## World Cup Soccer (WCS)

## GOALS

For some reason, hitting goals is the funnest thing in the world. You start each ball with the goal lit (at least you do on the machine I play.) Shooting a goal scores 10M, adds 5M to fun with bonus and starts an "Ultra" round. There's some great sounds here. When the goalie blocks a kick you get "What a great save!!!" The voice reminds me a lot of the voice in Banzai Run. You relight the goal by lighting four stars on the playfield. There are two ways to light a star: A) Hitting the dog target in front of the pop bumpers (called the "Header" target) lights an unlit star B) By rolling over them! Yes, first the return of Magna-Save, now the return of rollovers! What a great game. After each goal, you are awarded an "Ultra" mode. There are four Ultra modes (explained below) and each one lasts for the length of your ball or until you score 30M on the mode, at which time you are given a 10M bonus and the mode ends. The modes you currently have lit are indicated by four lightning bolt-shaped lights on the right side of the playfield.

These modes do not add to your score during the normal game, they are only used for fun with bonus.

* Utlra Ramps - About what it says. Shoot ramps for 5M per ramp.
* Utlra Spinner - Ditto, to the tune of 1M a spin.
* Ultra Jets - This is a pop bumper bonus. Pop bumpers are upped to 2M a pop.
* Utlra Goalie - Nail the goalie! One of two Hit the Goalie modes, these are completely hilarious. Hitting the goalie scores 5Ma shot.

## TV AWARDS

Shooting four goals lights the TV award. Hitting the TV Award scoop awards it. Currently there are four TV Awards. A TV Award is a timed mode (these were 20 or 25 seconds) for bonus scoring. Simply starting any TV Award is worth a cool 25M. They are awarded in order as opposed to randomly.

* Big Goal Round - Shoot three goals within the time limit for 15M, 15M and 30M.
* Extra Ball Round - Extra Ball lit for 20 seconds. If you hit the extra ball, then the Striker scoop is worth 50M for the rest of the time limit.
* Hit The Goalie! - Same as above except timed. Hitting the goalie is worth 10M, shooting the goal raises the goalie value by 10M. Still totally great.
* Where's Striker - Shoot any of the dog targets to try and find Striker. First hit scores low points, second scores medium points, third finds Striker and scores big points. I still haven't gotten this yet so I can't be more specific.

## STRIKER AWARDS

Hitting a Striker dog target scores 1M and adds a letter to the words "STRIKER." Spelling the word Striker awards 10M and lights the Striker scoop. It is also lit at the start of the game. The first Striker award may be collected from the goal if the goal is not lit. Shooting the Striker scoop gives out a random award. The ones I've seen are set forth below.

* Extra Ball - Guess.
* Multiball - Starts multiball at rank 15 (see below.)
* 20 million - Another toughie.
* Super Free Kick - Makes the free kick target worth 10M + 5M per consecutive hit for a certain amount of time.
* Penalty Kick - Gives you a shot at the goal with the goalie not moving and leaning out of the way. hit the goal for 30M.
* Three Cities - Gives you your next three cities (see below.)
* Unlimited Kickback - Kickback lit for the rest of the ball!
* Three Goals - Adds three goals to your total, complete with three Ultra rounds too.

## MULTIBALL

OK, there are four spots with flashing arrows labeled "BUILD" in front of them - left spiral, left ramp, right ramp and Striker scoop. There is also a big soccer ball painted on the playfield with the words Strength, Stamina, Skill, Speed and Spirit on it. Shooting a build shot lights one of the words on the ball on the playfield. When you light all five, lock and multiball are lit. Shoot a ramp to lock the ball, shoot the Final Draw scoop to start multiball. Now when you start multiball you are given a team to play, based on your rank. Your rank is determined as follows - Every two shots to a lit goal advances you 1 rank, and if you lock a ball before starting multiball you advance 4 ranks (since multiball is lit as soon as lock is lit.) You beat a team by shooting the goal (this is your jackpot,) and then get to play the next team by shooting a ramp (relighting jackpot.) There are fifteen teams, with the following ranks and jackpot values:

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

If you drain before hitting a jackpot, shooting a ramp or the Final Draw scoop will restart multiball where you left off. If you start Multiball again, you are advanced two ranks. 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

There are eight cities on the World cup tour - Chicago, Dallas, Boston, New York / New Jersey, Orlando, Washington DC, San Francisco, Detroit and LA. There are three different ways to collect cities.

* Left Spiral - Shooting both ramps or lighting both rollovers lights the left spiral with a yellow arrow labeled "TRAVEL." Shooting the spiral at this time awards your next city. Actually, scoring the spiral doesn't award the city, setting off the spinner does. And you CAN score it backwards! I have had two cities lit, shot the spinner for the first one, and when the ball didn't make it all the way up it fell back down and lit the second one!
* Striker Award - There is a Striker award which gives you your next three cities.
* Skill Shot - Hitting all three flashing lights awards your next city.

Chicago, Dallas and Boston are worth 10M. New york, Orlando and Washington are worth 15M. San Francisco, Detroit and LA are worth 20M. Travelling to any city also lights the Tackle target, worth 10M when hit. Several cities have modes associated with them, as outlined below.

* Boston - Boston Tea Party Mode - A hurry up. Starts at 40M and counts down to 10M. Shoot spinner to collect.
* Washington D.C. - Extra Ball - Lights Extra Ball
* L.A. - World Cup Final - After traveling to L.A., shoot the Final Draw hole to start the Final Match against Germany! This is really great. 5 ball timed multiball against Germany for 45 seconds. You plunge the balls yourself (manual plunger remember) and goals are worth 75M. Every once in a while Germany will score a goal. If you end the 45 seconds with more goals than Germany you get a bonus of 500M!!!! Yowza! If you end in a tie, overtime is started and the first team to score a goal wins.

BUY-IN

You can buy an extra ball for 1 credit up to three times. When you buy in, all four ultra modes begin lit! There are separate high score tables for x number of buy-ins, but I haven't sorted them out yet. Hell, I haven't even sorted out the ones for ST:TNG yet.

BONUS

Bonus is awarded as outlined below

5M per goal

Ultra Modes are scored however you did.

5M per city.