wars

Skillshot, on the timing on the target bank

Choose Han, as he has 6 modes completed already, with light Tatooine Missions.

If Multiple Modes are ready, can choose which to start!

Four modes; each takes three shots to qualify.

Hoth, right inner loop

Death star, left loop

Tatooine, right scoop

Endor, left ramp

Start mode hit shot one more time.

Each has three sub-modes, when done, they all have MB

2) Plunge 5 Tie fighters, Tie fighters hurry up, hit the button, the square fighter toy in center

Do: light Hoth mode, hit 3 times, and Hoth to start Tatooine mode, complete Tatooine II, by either ramp, then 10 sec for Death Star. That MB, and then go to Hoth (video) mode, place X first, then Hoth MB.

Tatooine II; hit either ramp, then 10 sec to Death Star.

In MB add-a-ball by completing F-O-R-C-E target bank, and the target bank under the screen to get multipliers.

X-multiplier, toggle on green / off red with action button, when red can be moved with flippers, when blinking the hit target bank to avoid timing out.

Advance; start with Endor; play both modes (Tatooine II), orange and green shots, then same as earlier.

# Strikes & Spares

Completing ABC lanes (via spinner) advances the bonus up to 5 x. After 5 x, each completion is a Special worth ton of extra points.

When the center top lane is lit for Strike, roll through the lane to advance Strike Value. Otherwise, you need to complete 10 evil rollovers.

# Tales ftc

-from the Crypt

Skill shot: Timed the 3 guillotine drop targets lights, hit the middle.

The Creature Features/modes of this game, light by either left or right loop, changed by slingshots, then ready in scoop.

Spinner changes which CF to start, launch button locks in a mode to be started, and un-locks it again.

Complete all mode to go to Crypt Jam, wizard mode.

Electric chair: 6 ball MB, Jackpot is scoop.

Scull cracking: Hit captive ball to add balls.

Super crypt kicker: light left kick back.

Robbing the Crypt: The tombstone is lowered; shoot the crypt to score points and letters.

God bonus don’t tilt.

5 Left ramps will light right ramp for Jackpot, super mode/frenzy.

Tombstone targets spots letters in C-R-Y-P-T, when all shoot the Crypt, to start MB.

Left ramp 1. Jackpot, 25M increases per left spinner. Then right ramp for a Double Jackpot, double the 1. Jackpot increases with the right spinner.

Hit the Tombstone spell C-R-Y-P-T, then Monster Jackpot is lit. Each letter adds a ball but is not worth any points, then more Monster Jackpots.

MB Restart: in the center spinner and Crypt.

# Tales otan

-of the Arabian Nights

Shooting Stars: Will capture the ball; Hit the left bank of Standup Targets to light the left Shooting Star, Hit the right bank of Standup Targets, behind and to the right of the Lamp, to light the right Shooting Star. They are timed, and you cannot reset this timer until the time runs out. So, get in the habit of relighting them every so often, to protect you from drains.

Tales (Modes), are started at the Genie, they are easy to complete, by collecting the Jewel on the Ramp, carried over from ball to ball.

Golden “Running man” symbol is mode progress, except “Cyclops”, Hit one of the Captive Balls, or land in the saucer next to the left Captive Ball, to launch an Orb at the Cyclops and hit him in the head with it.

“Ali Baba”, both banks of standup targets will become lit. Hitting any of these targets will spot one letter in S-E-S-A-M-E.

Always Collect Jewel, when making a wish (15 lamps spins grants a wish)

Harem Multiball, boost the Jackpot up in the Jet Bumpers before starting Harem Multiball. Spelling H-A-R-E-M, at the Left Orbit, one of the letters in this word will be added when that shot is made, Harem will always be lit at the start of each ball. The Harem shot is strange: it will relight on its own, but not until every other possible shot (Tiger Loops, Jet Bumpers, etc.) at the Left Orbit has timed out. Cradling the ball on the flipper is a clever way to light Harem.

MB: Hit Genie 5 times, to light locks, lock two ball and hit the Genie again, Genie are Jackpot, and locks re-lights, Lamp boost value.

When getting Bazaar awards, hit both flippers to stop the animations. Do this for three awards, and the fourth one will then award A New Cow, one million points!

In Genie Battle, phase 2, MB, do not keep a ball in the plunger lane, as Genie will pull the Princess over faster.

# Taxi

Skillshot: plunge to get points, ball 1 x1, ball 2 x2, ball 3 x3!

Lock ball in right hole, start 2 ball MB, on left ramp. During lock a ball in right hole, and the other in left hole, Drac lane for 300K points, there after ramps are 100K each.

After MB, a passenger needs to be pickup before Lock is lit again.

Center LOLA drop targets resets after 10 sec!

Right PINBOT drop targets resets after 15 sec!

Order pickup can be done is GORBY, PINBOT, DRAC, LOLA, SANTA, pickup all 5 passengers to light JACKPOT.

Hitting this small target (lit by LOLA or PINBOT banks) holds any passengers for the next ball.

Left inlane lights right ramp, right inlane lights left ramp for AIRPORT. Shooting a lit ramp awards the current airport value and advances it. Values are 20k, 40k, 60k, 80k and finally 100k + light airport million (collected at JOYRIDE hole). No time limit to collect the million (20 seconds on 'hard', 15 seconds on 'extra hard').

# Terminator 2: JD

- Judgment Day

Skillshot: Hit the center target when lit with the gun.

Payback time: Hit each ramp alternating 5 times, to get Payback time, where ramps are worth 5M the next 20 seconds.

Shot the skull (can be backhanded) drop target; to clear it. Shot skull to lock one ball, fire the gun at the target to get MB.

Shot skull to get a shot for with the gun for a Jackpot, then lock other balls in left orbit and database, in 12 seconds. To get the Jackpot shot.

Get control, hit skull to shoot for Super Jackpot, no additional locks are needed.

Second MB, the first lock in on a timer, from clearing drop target to lock. Now 2 target to get Jackpot.

# The Avengers

Get one Hawkeye (left orbit) before LOKI lock, so that Hawkeye shots counts.

Soft plunge to get "K" in LOKI. Let ball drain, do it again to get another LOKI letter. Now you only need 2 left orbits to light lock for MB!

Backhand Captain America.

In competition, Hawkeye all day!

The three S.H.I.E.L.D. targets: To get a mystery award, the lower two targets need to be hit so both inserts are lit. You do actually need to hit each target - the adjacent one won't light its neighbor. Hitting the upper (Nick Fury) target cycles through a list of awards before settling on the one you receive.

https://www.pinballnews.com/games/avengers/index5.html

# The Shadow

Skill Shot choose points.

Do not go for battlefield, upper playfield.

The gun can collect some jackpot in MB, and video mode it works as a smart bomb.

Loop strategi:

From right flipper shot outer left loop, to feed upper flipper, then hit inner loops!

Do not forget role over in-lanes.

Alternative, Vengeance; shot and control the ramps diverter to collect all the flashing lights at the rings at the ramps, when all are lit Vengeance Combo and has 30 seconds to hit all ramps again, two on each ramp.

# The walking dead

Complete drop targets to light *Dead Features.* In mode, completing another set add 10 seconds to mode.

Single ball mode:

* Barn; shoot barn.
* CDC; hit CDC to build, collect at the other shots.
* Arena; shot arena – end at Woodbury.

Multi ball Mode:

* Riot; Shot Riot, hit bumpers
* Tunnel; hit tunnel.

Shooting the targets to either side of the Prison lights, Tower standup for 2X playfield.

Prison Multiball; hit prison, clear yard – or hit the head.

Well-walker Multiball; Hit well 3 + 2 + 5 times to first start.

Bloodbath Multiball.

Complete another bank of drop targets to add-a-ball, can be done twice.

X – shot multipliers, every even number Walker kill lights the X, if not used, then will advance 1 every even number killed walker.

Escape Terminus – sixth mode.

Shot any *Dead Faeature* shot to begin, then a lit shot to collect. Collect all five hurry-ups to finish Terminus.

# Theater of Magic

Choose with left flipper “Levitate Woman” and plunge at Begin Illusion.

Shoot the Center Ramp, to spell M-A-G-I-C to light lock, lock in “Right Inner Loop” left is dangerous!

For third and onwards only Right Ramp gives letters.

Lock two balls and start MB by hitting the Trunk, first Jackpot is the Trunk.

Do not re-hit the trunk to light Jackpot, but trap up, and hit left orbit.

This gives Theater letters and max out bonus to 8 X, spelling theater gives hurry up in Trunk.

To begin an illusion the Trunk must be hit 3 times.

Tiger Saw Multiball.

Vanish lights at the Left Lane after a set number of hits on the Tiger Saw Captive Ball.

Vanish scores 40 million, then qualifies the Right Orbit to start Tiger Saw Multiball. Jackpot is the Tiger Saw Captive Ball, first 30 million, then 40 million, then 50 million up to a limit of 70M. "Tiger Saw Jackpot!" You do not need to relight the Jackpot, and there is no ball saver on this Multiball.

# Tron

Skillshot: soft plunge for Arcade scoop, if not left ramp!

When coming from scoop, hold up right flipper.

Five left inner loop shots are needed to qualify Quorra Multiball, spinner has to be off for next shot to count. In MB T-R-O-N targets will start Double Scoring.

Disc Multiball, hit the recognizer to open (4 times), then more hits (7 times) to start. In MB hit it another 1o times

Light Cycle are six square light cycle, first time 4 unique is needed to qualify in Arcade scoop, Jackpot are lit Cycle’s, three at a time, then the other three. Shoot left ramp then left inner loop's Quorra flashes for Super jackpot.

In any MB, shoot the recognizer target bank 3 times, to add a ball, can be done twice per Multiball.

T-R-O-N targets, if the ball rolls over the Zen switch to the right of the Arcade scoop, just hit one target counts as all.

Wizard like AS – First Sea of Simulation, then Portal.

# Twillight Zone

Do not go for Skill shoots, bumpers are to dangerously.

Never go to clock target, in any modes.

Return from slot machine, live catch ost.

Hit Left ramp, Right ramp to light lock and Gumball, lock one ball, if no Powerball installed, go for Gumball MB (has ballsaver as only one), camera cheat can be used for second Jackpot.

If in “The Spiral” mode, use ballsaver to get orbits.

If Powerball MB Jackpot are collected, they are in Bonus, do not tilt, but camera can spot get bonus as rewards, get it, re-light jackpot on Left ramp.

Otherwise go for MB by locking balls, Jackpot in Piano, grows, re-light in camera.

Fast lock mode is not worth a lot of point, so just get control.

If in LITZ wizard mode, go for Powerball jackpots.

# TX-Sector

One spinner is light for 10.00 per spin, shoot it!

Go through the spinner and hit the target will increase mega level, level 10 equal lock is lit.

Only hit left ramp when lit for teleporting, the insert in front of it! Shoot side ramp teleporter to lit left ramp teleporter.

Use left orbit to line up upper flipper for side ramps.

# White water

Skillshot: Make sure to short plunge and go for Insanity falls.

The right upper shot advances the raft.

Light Bounceback: Three targets left under whirlpool.

R-I-V-E-R targets at right, can be completed by rolling over the light in-lane, always move right! Only lit once par game!

Whirlpool Awards: hitting Insanity Falls at any time, will make the Whirlpool available, awards flashing is next up 5 x playfield!

* Whirlpool Challenge, 2-ball MB, hit int the whirlpool.
* Man overboard, hurry up.
* 5 x playfield

Award path in between bumpers.

Hit blinking target in middle to light lock, in the middle, Jackpot are Insanity falls, a poor MB can be re-started, long time.

Kick-out, bounce over, when missing upper playfield, focus on in-lane, for R-I-V-E-R letters.

# Whirlwind

Skill shot: Hit the "FEEL THE POWER“ drop, “FEEL” = 100K, “THE” = 200K and “POWER” = 300K, multiple will be added.

Super Cellar Door: temporarily lit when ball goes through right inlane. Permanently lit after the 3-Toll Ramp made.

Awards on back glass and changed by spinner.

"QUICK MULTIBALL IS LIT“ - started by locking a ball in the cup under the Skyway Ramp, the 3-Toll Ramp will award Jackpot 1M.

"MILLION IS LIT“ – on the 3-Toll Ramp?

Hi flashing of the eight targets scattered around the PF, don’t hit the one close to the cellar door! Until lock is lit on Right Ramp.

1 MB can be started under the ramp, following on 3-Toll Ramp.

If no Jackpot, 3-Toll ramp, then MB can be restarted in either of the holes!

Backhand Cellar Door! And Cellar Door opens the under the ramp shot, which maybe can be backhanded from right flipper.

Only one Super Cellar, completion of all doors on each ball!

# World Cup Soccer

Skillshot: Shot into a flashing one, first time scores 5M second score 10M last one you spot a city for 30M!

Multiball: shot one of the 4 flashing BUILD arrow, left spiral, left ramp, right ramp and Striker scoop, 5 times. Shoot a ramp to lock the ball, shoot the Final Draw scoop to start MB.

In MB, the goal, Jackpot, and the left ramp to re-light Jackpot, one re-light can be done by the buy-in button per MB!

If you drain before hitting a jackpot, shooting a ramp or the Final Draw scoop will restart MB.

For your match against #1 ranked Germany, the Special is lit on the right outlane, the Jackpot is worth 250M and after you hit it, the ramps and goal are lit as Victory Laps worth 50M a piece! After five laps, the Victory Laps switch off between left ramp and goal. One more thing, the Assist saucer works during Multiball, but best of all, its programmed not to miss.

CITIES: If in L.A. - World Cup Final – then timed Multiball against Germany for 45 seconds. You plunge the balls yourself and goals are worth 75M - bonus of 500M!

Left Outlane - Has a kickback - this is lit by rolling through the right inlane. Hitting it lights the kickback.

# Xenon

Skillshot will hit the flashing rollover and find the kickout saucer.

The left orbit is the best way to get to the saucer during gameplay. Each time the ball lands in the saucer, 10,000 points are scored, the Xenon bonus is advanced, and an X symbol is awarded.

Collecting 3 X symbols lights the tube shot to lock a ball.

Three more X symbols are required to start 2-ball Multiball. Note that an additional two X symbols can be collected after lock is lit, but before locking the first ball.

If 3 X symbols are collected during Multiball, the out lanes are both lit for special. A special is awarded each additional time three X symbols are collected during Multiball. The spinner is also lit for 1,000 points during Multiball and remains lit until both balls are lost. Any X symbols collected during Multiball count toward relighting lock.

If the ball in play is on the left flipper, I'll shoot for the drop targets. If the ball in play is on the right flipper, I'll shoot for the left orbit and more X symbols.

Tube Shot; from 5,000 points to 90,000 points.