

## GTB Flip A Card



*Can you hit this skill shot? K.*

<http://www.ipdb.org/machine.cgi?id=890>

- No Add-A-Ball – Specials not important
- Key scoring targets:
  - King toplanes (3<sup>rd</sup> from left, far right) score 300 points (vs. 100 for any of the others)
    - Patient short plunges should get the far right K
  - Special Lane (far right lane in the middle of the playfield) scores 500 points
- Flipper setup similar to Eight Ball, except with 2” flippers
  - No left inlane, just a sling that comes down to the flipper
  - Right inlane is present, inlane guide is below top of right sling
    - Nudge the ball up on the top of the right sling to save?
- Scoop in center and outlanes spin the wheel
  - Spots the card it lands on and gives NOTHING!
- Most other targets score 50; slings score 10s
- Pop bumpers: sides score 10, center scores 10/100 when lit
  - Center lights when score ends in 5 or 0

## Bally Monte Carlo



Can YOU count to 10?

<http://www.ipdb.org/machine.cgi?id=1621>

- Max 20k Bonus
  - Spotting Numbers 1-10
    - Odds can be spotted when lit at center scoop (+500 points)
    - Evens can be spotted when lit at left scoop (+500 points)
    - Any number can be spotted by shooting its respective rollover at top of game
  - 10k Red Bonus
    - 1k per Red number lit (2, 4, 6, 8, 10) plus 5k for all Red numbers lit
    - Lighting all Red numbers lights left hole for 5k (instead of 500)
  - 10k Black Bonus
    - 1k per Black number lit (1, 3, 5, 7, 9) + 5k for all Black numbers lit
    - Lighting all Black numbers lights center hole for 5k (instead of 500)
- Center "Playmore" Post
  - Shoot Odds (center) hole to raise center post
  - Drop post by hitting Down Post buttons in lower sides of playfield
    - One directly in front of "Lower Gate" targets
    - One above the Right Gate Lanes
- Right Gates/Lanes
  - Shooting mushroom bumpers on left side of playfield opens the lower and/or upper gate
  - Collecting all 10 numbers also lights upper gate
  - Upper gate – 4k
  - Lower gate – 2k
  - Gates only close at end-of-ball

## WMS Big Deal



See this picture? This is really all you need to know.

<http://www.ipdb.org/machine.cgi?id=245>

- Author's note – Instruction manual on IPDB documents the game extremely well!
- Bonus
  - Max 100k
    - Certain targets, in/outlanes, toplanes, loop to toplanes, horseshoe shot advance
  - Can be doubled
    - Collect all 4 aces (toplanes/bottom lanes)
    - Doubling also lights left standup and loop for 5k
- BIG/DEAL
  - Drop targets in middle playfield
  - Probably hazardous!
  - EB (if on) – Complete 2 sets of drop targets, shoot horseshoe
  - 1k per drop target – 10k per completion

## WMS Gorgar



*ME GOT YOU!*

<http://www.ipdb.org/machine.cgi?id=1062>

- Bonus
  - Max 29k
    - A and C toplanes, 1-4 targets, inlanes, advance bonus +1k
    - B toplane advances bonus +3k (tends to up/down from the top pop bumper)
  - Max 3x
    - Advanced by ABC completions
    - Lanes cannot be changed
  - **Spinner is lit at 10k-19k**
    - Upper right corner, feeds the toplanes
    - 1k/spin when lit, 100/spin when not lit
    - If spinner is "juiced," **AVOID B LANE WHEN LIT**
- Gorgar
  - GOR target bank near the Snake Pit (upper left)
    - Completions advance the Snake Pit shot in value
  - GAR target bank near the center of the playfield
    - Completions light a pop bumper for 1k/hit (versus 100/hit)
  - Each target is worth 1k + 5k on completion
    - After 4<sup>th</sup> GAR completion, GAR targets worth 5k each
  - Completing both GOR and GAR advances the left kicker hole
    - 5k (unlit)/10k/15k/Extra Ball
    - Resets when Extra Ball is collected

- Snake Pit
  - Magnetic target/feature in upper left corner
  - Worth 1k/hit
    - Can be advanced to 5k/10k/20k/30k/50k through GOR completions
    - Can be advanced directly to 50k through shooting the 1-4 targets on the lower playfield
      - Can spot a target by inlane completions (D and E, can be shatz'ed)
  - Progress on the Snake Pit **MAY** be saved
    - If you score less than 20k on the pit, the current pit progress is kept
    - If you score 20k or more, pit progress is **RESET**

## GTB Cleopatra (SS) – a guide for posterity since I haven't had time to write since EBC changes



*Double the work for your bonus!*

<http://www.ipdb.org/machine.cgi?id=532>

- Bonus
  - Max 15k
    - Going over rollovers lights rollover bonus (left column) of respective color
      - Found on toplanes and in/outlanes
    - Hitting drop targets in the center lights drop target bonus (right column) of respective color
      - Drop targets worth 1k \* (# of rollover bonuses lit)
      - Dropping all targets makes the center target behind drops worth 5k
    - Each color represents a bonus value
      - Green – 1k
      - Yellow – 2k
      - Blue – 3k
      - White – 4k
      - Red – 5k
    - To collect bonus, **BOTH** columns of a color must be lit!
  - Can be doubled
    - By lighting the two halves of the double bonus (on the left/right scoops)
      - 5k/scoop shot
- Strategy
  - Feed toplanes to collect left bonuses
  - Light double bonus
  - Hit drop targets to collect right bonuses
  - Get balls into the pops (center is 1k/pop)

## WMS Whirlwind



*Making you feel the power of the wind 24 years before Hearthstone did.*

<http://www.ipdb.org/machine.cgi?id=2765>

Rulesheet - <http://www.ipdb.org/rulesheets/2765/WHIRLWIN.HTM>

- Strategies
  - Multiball
    - Achieved by completing the crosswinds (lit NW/NE/SW/SE targets/shots) on the playfield
      - Completing a shot or hitting a target spots its respective crosswind
      - Plunging a ball spots the leftmost crosswind automatically
      - Completing the side ramp spots the leftmost crosswind
    - After all crosswinds completed, lock a ball via the right Skyway ramp (or scoop under)
    - Lock 2 balls to light multiball start, shoot scoop under right ramp to start
    - Shoot the side ramp from the upper flipper to score Jackpots!
      - 2M for first jackpot + 1M for each consecutive
    - If no jackpots were scored, shoot either scoop to restart multiball
  - Right Ramp All Day
    - Shooting the right ramp awards 50k + 1 Skyway Toll
    - Subsequent ramp shots score extra points/features:
      - 10k extra per ramp shot, up to 100k
        - Collecting 99 Skyway Tolls scores 200k per ramp and no more Tolls
      - Lights the next stage on the Tornado Drop Target
        - 50k/75k/100k/150k/Light Quick Multiball (See “Mega Door” strategy)
          - Quick Multiball can only be lit a certain amount of times!
        - Tornado value decays over time
      - Rolling over the left inlane spots the ramp for +2 Skyway Tolls (instead of 1)

- Mega Door
  - Shooting the right scoop when lit spots the lit door award seen on the backglass
    - Light Lower Jets (5k/pop)
    - Light Upper Jets (5k/pop)
    - Extra Ball (disabled/automatically completed)
    - 500k Super Door Score
    - Quick Multiball
      - 2-Ball Multiball, start by shooting under the right ramp
      - Shoot the side ramp for 1M per shot
      - **If not collected on same ball it is lit, the Quick Multiball is lost.**
    - Drop Target (Feel/The/Power bank) at Maximum (100k)
    - Light Million (on side ramp)
  - To re-light scoop, have ball roll over the right inlane (temporary) or shoot side ramp (permanent)
    - Also lit at the start of every ball
  - Mega Door Bonus (flashing door)
    - Lit immediately after the 7<sup>th</sup> door score is collected
    - Awards 2M + each of the door awards again (2.5M + 5 “features”)
    - Cannot collect any more doors until next ball



## Bally Playboy



*Man who owns mansion hunts down keys because he's quite forgetful.*

<http://www.ipdb.org/machine.cgi?id=1823>

- Bonus (main strategy)
  - Max 39k
    - Advanced by rollovers (1k) and Grotto shot (1k-5k, depending on number of keys collected)
  - Max 5x
    - Completing sets of 5 keys advances Bonus X
      - 4 Top Lanes and Key Target (dangerous!)
      - 1<sup>st</sup> completion awards 2x, 2<sup>nd</sup> awards 3x, 3<sup>rd</sup> awards 5x
      - Toplane keys may be tied together (outsides, insides)
      - **Bonus multipliers are held!**
  - Super Bonus achieved at 20k Bonus
    - Carries over between balls (pivotal to get on Ball 1!)
- Shots
  - Grotto
    - Top-left shot, either hit directly from the right (hard) or indirectly from the right loop (easier)
    - Awards 1k + 1k bonus per key collected
      - All 5 keys awards an extra 25k for a **max 30k per shot**
  - Playmate Targets
    - Lower-left target bank
    - Awards 500 (+ a bonus advance when lit)
      - Playmates light after being hit for the first time
  - Drop Targets
    - Middle-right target bank
    - Completing the drop target bank lights the 25k outlane switches

## WMS Road Kings



*You wish you were this cool.*

<http://www.ipdb.org/machine.cgi?id=1970>

- Bonus
  - Max 99k (?)
  - Max 5x
    - Completing 1-2-3-4 lanes advances bonus multiplier
      - Can be toggled with right flipper
    - Completing 1-2-3-4 also lights a timed Hold Bonus shot on the left loop
- Multiball
  - Spell ROAD to light Lock 1, KINGS to light Lock 2
    - Second completion of either bank in a ball lights kickback (“Power Kick”)
    - Completing both ROAD and KINGS awards 25k
    - Center Detour drop spots letters + advances Detour value
  - Shoot 2 of the following: Left Eject, Center Eject, or Right Ramp to start Multiball
    - All scores double during multiball play
  - Lock the 2 balls again to light Extra Ball (disabled most likely) on right ramp
    - Collects the Time Lock progressive value (built during multiball)
    - 2<sup>nd</sup> lock is timed; time starts when the 1<sup>st</sup> ball is locked
  - Once Extra Ball is collected or timed out, right ramp raises and Mega Score is lit underneath
    - 50,000-300,000 points, depending on setting (most likely 300,000)

## Capcom Pinball Magic



*Learn magic from cool people to kill an evil lady...with a gun. Anticlimactic.*

<http://www.ipdb.org/machine.cgi?id=3596>

Rulesheet - <http://pinball.org/rules/pinballmagic.html>

- Strategies
  - Mode Progression
    - Difficult to perform, but game-defining when completed
    - “Impress” all 6 prestigious magicians by hitting various shots
    - 3 “Phases,” advanced by completing Magna Matra (7<sup>th</sup> magician)
      - Magna Matra Modes are timed!
      - Phase 1
        - Bend the Spoon – Shoot Loop 1 (Left)
        - Swallow the Sword – Shoot the Captive Ball
        - Showtime – Shoot the Stage (center) Ramp
        - Trunk Escape – Shoot the Left Ramp
        - Linking Rings – Shoot Loop 1 Twice
        - Magic Carpet Ride – Shoot the Left Ramp
        - Silence the Critics (Magna Matra 1) – Shoot the Left Ramp and drop the ball in the lit hole twice
      - Phase 2
        - Transform the Beasts (Metamorphosis) – Shoot the Morph 3-bank (left side)
        - Disappearing Snakes (Vanishing Act) – Shoot the Magic Hat hole
        - Sword Trick – Shoot the Captive Ball
        - Nothing Up My Sleeve – Shoot Loop 2 (Right) Once
        - Vanishing Elephant (!) - Shoot Under Magic Hat
        - Make Three Wishes – Shoot the Genie Bottle Hole (left side)
        - Triple Power Play (Magna Matra 2) – Lock 2 Balls in the trunk (left ramp)
          - Starts a 3x playfield multiball

- Phase 3
  - Vanish the World – Shoot the Magic Hat
  - Spell the Secret Word – Complete the MAGIC drop target bank
  - Locked Ball Trick – Lock a Ball (for Mayhem, see below)
  - Levitate the Ball – Shoot the Right Ramp
  - Magic Eight Trick – Complete the MAGIC and Morph banks
  - Presto-Chango – Color Match the Crystal Ball
    - Shoot once to lock a color (indicated by magicians on playfield)
    - Shoot ball when the color matches the playfield to complete
  - Defeat Matra's Power (Magna Matra 3) – Shoot all lit shots to score 500M
- Multiball (Mini/Magic Mayhem)
  - Completing a bank of Morph targets (left side of the playfield) lights left ramp for Locks
    - Lock 1 ball – Lights Mini Mayhem 2-ball
    - Lock 2 balls – Lights Magic Mayhem 3-ball
    - Start multiball at the Magic Hat (can be plunged – Skill Shot)
  - Shoot Left Ramp to collect Jackpot – 20M
    - Shoot Right Loop to start Build Jackpot Timer, switch hits build Jackpot
    - After Build Jackpot Timer ends, Jackpot is lit on left ramp

## WMS Flintstones



*Many years before The Big Lebowski, pinball went bowling...*

<http://www.ipdb.org/machine.cgi?id=888>

Rulesheet - <http://www.ipdb.org/rulesheets/888/flintsto.htm>

- Strategies
  - Mode Progression
    - Start Modes by Completing 1-2-3 Combos on the Left/Right Ramps
      - Early modes can be looped on one ramp, later modes must be criss-crossed
    - 5 Modes in the game
      - Fred's Choice
        - 20 Seconds
        - Shoot any of 3 lit shots
          - A (Side Loop) – 20M
          - B (Center Lane, to the right of Bowl-a-Rama) – 10M
          - C (Right Loop) – 15M
          - Base value of a shot increased by 3M per time it is hit
      - Joe's Diner (MOVE YOUR CAR!)
        - 15M Hurry-Up, 20 Seconds after collected 1<sup>st</sup> time
        - Shoot Center Lane to lock in Hurry-Up value and progress mode
          - Subsequent shots worth Hurry-Up collect value
        - Shoot Center Lane 3 times to complete
      - Bedrock Water Buffaloes
        - 25 Seconds
        - Shoot BED/ROCK targets when lit to throw objects on stage

- Dino Frenzy
  - 2 Ball Multiball
  - Hitting Frenzy targets near ramps and side loop awards Frenzy Jackpot
    - 10M + 1M for each lit Dino target (indicated by the Frenzy target lit with “DINO” as well – can be advanced outside of multiball)
- Mystery Mode
  - 20 Seconds, Qualified if all 4 other modes are complete
  - Completing BED and ROCK during this time awards 100M + 5M per target
- Multiball (Invent Concrete)
  - Spot letters in CONCRETE to qualify multiball by:
    - Completing BED and ROCK banks
    - Completing DIG toplanes (1<sup>st</sup> multiball only)
    - Mystery award from Bronto Crane
  - Shoot the side or right loop to start multiball
    - Alternatively, another DIG completion starts multiball if lit
  - Jackpot is 40M + extra from targets hit in the Time Machine
    - ALL autoplunged balls go to the Time Machine
    - Resets between each multiball
  - Jackpot is collected through the center lane, lights Super Jackpot next to side loop (U-turn)
  - Super Jackpot is collected through the U-Turn, lights the Jackpot on the center lane
  - Repeat, repeat, repeat, repeat
  - If no jackpots scored, multiball restart is available on either loop
  - Stacks with Time Machine Modes (see below)

- Time Machine Modes
  - Target to the left of the left ramp
  - 3 cycling modes
    - Time Machine
      - Shoot either loop to load the Time Machine
      - At end of mode, awards 10M + scoring for targets hit in the Time Machine
      - Can build jackpots in Multiball!
    - Job Change
      - Shoot right loop for 25M
    - Rescue
      - Creature from the Black Lagoon Multiball
      - Shoot the ABC shots (from Fred's Choice) to search for children
      - Shoot Right Ramp to rescue children when found
      - 5M per wrong guess, 15M for finding children, 25M (?) for rescue
- 2x Playfield
  - Award from Bronto Crane (mystery)
  - 20 Seconds
  - Started when lit from the U-Turn
- Bowl-a-Rama
  - One ramp is always lit for Go Bowling
  - Right flipper shot towards Bowl-a-Rama target bank
    - Center target – Strike – 5M
    - Side targets – Spare – 3M
  - Shooting targets outside of Go Bowling spells YABBA-DABBA-DOO
    - Completing YABBA-DABBA-DOO awards a Bowling Power-Up
      - Next Go Bowling is a guaranteed strike (assuming you hit the Bowl-a-Rama)
  - 3 Strikes starts Bowl-a-Rama Multiball
    - 2-Ball Multiball
    - Strikes (Super Strike) – 20M
    - Spares (Super Spare) – 10M

## Stern CSI



*They should investigate how to get the wizard shot.*

<http://www.ipdb.org/machine.cgi?id=5348>

Rulesheet - <http://pinball.org/rules/csi.html>

- Strategies (other than playfield validation cheese)
  - Multiballs
    - Skull Multiball
      - 2-ball multiball
      - Shoot the Skull Ramp to light and lock balls in the Skull
        - 1 + (# of Skull Multiballs played) ramp shots to light lock
      - Locking 2 balls in the Skull starts Skull Multiball
      - 4 Stages
        - Shoot all 6 lit shots (Left Loop, Centrifuge, Skull, Fingerprint spinner, both Microscope loops) – 250k per shot
        - Shoot all 6 Bullet targets – 500k per shot
        - Shoot the Skull, repeat within 5 seconds – 750k per shot
        - Shoot the Morgue (Right scoop, can be hit from both left flippers) and Right Loop – 1M per shot and light Skull for wizard mode



- Centrifuge Multiball
  - 2-Ball Multiball
  - Shoot Centrifuge to score switch hits towards Centrifuge Lock
  - When Lock is lit, Centrifuge locks the ball in the Centrifuge
    - 20 seconds to build jackpot:
      - 250 points/switch hit
      - 100 points/flip (trap the 2<sup>nd</sup> ball and mash the flipper for safe MB start)
      - Hit centrifuge to immediately start MB
    - If second ball drains during jackpot building, Centrifuge MB immediately ends
  - A random shot lights on the playfield (Left Loop, Centrifuge, Skull, Fingerprint spinner, both Microscope loops)
    - Shoot the lit shot to collect a single Jackpot
    - Quickly hit the next lit shot to collect a double Jackpot
    - Quickly hit the next lit shot to collect a triple Jackpot (and collect the Centrifuge light towards wizard mode)
    - If subsequent shots not hit quickly enough, Jackpot reverts to single
  - Collect Super Spins by shooting the Centrifuge
    - 15k (+2500 per Centrifuge shot)/spin
    - Applies the highest shot multiplier collected since the last Super Spin
- Microscope Multiball
  - 3-Ball Multiball
  - Shoot either Microscope loop to choose a color of Evidence that qualifies multiball
    - Red, Blue, Green
  - Collect Evidence of a color by shooting shots lit with that color of Evidence
    - Left Loop, Centrifuge, Skull, both Microscope Loops
    - 60k, 70k, 80k, 90k, 100k for the 1<sup>st</sup> through 5<sup>th</sup> piece of Evidence collected of a color
    - Shooting a shot changes the color of the shot
  - Once 5 pieces of the proper color of Evidence are collected, shoot any Microscope loop to start Microscope Multiball
  - 6 Stages
    - 5 Evidence shots are lit for 275k/shot
    - Hit the Microscope twice in a single direction for 550k/shot
    - Hit the Microscope twice in alternating directions for 875k/shot
    - Shoot the right orbit or morgue for 1.375m
    - Collect ALL 15 pieces of evidence for 550k/piece
    - Shoot the Morgue for 5.5M Mega Jackpot and light Microscope for wizard mode

- Add-a-Ball for any multiball lit at scoop when DNA is lit
    - May not be awarded!
    - Complete the DNA bank on the left to light DNA on scoop
  - Skull or Microscope can stack with Centrifuge. Skull and Microscope cannot stack.
- Spinner Modes
  - Can stack with any multiball
  - Fingerprint Frenzy
    - Shoot right spinner until qualified
    - 10k/switch Frenzy, 25 seconds
  - Suspect Shakedown
    - Shoot left spinner for 50 spins
    - 500k on starting, 25 seconds
    - Shoot 6 major shots (Left Loop, Centrifuge, Skull, Fingerprint spinner, both Microscope loops) to find suspects
      - 1M/found suspect, 300k (+100k for each subsequent) for wrong shots
- Ballistics
  - Shoot 5 bullets on playfield to light 6<sup>th</sup> bullet at saucer
  - 250k on 5<sup>th</sup> bullet and starting, 40 seconds
  - Collect all 6 bullets to end the mode
    - 500k +50k for each subsequent bullet
- Bonus X
  - Spell CSI in the inlanes to get 1x bonus and Light scoop for CSI Bonus X
  - After starting CSI Bonus X, shoot right loop for 3x bonus
  - **Major part of scoring!**
- Wizard Bonus
  - Shoot lit shot for 50M when all 3 multiballs are complete

## Stern Aerosmith



*Why must every goofy Dirty Donny character be voiced by one guy?*

<http://www.ipdb.org/machine.cgi?id=6370>

Rulesheet Wiki - <http://tiltforums.com/t/aerosmith-rulesheet/2499>

- Strategies (Tentative)
  - Skill Shot
    - Plunge into the back of the Toybox for an instant Toybox lock
  - Mode Progression
    - 7 Modes + (2 Multiballs)
    - Start mode on first plunge and at left scoop
    - Rats in the Cellar (“Shout it Out Loud”)
      - Shoot 9 Lit shots
      - First 2 shots have 1 lit, next 2 have 2 lit, etc.
      - Lights Super Spinner when completed
    - Dude Looks Like a Lady
      - Lights Super Lanes when completed
    - Back in the Saddle
      - Lights Super Pop Bumpers when completed
    - Sweet Emotion (“Targaryen 3 on a Timer”)
      - Shoot 12 Shots
      - 3 Shots light solid, 1 lights Blinking
      - Blinking shot scores extra and moves it to another shot
      - After completing 4 shots, all 8 shots light
      - Lights Super ??? when completed

- Walk This Way (“Klingon Battle”)
  - Shoot 8 ramps
  - Lights Super Ramps when completed
- Same Old Song & Dance
  - Lights Super Targets when completed
- Last Child
  - Shoot 8 Loops
  - Lights Super Loops when completed
- Combos
  - Awards 2x normal score/coins (see below)
- Crank It Up (“Away Team”)
  - After shooting 1 shot in a mode, Crank It Up is lit on left scoop
  - +20 seconds on mode, mode scores bonus points/2x coins (see below)
  - Mode shots change to the Super Mode that correlates with each song
- Super Modes
  - Awarded when completing respective songs
  - Remain lit until end of game
  - Super mode scoring dependent on Coin totals (see below)
- Medley
  - Mini-wizard mode, awarded after playing all 7 modes + Elevator MB + Toys MB
  - Shoot shots correlating to each mode's Super Mode
  - After shooting enough shots, an add-a-ball is given
  - 2 shots will be lit for jackpots as well
- Final Tour
  - Wizard mode, awarded after completing all 7 modes + Elevator MB + Toys MB
- Coins
  - 1 Coin awarded for completing a shot in a mode
  - 2 Coins awarded for completing a shot in combo
  - 2x Coins awarded for shots during Crank It Up
  - **Each Coin adds extra scoring to Super Modes**
- X Feature
  - Spelling AEROSMITH from the 9 targets lights the next shot for 2x for the rest of ball

- Multiballs
  - Toys in the Attic (“Gear Shift Klingon Multiball”)
    - Hit the Toybox 1 (+1 for each subsequent MB) times to light Locks
    - Lock balls by skill shot, falling in the Lock lane, or shooting the Lock
      - If balls missing from Toybox (due to another player's multiball), loop shots replenish depleted locks
    - Once 3 balls are locked, Toys Multiball can start
      - Press Smart Button to abort multiball for more locks
      - Max 6 balls locked
    - Shoot each Jackpot 2 times to complete main phase
      - Super Jackpot awarded halfway through shot completion
    - After clearing all Jackpots, shoot the roving shot to award a Super Jackpot and “Toys in the Attic” mode completion
    - Temporary ball lock available at the Toybox
      - Putting balls in the toybox when lit awards 2x playfield
      - Locking additional balls increases the Playfield X
  - Love in an Elevator
    - Shoot both loops to light the Elevator for a ball lock
    - Lock 3 balls to start Love in an Elevator Multiball
    - Shoot any shot followed by the Elevator to score Jackpots
    - After climbing so many floors (elevator shots), “Love in an Elevator” mode completion is awarded
    - If 4+ balls are in the Toybox, multiball turns into a 6-ball multiball
      - Balls do not have to be your locks, only looks at the current state of the Toybox
  - Add-A-Ball
    - Awarded as a Mystery at the left scoop
    - Mystery spotted by completing AEROSMITH targets