



Gato Superguides

PAPA 20 - A Division

Based on Tentative Game List; Subject to changes

Welcome to the PAPA 20 World Championship!

A Division Notes

Williams Barracora



This is one of the fishiest games, B-A-RR none.

<http://www.ipdb.org/machine.cgi?id=177>

<http://tiltforums.com/t/barracora-williams-1981/485>

Main Features

- Drop Targets
 - Must be completed in sequence to count; drop targets out of sequence will bounce back up and credit you with nothing!
 - Drop targets score multiple features
 - Completing a bank lights its respective lock and advances the Bonus X
 - Also lights the spinner in the BARRACORA lane (left loop) for 1k/spin (timed)
 - Locks for a single eject hole cannot be “stacked” or “banked.” If a bank is completed when the respective lock is already lit, you only get the Bonus/Super X
 - Completing both banks advances the Super X
 - Green lights next to B-A-RR and A-C-O-R-A light when completed
 - Light both green lights to advance Super X
 - Lights carry over between balls
 - Carries between balls AND stacks multiplicatively with Bonus X!
 - Dropping targets lights the respective letter on the BARRACORA lane (left loop)
 - When loop switch is hit (at top), adds 1k bonus per letter lit
 - If at max bonus, scores 1k points per letter lit

- B-A-RR on left side
 - Lights the 2-Ball (lower) eject hole
 - Complete from bottom to top
- A-C-O-R-A on right side
 - Lights the 3-Ball (upper) eject hole
 - Will release ball upon draining; counts as a ball save!
 - Complete from top to bottom
- Drop target progress is remembered between balls!
- Multiball
 - Started when ball locked in lower eject
 - Kicks ***all*** balls out of eject holes
 - **Cannot light locks by completing B-A-RR or A-C-O-R-A**
- Bonus and Collect Bonus
 - Max Bonus – 29k points, 25x multiplier
 - Points advanced by playfield switches and primarily the BARRACORA lane
 - Multipliers advanced by drop targets (see above)
 - Max bonus countdown – 725k
 - Collect Bonus
 - Lit by completing 1-2-3-4-5-6 lanes
 - 1-2-3 completed by rolling over top lanes not lit for 1-2-3 already
 - Advances lower eject hole to a one-time collect of 30k/60k/90k
 - 4-5-6 completed by rolling over top lanes lit for 1-2-3 already
 - Advances target in front of right horseshoe lane to 20k/40k/EB
 - **Does not go down in value after 1 collect**
 - Collected at the upper eject hole
 - Counts Bonus X and Super X as well!

Other Scoring

- Target Bonus
 - Not a direct objective (dangerous), but random hits can build value quickly
 - Advanced 5k/10k/15k/20k/25k by shooting the left target in center of playfield
 - Advanced 2x/3x/4x/5x/10x by shooting the right target in center of playfield
 - Collect current value by shooting (or more likely having a pop bumper send the ball through) the “Scores Target Bonus” horseshoe in the upper right part of the playfield
 - Max collect – 250k
 - One time collect except in one case; if score and multiplier lights are on the same level, Target Bonus stays lit for another collect

Strategy Corner

Barracora is firmly in the realm of a “setup” game; there is one major scoring strategy in the game, and both qualifying and match play comes down to who can execute their setups the best and earliest. The name of the game is completing the drop target banks. Completing individual target banks will give a small boost to the Bonus at the end or middle of a ball through Bonus X, while alternating between both target banks provides both Bonus X and Super Bonus X that multiply with each other and make future setups easier to perform. The nature of Super Bonus X means that Barracora is also a game where Ball 1 is very important; the work you do on Ball 1 directly impacts the work you will do on later balls.

While picking off target banks, there are 5 things to pay attention to. First, as you spell Barracora you will be lighting the letters at the top of the spinner shot. This is pretty much the only way to build up the actual bonus value without going for risky shots or grinding strategies. In a game with 29k total bonus, 8k bonus from one shot is no joke and means that bonus can be completed in essentially 3 shots to the spinner (with some coming from various other playfield activities). Second, once you feed the spinner shot you will be faced with the toplanes. Working towards completing 1-2-3 and 4-5-6 lights the Collect Bonus scoop, which resets the bonus back down to be worked on again. More importantly this shot is multiplied by your Bonus X, so you can take an advance on your 725k end of ball paycheck and go back to work on it again through the spinner! If this shot is lit and you have max bonus and/or piles of Bonus X, you should be looking to Collect Bonus ASAP!

Next, try to lock a ball in the upper ball lock when you finish the right target bank in single-ball play. This is essentially a ball saver, and keeps the normal Bonus X rolling! Finally, look to the lower ball lock via skillful nudging from the pop bumpers or a direct shot from the right flipper. This is only a shot that you want to hit in 2 situations: You don't have an upper ball lock and want to safely hit dangerous targets to set up for single-ball play, or you have an upper ball lock and want to cash in your Collect Bonus (since it ever so inconveniently hides in the hole).

Now, lets say you hit the lower lock you have multiball ready to go. Your ball is in the plunger lane, and the game is shaking with “2”s or “3”s in a frenetic fashion. What do you do? Well, the first thing to do is go through the top of the laundry list: prepare target banks to be completed in single-ball play (to get more locks and more multiballs!), build bonus via the Spinner, complete 1-2-3/4-5-6, and cash in via Collect Bonus, and in the short game work on building the Target Bonus and collecting two 250k cash-ins on the upper-right horseshoe shot. By safely staggering your target bank completions so that they occur in single-ball play, you rarely have to be at a risk of draining while building up the Bonus X.

So good luck, build up some huge bonuses, and when you're done I hope you can explain to me what exactly a Barracora is. I get the first part; the “-cora” part is what gets me.

SEGA Starship Troopers



Every day, pinball scientists are looking for new ways to score points.

<http://www.ipdb.org/machine.cgi?id=4341>

<http://pinball.org/rules/starshiptroopers.html>

Main Features

- Planet Progression
 - Shoot lit standups to kill bugs and decrease the respective bug's counter in the lower-center of the playfield
 - Yellow – Warriors (100k base, +50k for each planet after Antilles)
 - Green – Hoppers (200k base, +50k for each planet after Antilles)
 - Blue – Plasma Bugs (300k base, +50k for each planet after Antilles)
 - Red – Tankers (350k base, +50k for each planet after Antilles)
 - As # of bugs left decreases, number of targets lit also decreases
 - Shooting bugs with the mini-flipper counts as a double hit!
 - Can trick the machine by flipping the mini-flipper after shooting (like Demolition Man trigger combos), although extremely hard to do so
 - Each planet has a set # of bugs to defeat (given in order of progression)
 - Antilles - 5 Warriors, 3 Hoppers
 - Zegema Beach – 4 Warriors, 7 Hoppers
 - Dantana – 6 Warriors, 5 Hoppers, 3 Plasma Bugs
 - Tango Urilla – 8 Warriors, 6 Hoppers, 5 Tankers
 - Planet P – 9 Warriors, 5 Plasma Bugs, 7 Tankers
 - Completing all of the normal bugs pops up the Brain Bug in the lower right playfield
 - 1M/hit, must be hit 1/2/3/4/5 times to drop
 - Can be timed out (generally done because Brain Bug is a danger shot)

- Once Brain Bug is captured or timed out, player must make a choice:
 - 5M hurry-up collected by either decision, counting down to 1M
 - Advance Planet: Shoot Recon (right-center) scoop
 - Next planet starts, previous planet stays flashing
 - Unavailable when completing Planet P
 - Nuke Planet(s): Shoot Arm Nukes (lower left) hole
 - Starts Planet Multiball (see below)
- Planet Multiball (if chosen)
 - Number of balls and jackpots are determined by number of flashing planets:
 - 1 – 1M jackpots, 10M Super Nuke Jackpots, 2 balls
 - 2 – 2.5M jackpots, 25M Super Nuke Jackpots, 2 balls
 - 3 – 4M jackpots, 40M Super Nuke Jackpots, 3 balls
 - 4 – 7M jackpots, 70M Super Nuke Jackpots, 4 balls
 - 5 – 12M jackpots, 120M Super Nuke Jackpots, 4 balls
 - Loops, Ramps, Arm Nuke hole all lit for jackpots
 - Recon hole awards a Double Nuke jackpot
 - Arm Nukes hole, if already collected, spots a Nuke shot (and its jackpot)
 - After collecting all 5 Nuke jackpots, Warrior (center-left toy) awards Super Nuke Jackpot
 - After Super Nuke is collected, Nuke jackpots re-light again and multiball cycles
 - When Planet Multiball ends, all flashing planets are lit solid
- Live Fire Assault Range Multiball (main Multiball)
 - Shoot the Warrior (center-left toy) 4/6/8/etc times to light the Multiball start on the Warrior
 - Ramps are lit for 3M-4M (advanced by bug shots)
 - After shooting 5 ramps, Warrior is lit for Super Jackpot (15M)
 - Timed shot – 16 seconds to collect
 - When Super Jackpot is timed out/collected, ramps are lit for 5 more Jackpots (cycle)
 - Multiball restart on no Jackpots – Warrior restarts
- Orbit Multiball
 - Inlanes light opposite-side orbits
 - Can also be lit from a super skill shot (hold left flipper on plunge) to Orbit lock
 - **Lighting via this method lights orbits for rest of ball (or once permanently)!**
 - Shooting a lit orbit spots a letter for Orbit Multiball
 - Completing ONE gives Lock one, and TWO starts Orbit Multiball
 - Two-Ball multiball
 - First two orbit jackpots add a ball
 - Shoot orbits for unlimited 5M

- Recon Awards
 - Multi-level random award collected at Recon scoop (right-center)
 - Can be awarded at levels 1-6
 - Level 1 is lit at start of ball if not lit
 - Shoot left ramp to spot STARSHIP and right ramp to spot TROOPERS
 - Completing STARSHIP TROOPERS advances Recon 1 level
 - If both ramps are shot in combo followed by the Recon scoop, up to 3 Recon levels are added to the award
 - **Will not award Recon 6 this way!**
 - **Recon Bounties are highly favored, if not forced, on tournament settings**
 - Other settings are here in case they show up or for the fun of knowledge!
 - Award Levels (Levels)
 - Level 1
 - Ground Attack
 - 2-ball multiball
 - Hitting any Bug standup awards cycling value on DMD (100k/200k/300k/400k)
 - Psychic Test
 - Video Mode
 - Choose a card from a deck and see if you match the card, color, suit, or value
 - Spot Species
 - Instantly kills the species with the highest # of bugs left
 - Bonus Hold
 - **Recon Bounty – 1M**
 - Level 2
 - Ground Attack (above)
 - Orbits Lit
 - Lights both orbits for Orbit MB letters (lit until collected or for entire ball?)
 - Super Pops
 - 50k/pop bumper
 - **Recon Bounty – 2M**
 - Level 3
 - Double Scoring (20 seconds)
 - Spot Planet
 - Collects all species left on the current planet. Starts Brain Bug.
 - Multiball Ready
 - Qualifies Live Fire Assault Range Multiball
 - **Recon Bounty – 5M**

- Level 4
 - Ramp Hurry-Up
 - Hurry up starts at 3M and times down to 1M on either ramp
 - Once collected, both ramps are worth the hurry-up collect for 20 seconds
 - Air Attack
 - See Ground Attack, but value range is now 100k to 900k (instead of 100k-400k)
 - Nuke Chase
 - Shoot lit Nuke shots for 3M + 250k/nuke
 - Shot strobes around the playfield
 - 25 seconds
 - **Recon Bounty – 8M**
 - Level 5 (***Defaults to Level 4 in Tournament Settings***)
 - Multiball (Generally awarded if one has not been played yet)
 - Starts Live Fire Assault Range Multiball
 - Multiball Ready
 - Orbit Multiball (Generally awarded if LFAR Multiball has been played)
 - Extra Ball
 - Level 6
 - Special
 - Extra Ball
 - **Recon Bounty – 25M**
 - Start Klendathu
- Klendathu (Wizard Mode)
 - Qualified by nuking all 5 planets; shoot the Recon scoop to start
 - 30 second unlimited ball saver
 - Shoot 9 of each bug (value unknown) and all 5 Nuke shots (5M/nuke, see Planet Multiball) to earn a 50M jackpot for completing every shot
 - Double Nuke is also lit for 10M at Recon Scoop
- Mini-Flipper Things
 - **CAN SCISSOR**
 - Shooting bugs with the mini-flipper (or fooling the game) awards 2x bug kills
 - Can be used in multiple flipper tricks (slowing balls from inlane, cradling, etc)
 - Arm Nukes may (not guaranteed) be shot from a lower flipper trap by the upper flipper

Strategy Corner

This game NEVER shows up in tournaments, so we're in for a treat. Also as such we're in for a lot of uncertainty with how tournament software is going to handle the game, so I'll explain what we do know so far. Thanks to everyone who's been working with me on this one!

In qualifying, this game has a few ways to really blow up (heh) the scoring and put down some crazy scores. Players who are comfortable with the Planets can look towards sending out a volley of nukes to 4 or even 5 planets for a HUGE Planet Multiball with 70M or 120M Super Jackpots! Not only do you get the big payout, but you get even closer towards Klendathu for essentially another 3-planet nuke-fest! One word of advice, though: if you're on Ball 3 and you haven't made enough progression to work this strategy, it may be time to gear shift towards the other strategy in this game: taking the grindier path and working the Orbit and Live Fire Multiballs.

The Live Fire/Orbit Multiball strategy is both useful as a main strategy in match play and as a way to build an explosive qualifying score; I believe the best qualifying scores on this game will have solid multiballs (Orbit, Planet, LFAR) all around. While the Live Fire Assault Range Multiball is mostly a one-off due to the risky target that must be hit to qualify it, you are always at most 6 lit loop shots away from another Orbit Multiball, and if you use the super skill shot to plunge the Orbit lock the setup is much easier when the Orbit lock lights are permanently on. With easily repeatable 5M jackpots on a game with heavy amounts of control (even the Little Pink Tool of Death), you can grind out upwards of 200M on one well-played Orbit Multiball, which is enough to put the clamps on other players in a Matchplay setting or put yourself well on the way to a beautiful qualifying score. In the PAPA footage of this game the mystery player put up 165M in one multiball; can you best that score?

One major talking point that I have promised to address is the Recon Awards. Unfortunately (fortunately?), due to tournament settings the Recon awards are limited to the Recon Bounties, which is probably for the best to prevent ramp to multiball grinder strategies. If you do use the ramps, be sure to manually work your way to Recon 6 before collecting to pick up the sweet 25M reward (unless you know you need a few more million to reach a player/qualifying target – then collect immediately). Also you get to hear the ever-exuberant “STARSHIP TROOPERS!” callout, which is probably some poor schmuck's last words before being gutted cartoonishly by an alien.

Starship Troopers is definitely one of the more intriguing games in this list, and I hope it doesn't end up like many of the soldiers in the movie. As I delve further with your help, we may be able to solve this puzzle and save mankind. Oh, also never, ever, ever hit the Brain Bug unless you want to win by style points.

Bally Fathom



Hey look, a game about traditional murder-happy mermaids!

<http://www.ipdb.org/machine.cgi?id=829>

https://www.youtube.com/watch?v=CfdWm7pGAXM&ab_channel=PAPApinball

Main Features

- Bonus and Multiball
 - Blue and Green Bonuses
 - Left-side lanes and blue targets advance Blue Bonus
 - Right-side lanes and green targets advance Green Bonus
 - B toplane advances both bonuses
 - If either bonus is advanced to 55k, bonus is carried over to next ball as a Super Bonus
 - Another 55k can be then collected on the next ball!
 - Blue and Green Multipliers - Cave (green, right lane) and Lagoon (blue, upper playfield, left loop) eject holes
 - If hole is not occupied the ball locks in eject hole, 50k is awarded, and in-line multiplier drops raise
 - In-line drops advance bonus and Bonus X (3X/4X/5X)
 - Most likely will reset at the beginning of each ball
 - Completing a color of drop targets on the left side spots an in-line drop of the respective color and advances the Bonus X
 - Shooting the 5X Bonus drop target (or spotting it via left drop targets) releases the locked ball for multiball play
 - Multiball Play
 - Releasing locked balls (see above) starts multiball play and a playfield multiplier
 - Scores are multiplied by the # of balls in play
 - Can re-lock a ball during multiball, lowering the Playfield X
 - If in-line drop targets raise, only the 5X target will raise
 - If in-line drop targets don't raise, ball can be released with the proper color's 3 drop targets on the left

Other Scoring

- Spinner
 - Shooting the Extra Ball target (right, next to Cave lane) lights Spinner next to Lagoon loop
 - Spinner is 1k/spin when unlit, **5k/spin when lit**
- Inlanes/Toplanes
 - Completing A-B-C for the first two times lights one of the two inlanes for 50k
 - When one inlane is lit, 10-point switches alternate the lit inlane
 - Further A-B-C completions light and award specials, which may be awarding 50k

Strategy Corner

Oh boy, Fathom. A PPL crowd favorite and mainstay. The game itself is pretty simple, and plays mostly the same way in both match play and qualifying with one or two small exceptions to look out for.

To put fathoms between your opponents and your score in either format, there are a few things to look out for. First of all, bonus on this game is somewhat important. Bonus X drives your multiballs and is a solid method to build the bonus score as well. Attaining the rarely-found Super Bonus helps this even more, as even a house ball or poorly-played follow up ball can score nicely. To build this Bonus X and bonus, the game revolves around the two ball locks on the game. The lower (green) lock is generally easier to deal with, since the feed is easily controllable and the shot is relatively easy to hit. A no-flip from the upper flipper tends to send a ball towards a flipper, which leads to a bounce/trap. If the ball is on the right, a quick tap or post pass (your A bank Fathom may vary) will set the ball on the left flipper for another shot towards Multiball City. If the feed is wonky or you don't feel confident, you can always flip away and pick off the upper lock for additional multiball fun! In addition, the right flipper has a somewhat tight angle at which it can directly hit the upper lock, so learning that shot will be key to maximizing your Bonus and Multiball features.

Once you're in multiball, there's two main shots to go for and two main shots to avoid. First, hit the Extra Ball target to light the spinner if you haven't yet and start ripping the spinner for 5k * the number of balls in play! This is PAPA, home of the legendary Salas Juice. The spinner is going to be extra smooth (unless its Jhonny Mnemonic, then the spinner is a relic from the flood and extra rusty) and award more spins than usually seen. This also feeds the ABC lanes, which start lighting the second target: inlanes. You never want to feed the inlanes directly or even deal with them if you can, but at 50k a lit inlane (plus multipliers), its a shot that sweetens the pot a bit. Finally, avoid debris locks at all cost. You may get some sweet points for doing it, but the locks tend to revert to a an unusual setting if locked during multiball, immediately removes/reduces your playfield multipliers, and puts your current ball's life in more danger than before.

If you're close to Super Bonus, remember the rule with this game: left shots and blue shots award Blue Bonus (its the left bonus display). Right shots and green shots award Green Bonus (its the right bonus display). The B lane, being directly in the middle of things, awards both because it thinks one color is for squares or something.

Good luck, have fun, and try not to put yourself in a death dive! MUHAHAHAHA!

Williams Little Chief



"...balanced top to the bottom of the playfield appear." - Official Flyer
<http://www.ipdb.org/machine.cgi?id=1458>

Main Strategies

- Bonus Building
 - Max 10k points with the potential to double bonus
 - Points advanced by marked or lit "Advance Bonus" switches
 - Conservative settings (probably set this way) – lower left target lights when A is collected, and upper right target lights when B is collected
 - Double awarded when ball goes into center scoop or down the center toplane when lit
 - **Center toplane lit for Double Bonus when both A and B are collected**
 - Gate and Collect Bonus
 - **Gate opens when A and B are collected**
 - Can be collected at the toplanes or inlanes (risky Shatz?)
 - Collects full bonus (and double bonus, if lit) and resets bonus to 1k/single bonus
- Other Points and Eject Hole
 - Left Loop
 - Always advances bonus
 - Top button scores 1k when A is collected
 - Bottom button scores 1k when B is collected
 - Eject Hole
 - Scores 100 points and lights Double Bonus if not lit yet
 - Spots one of the 1-6 numbers
 - Light 3, 4, or 5 (settings dependent) – lights outlane for Special (Extra Ball)
 - Light 4, 5, or 6 (settings dependent) – lights top right lane for Extra Special (Special)
 - Extra Balls may be on!

Strategy Corner

The other “build 'em up, knock 'em down” bonus game in the A bank this year, Little Chief comes from a long pinball trope known as the “American West” on IPDB (or better known as “Cowboys and Indians”).

To set up the proverbial block tower of Bonus that you can knock down, the first thing to look towards is the A and B lights in the upper playfield. Not only do they award you points and bonus up front, but collecting either A or B lights neat stuff on the playfield and lighting both puts you towards the fast track to a PAPA championship! To be precise, plunges on the game should be directed at the B lane unless the Double Bonus is lit for some odd reason. B is the target that lights the upper-right Advance Bonus target, which is usually glanced into a few times from pop bumper action. A is also useful since the pop bumper is closer to the lane for the potential to score up-down lane action, but the target it lights is the lower left target which is for those who live dangerously (and don't like keeping the ball in play).

The center scoop is a nifty feature; not only can it be hit from the flippers from the bottom, but the ball has the chance to creep in from the upper sides since the plastic is only held up by 3 small posts. For the most part this happens by chance, but a ball dribbling off of the left sling can be skillfully nudged into the center scoop to light Double Bonus! In addition, if the shot is consistently sticking from a direct flipper shot, learning how to hit it can be useful to start Double Bonus on command. Unfortunately this scoop has a tendency to lip out, so watch for errant balls that may need some work to control or save.

Once both A and B are collected, a major decision opens up on the game. If Double Bonus isn't lit, do you opt to collect the Double Bonus (at the scoop or the newly-lit center top lane) and then shoot the gate for a big payout or do you cash out now and continue on with your ball? This situation is highly dependent on your current scoring situation. Do you need to go above and beyond in match play or is the qualifying score far away for your current game status? Lighting Double Bonus will be the key to closing the gap. Are you trying to catch up to a lesser extent/drive away in match play or are you close to hitting the magic qualifying score, or are you at a 10k max bonus? Then you may consider cashing out now and going back to work on bonus building.

Three other things to note on the game: the upper-left buttons cover a very small surface area of the left loop, so they are more often hit on a ball returning down the upper loop than upward shots. Also, balls coming down off the left loop tend to feed the left flipper. The scoop will most likely be set up to feed the right flipper directly or on the wire guide slightly above it, so learn the feed and apply the proper control techniques to prepare for your next shot. Finally, the upper-right mini-loop/lane (“Extra Special”) tends to feed towards the tip of the left flipper, so be prepared to play defensive if a ball falls into that path.

Stern Iron Man



I am Iron Man, get to Do or Die MB if you can! (You probably won't)

<http://www.ipdb.org/machine.cgi?id=5550>

Main Features

- Character Modes
 - Iron Monger
 - Shoot spinner shots (loops, center shot) to spot letters in IRON MONGER
 - Depending on settings, generally can be 6-10 spinner shots
 - When IRON MONGER is spelled, shooting another spinner shot raises the Iron Monger toy in the center of the playfield
 - When Monger is raised, spinners score 7.5k/spin and build next letter value by the same amount
 - Spinner build-up does not carry over between balls
 - When Iron Monger is raised, shoot the toy 6 times to spell MONGER and start Iron Monger Multiball
 - With each hit, magnet in front of Monger pulses; **shoot to the side!**
 - Each letter is worth 150k + all the points from spinner shots since the last letter was collected or the Monger was raised
 - Example: If 20 spins have occurred since the last Monger hit
 - 150k base + (7.5*20 = 150k) for spinner = 300k letter collect

- Iron Monger Multiball
 - 3-ball multiball
 - Shoot a spinner shot to raise the Monger
 - If loop post removed, may be raised when the first ball plunges around the loop
 - 250k when Monger raised
 - Shoot the Monger toy 6 times to spell MONGER and qualify the Super Jackpot
 - 250k per MONGER letter
 - After MONGER spelled, Monger toy drops and Super Jackpot is lit at center shot
 - 3M points when collected
 - Hit another spinner shot to raise the Monger again (no scoring advances)
 - Iron Monger lit solidly when Iron Monger Multiball is started
 - Iron Monger lit blinking when Iron Monger Super Jackpot is collected
 - Whiplash
 - Shoot the Whiplash targets (left of right ramp) to progress to Whiplash Multiball
 - 5/9/13 hits (?) for first/second/third+ multiball
 - Whiplash will blink on the last shot
 - May hold the ball on the magnet for the first hit; pulses magnet on other hits
 - Whiplash Multiball
 - Started when a set number of Whiplash hits are completed
 - Phase 1 - Shoot 5 lit shots (Loops, Ramps, Center)
 - 250k/shot
 - Phase 2 - Shoot Whiplash 2 times
 - First time – 500k, Second time – 1M
 - Phase 3 – Shoot 10 lit shots (Loop, Ramps, Center)
 - 500k/shot
 - Super Jackpot – Shoot Whiplash for 3M, go back to Phase 1
 - Whiplash lit solidly when Whiplash Multiball is started
 - Whiplash lit blinking when Whiplash Super Jackpot is collected
- Drones
 - Hit 8 lit Drones targets (2 near center, 1 near left loop, 1 near right ramp) to light War Machine Multiball
 - 4 targets lit to start, last target hit remains un-lit
 - Second War Machine: 3 to start, 2 always lit
 - Third War Machine: 2 to start, 1 always lit
 - Fourth (and beyond) War Machine: 1 to start, 1 always lit
 - War Machine lights an un-lit Drone shot when hit
 - Drones lit solidly when War Machine Multiball is lit
 - Drones lit blinking when 4 War Machine Multiballs are lit

- War Machine Multiball
 - Started at the War Machine Kicker when lit
 - 2-ball Multiball
 - Add-A-Balls available when the War Machine kicker is flashing
 - Lit randomly and via Drone targets (see below)
 - **Can progress towards Whiplash and Iron Monger Multiballs**
 - Phase 1 – Drones
 - Hit all 4 Drone targets once to score a Drone Jackpot
 - Worth 150k
 - +100k for each War Machine Super Jackpot
 - **If all 4 Drone targets are hit in the time limit, an Add-A-Ball is lit at the War Machine kicker**
 - Phase 2 – Lit Shots
 - Both loops, both ramps, Center shots lit for Double Jackpots
 - Worth 300k
 - + 200k for each War Machine Super Jackpot
 - Phase 3 – Super Jackpot
 - Hit the War Machine kicker to collect Super Jackpot
 - Worth 2.1M
 - + 1.4M for each War Machine Super Jackpot
 - When collected, return to Phase 1
 - War Machine lit solidly when War Machine Multiball is started
 - War Machine lit blinking when War Machine Super Jackpot is collected
- Iron Man
 - Complete the IRON (left)/MAN (right) targets to qualify Iron Man Scoring Modes
 - **Progress cannot be made during multiballs!**
 - Hit IRON/MAN targets one more time (when flashing) to start Iron Man Scoring Modes
 - **Cannot be started during multiball, but can be stacked if started beforehand**
 - Switch Frenzy – 1st Iron Man Scoring
 - 45 seconds, all switches give 10k
 - Switch value advanced 1k per time the Iron Man targets are hit
 - Double Scoring - 2nd Iron Man Scoring
 - 25 seconds, all scores doubled
 - Works in multiballs/Jericho (if started first) or Do or Die (at any time)!
 - Target Scoring - 3rd Iron Man Scoring
 - 750k hurry-up, counts down to 400k over 10-15 seconds
 - IRON/MAN targets light in a wave-like pattern going up and down
 - Shooting a lit target awards the current value, continues until hurry-up times out
 - Iron Man light lit solidly when Iron Man Scoring Mode is qualified
 - Iron Man light lit blinking when all 3 Iron Man Scoring Modes are qualified

- Non-Character Features
 - Bogey Scoring
 - Shoot the ramps 4 times to qualify Bogey Scoring
 - After first Bogey, must shoot each ramp 4 times
 - Ramp worth flashing value on ramp or 500k if fully lit
 - Ramp combos double the value of the Bogey advance
 - Shoot either ramp again to start Bogey Scoring after qualifying
 - 30 second mode; all 5 main shots (loops, ramps, center) lit
 - 500k per shot, plus advance the value 100k for the next shot (max 1M)
 - SHIELD Lanes
 - 2 top lanes + 4 bottom lanes
 - All lanes cycle with each other, so top/bottom lights can be moved to bottom/top
 - Completing all 6 lanes awards +1 Bonus X and lights Mystery at War Machine
 - Mystery Rewards (In order of game's priority)
 - Add Time – **If Bogey/Iron Man Scoring are lit**
 - **Add-A-Ball – Once per multiball or multiball stack**
 - Other Rewards
 - 3rd – Extra Ball (2.5M on left ramp)
 - 4th – Special (5M on right ramp)
- Jericho Missile Mayhem
 - Single-Ball mini-wizard mode for reaching Mark 6 by performing the following tasks:
 - Start War Machine, Iron Monger, and Whiplash Multiballs
 - Start Iron Man and Bogey Scoring
 - Complete a set of SHIELD lanes
 - **Mark progress carries over from ball to ball**
 - Started on the center spinner shot
 - 6 shot groups lit for Million Plus:
 - 7 Iron Man targets
 - 6 lanes (can cycle lanes with flipper)
 - 2 Ramps (4 shots each to advance Bogey lights)
 - Iron Monger (6 shots to drop Iron Monger toy)
 - Whiplash (5 shots to collect)
 - 4 Drone targets and War Machine kicker
 - Each shot worth 250k
 - Pop Bumpers and Spinners advance jackpot by 1k per bump/spin
 - Completing a set awards Million Plus
 - 1st set – 1M, 2nd set – 2M, etc.
 - Completing everything awards a completion bonus (unknown)
 - Ends when completed or at end of ball

- **Do or Die**
 - Single-Ball moderate-wizard mode for lighting all 5 center lights solidly or blinking
 - Iron Man, War Machine, Iron Monger, Whiplash, Drones
 - Remember:
 - **Solid lights are cleared at start of ball**
 - **Flashing lights are carried between balls**
 - Shoot center shot to start 35M hurry-up that slowly counts to 10M
 - Shoot center shot again to collect hurry-up value
 - **Can be doubled with Iron Man Double Scoring, even while counting down!**
 - **If Mark 6 is also lit when collected, Jericho immediately starts with 2x scoring!**
 - Once Do or Die is collected or expired, all non-blinking lights are turned off

- Do or Die Multiball
 - Multiball super-wizard mode for having all 5 center lights blinking
 - Light 3 Iron Man Scorings
 - Collect War Machine / Iron Monger / Whiplash Multiball supers
 - Light 4 War Machine Multiballs
 - 90 second infinite ball save
 - 5 main shots (loops, ramps, center) lit for Million Plus
 - Value = 1M + 1M for each tier of ramp awards completed
 - “Tiers” are 100k/200k/300k/400k lights from Bogey
 - After time ends, all balls drain and single ball play resumes with no lights turned on

Other Scoring

- Super Pops
 - Pop bumpers build Super Pops Jackpot value
 - Flat value + all the points scored from the Pop Bumpers
 - Shooting both Loops + the Center Spinner starts Super Pops
 - Flashing shots have not been collected yet
 - Solid shots have been collected
 - Hit 25 Pop Bumpers to collect the Super Pops Jackpot
 - Each shot worth 4% of the Super Pops Jackpot total

Strategy Corner

Iron Man is a game that can be played as two different monsters over the course of a tournament. In qualifying, the best scores will be given to those who can execute on a few major set pieces that require the proper care and skill to set up and collect upon. In match play, a safer strategy that centers on multiballs can be used to build up a decent score, although any player who can execute the previous setup will flip the script on the match and force other players to follow along or grind their way up.

So first, let's delve into the fireworks and intrigue of the qualifying strategy of Single/Double Do or Die and Double Jericho. In order to set this up, a player must qualify all of their character lights in one ball or have some fortuitous carry-overs from a previous ball, usually Iron Monger and maybe War Machine. This is due to the relative difficulty of qualifying the flashing lights on the five characters; Iron Monger Super Jackpots are relatively easy, War Machine Super Jackpots are not extremely hard, Whiplash Super Jackpots are quite hard, lighting Iron Man Scoring 3 times means you overshoot your doubler setup, and lighting 4 War Machine Multiballs (for Drones) means I should read you the definition of insanity. To set this up properly, use your ball save (if it exists)/earlier balls to pick off Drone targets, Whiplash hits, and Iron Man targets (either to have Iron Man ready to go or to complete one Iron Man scoring to set up for Iron Man Double Scoring), but DON'T light War Machine/Iron Man or start Whiplash until you're ready to rock it out! If Iron Monger happens to pop up during this process, feel free to play an Iron Monger Multiball to pick off a Super Jackpot and have that character permanently checked off. Once the modes have aligned and you're ready to unleash scoring havoc on the game, go ahead and start lighting up the characters. Iron Man and then Drones should be the first two to light up, since they require you to be out of multiball to light. Once those two are ready (or any time Drones is lit – draining with War Machine lit leads to a frustrating climb back!), start War Machine Multiball and then stack in Whiplash as a ball saver extension to potentially work towards a War Machine Super Jackpot. Finally, if Iron Monger has not been played (somehow), play a round of Iron Monger. If Iron Monger was completed earlier in the ball (usually, since Monger freezes Whiplash progress and acts as a big blockade to everything else) or the Iron Monger Super Jackpot was collected, you can skip this step and go right for Do or Die!

So, you've got Do or Die lit. Everything is ready to go. Before you shoot the fateful shot, if you have your second Iron Man Scoring qualified and ready to go, be sure to start Iron Man Double Scoring to pay double on the game's most lucrative single shot. Once you're set up and mentally prepared, shoot the center shot to start the 35M hurry-up. Get back to a trap, plug the center, and you've most likely collected 30M to 35M (60-70M with doubler running)! Boom!

Once you see the massive payout on the screen, if you did the last bit of setting up you will start the other wizard mode, Jericho, with double scoring since you started it by completing Do or Die. To light Jericho along with Do or Die, a few small but important steps need to be performed. On top of what needs to be done to light the characters, an Iron Man Scoring mode must be started (remember that the character light is given for qualifying the mode!), Bogey Scoring must be started, and a set of 6 lanes must be completed. The lanes generally come with extensive multiball play and/or on the way to collecting Bogey, and Bogey is something that should set up early and added in with the War Machine/Whiplash multiballs to sweeten the shot pot even more. 500K-1M per shot is no joke, especially since you need to shoot them anyways for both of those multiballs! Once you're in Jericho, be sure to take the safest shots you possibly can and don't be afraid to leave the ball out of control for a bit – you're going to be scoring 250/500k shots all over the place.

In match play or in the short game, players that are confident on their loop shots and catches will generally just play for Iron Monger all day due to the general control that the shots provide.

Where Drones require you to hit risky targets and Iron Man encourages the ever-stressful side-to-side motion, the Iron Monger (and to some extents Whiplash, although the magnet can be a wild card in all of this) allows for controllable play. Shoot a loop, trap, and repeat until the Iron Monger is standing in front of your flippers. Then, graze the sides of the Monger so that the ball avoids the violent magnet and instead slowly and peacefully falls towards the bottom of the playfield. Once in multiball, be sure to continue using the graze rule or your balls may easily find their way towards the drain. Finally, figure out which flipper (or both) is best to shoot the Super Jackpot at the center shot with and set yourself up to make a clean shot with all of the balls trapped.

Stern High Roller Casino



A modern gambling device based on gambling!

<http://www.ipdb.org/machine.cgi?id=4502>

Main Features

- Casino Games
 - Slots (and Slot Machine Multiball)
 - Slot Machine is located on left side of playfield, blocking left entrance to the ramp
 - “Bash” the slot machine bar to raise the ramp for Slots
 - Ramp most likely will be automatically raised for first multiball, may be for 2nd
 - Each subsequent multiball requires more bashes to raise ramp
 - When slot machine ramp raised, shoot ball up ramp to play Slots
 - Ball is stuck in slot while this is going on
 - Slots gives a pre-determined award
 - Each win moves up 1 level on the pay table, and cycles back when S-S-S is collected (Special)
 - First 10 pulls - Every 2nd award will win
 - Next 10 pulls – the 13th, 16th, and 20th award will win
 - A win lights the Slots light in the center of the playfield
 - After playing Slots, Slots ramp will completely drop, revealing a main ramp entrance
 - Shooting a ball up this ramp will lock a ball for Slot Machine Multiball
 - Lock 2 balls and then shoot through the Slots again to start Slot Machine Multiball

- Craps
 - Shooting the left Craps target performs a Craps roll
 - Win on every other Craps game (generally 2-3 rolls per game, 1 for Craps/"7 Win")
 - 1st 4 games – Alternates between 7-Out (Lose) and making point (win)
 - Next 10 games – Alternates between Craps (Lose) followed by 7 Win and 7-Out and making point
 - Craps, 7 Win, 7-Out, Make Point, Craps, etc.
 - Repeats after the 14th overall game
 - Winning awards the Craps light in the center of the playfield

- Hi-Lo
 - Completing the HI-LO lane rollovers spots Play Hi-Lo on the right loop
 - Can be switched by the flippers
 - When Play Hi-Lo is shot, choose the obvious choice
 - If you guess correctly, you can choose to go on or quit and win
 - Choose Hi if the card is low (2, 3, 4, etc.) and Lo if card is high (Ace, King, etc.)
 - **Have a chance to win every 2nd and 3rd game**, pattern repeats every 6
 - 2nd – 2 Correct Guesses
 - 3rd – 3 Correct Guesses
 - 5th – 1 Correct Guess
 - 6th – 4 Correct Guesses
 - Hi-Lo is lit in the center of the playfield when you win

- Blackjack
 - Shoot the HIT/ME targets flanking the slot machine to be dealt cards
 - Try to get as close to 21 as possible without going over (see actual rules of Blackjack)
 - Going over 21 counts as a Bust, empties your hand, **and counts as a loss**
 - Collecting 2+ cards lights Play 21 on the left loop (or Double Down if total is 10/11)
 - When Play 21 is shot, compare your hand to the dealer
 - If you have the better hand, you win and the Blackjack center playfield light is lit
 - **For the first 6 games, you will win every 2nd hand**
 - After the first 6 games, order changes
 - 7th – MUST win with 21
 - 8th – lose, can double down for more losing!
 - 9th – MUST win with 5 cards drawn
 - 10th – MUST win with 21
 - 11th – Lose
 - 12th – Guaranteed Win, don't Bust! (repeat from beginning after this)
 - If the dealer has the better hand, you lose
 - When Double Down is lit, draw 1 more card and then Play 21 for double the values

- Casino Frenzy
 - Awarded when all 6 casino game lights are lit
 - Lighting a Casino Game light awards 15M + 1M for each subsequent game
 - 4-Ball Wizard Mode Multiball
 - Shoot each of the 6 casino games for Jackpots
 - Awards a Jackpot, lights the respective game in the center of the playfield
 - Jackpots are worth 100k * (# of chips), max 10M (at 100)
 - Right Loop spots both Hi-Lo and Poker on first round
 - Shoot the main (center) ramp to collect the Casino Jackpot when all 6 games are lit
 - 100M + 25M for each subsequent completion
 - Collecting a Casino Jackpot restarts the normal Jackpots, but they must be lit!
 - Slots requires a slot bash
 - Poker requires a completed hand
 - Hi-Lo requires the HI-LO lights to be qualified
 - Roulette requires pop bumper hits
 - Blackjack requires a Blackjack hand
 - Craps requires multiple hits
- Break the Bank and Chips
 - Chips are awarded through the following means:
 - Starting the game – given 10 Chips to start
 - Skill Shot – 5-10 Chips
 - Winning Casino Games (varies)
 - Lit “Win Chips” targets (lower sides of playfield)
 - Awards 1 when lit
 - Chip Combo – Shoot the lit Win Chips target and then the other Win Chips target (while flashing) to award 3 Chips + points
 - Roll-N-Win – 10 Chips award
 - **Lose 1 Chip any time a Casino Game is played**
 - Break the Bank
 - Spotted on both loops and ramp entrances when 100 Chips are collected
 - 4-Ball Wizard Mode Multiball
 - Shoot the loops, main ramp, or Slot Machine (bash) to build the Break the Bank Jackpot
 - Cash in the Break the Bank Jackpot by shooting the ball through the Slot Machine
 - Ramp is lowered for a brief period of time; cycles between up and down
 - Base 25M + shot bonuses
 - Once Break the Bank has been collected, shoot the Main Ramp, Slot, and both Loops again to collect Break the Bank Jackpots
 - Once all Jackpots have been collected, Slot ramp raises and the Jackpot can be built/cashed in again

- Ramp Features – Cheat Game and Roll-N-Win
 - Cheat Game
 - Awards 1 Cheat Game at 5 ramp shots to either entrance and every subsequent 10 ramp shots after the first award
 - 2 Cheat Games can be awarded from the “?” award from Roll-N-Win
 - When Cheat Game is lit, your ***next*** Casino Game is automatically won (***if you lose!***)!
 - Slots – Changes the outcome to a winning combination
 - Roulette – Changes the outcome to a color you bet on
 - Hi-Lo – Changes the outcome to a winning choice and ends game
 - Blackjack – Changes your hand to be 21
 - Poker – Changes your hand to beat the dealer
 - **Craps – If you “7-out” or get Craps instead you win**
 - Roll-N-Win
 - Lit at beginning of game and re-lit by the upper right “Roll-N-Win/Extra Ball” target
 - Across from Craps target
 - Collected at main (center) ramp when lit and Roulette is not lit
 - Rolls 2 dice; choose a die and move that many spaces on the backglass wheel-board
 - **ALWAYS offers a 3 and a 4; plan ahead!**
 - Awards (in order)
 1. Start
 - Starting Location and Super Mode Bonus
 2. 3 Slot Spins
 3. ?
 - 500k Extra Bonus, 2 Cheat Games, or 20x ATM Value (generally 10-30M)
 4. 10 Chips
 5. Roll Again
 - Choose Collect Bonus or **Light a Casino Game**
 - **LOSE out on opportunity for instant Slot Machine Multiball**
 6. Light Extra Ball (20M in Tournament Settings)
 7. **Slot Machine Multiball**
 8. Collect Bonus
 9. **Casino Game**
 - Immediately awards an unlit casino game
 10. 25 Million
 11. Bonus X (10X ?)
 12. Light Special (40M on Tournament Settings (?))
 - Completing a “lap” of Roll-N-Win awards a timed Super Mode
 - First lap – Super Pops
 - Second lap – Super Loops
 - Third lap – Super Spinner
 - Fourth lap – Super Surprise Wizard Mode
 - **Landing on Start increases the Super Mode time by 50%**

Other Scoring

- Pop Bumpers/ATM
 - Pop Bumpers score 10k + 2.5k per loop shot
 - Multiplied by (1 + 1 for each Roulette bet placed)x, up to 4x
 - Pop bumpers also advance ATM by the pop bumper value
 - ATM
 - Lit on a loop by crossing over an inlane
 - Left inlane – Right Loop
 - Right inlane – Left Loop
 - Shooting a lit ATM shot awards the current ATM value (750k + pop bumpers, up to 2.5M, multiplied by the current ATM multiplier) and adds 1x to the ATM multiplier
 - ATM multiplier goes up to a max of 10x
 - Roll-N-Win “?” award may give a 20x ATM collect
 - Resets at end-of-ball
- Ramp Scoring
 - 500k + 50k per subsequent ramp on the current ball
 - Also awards Extra Ball at 10 Ramps and Cheats every 5 Ramps
- Bonus
 - Scoring Total
 - Unknown base bonus (generally 100-350k)
 - 10k/Chip collected
 - 25k/Ramp collected
 - Bonus X
 - Awarded from 3 main locations:
 - Spinner (Every 5 (+1 per spinner X collected) spinner hits = 1 Bonus X)
 - Skill Shot (5-10 Bonus X)
 - Roll-N-Win (10 Bonus X (?))
 - **Can be lucrative on a long ball!**

Strategy Corner

High Roller Casino is one of my favorite early Sterns due to the fact that the game has many ways to tackle it, and can be set up in a variety of ways. Lets just go ahead and get started, since there's a lot to talk about here!

First, the simplest strategy involves repeating the Slot Machine Multiball and trying to collect the highest levels of Super Jackpots from it. In order to do this, you have to lock 2 balls by bashing the slot machine bar until the ramp raises and you get to play some slots. Afterwards, shooting the ramp will give a ball lock. Locking 2 balls lights multiball on the slot machine; shooting through the slot once again with the ramp down will start Slot Machine Multiball. From here, you can either use the 4 balls as a flip-away frenzy to pick off key targets, or you can use the ball save to let a few balls drain and play under more control for a while. Since the balls must autoplunge into the roulette wheel and the autoplunge on this game is notoriously slow, the balls are delayed by about 10 seconds until they show up in the main playfield again. As a caveat, be sure that the autoplunger is doing its job; I don't want to see anyone get screwed by a ball trap ruling! Once out of multiball, either pick off some casino games that you have lit, or work the Roll-N-Win or Slot Machine for another multiball.

For a more involved strategy that uses the whole guide, you can work towards Casino Frenzy and Break the Bank, which requires much more investment but pays off much more than the Slot Machine Multiball strategy when it is executed properly. By using a combination of directly playing Casino Games, cheating Casino Games that are hard to win (like Craps and...Craps), or collecting them outright with the Roll-N-Win award (can be the first award you collect if you forego multiball, otherwise you need to complete a lap and collect it as your 3rd/5th/7th award). By working towards Casino Frenzy you'll also win a boatload of chips that augment your Casino Frenzy jackpots and gives you solid progress towards Break the Bank. Casino Frenzy is worth a decent amount (especially with a few Super Jackpots), and after collecting the rest of the 100 chips Break the Bank can literally break the game's scoring if collected a few times over!

One thing I have to mention before heading out is how the Roll-N-Win works. By hitting the Roll-N-Win target, you get to move 3 or 4 spaces ahead and can work towards one of two major rotations. For the Multiball strategy, the first multiball started this way is 2 Roll-N-Wins away (by choosing 3 both times, collecting 10 Chips along the way) and subsequent Roll-N-Win multiball starts are 3 away (by choosing 4 all 3 times, collecting Bonus X and ?). In the Casino Frenzy strategy, you can collect a Casino Game off the first roll (by choosing 4, and then 4 on the Roll Again). Afterwards, subsequent Casino Game awards are 2 Roll-N-Wins away (by choosing 4 both times and on the Roll Again roll, collecting the Super Mode augment on the way at Start). In addition to the rewards, the Super Modes at the end of each lap crank the values of their respective targets up to ludicrous values and should not be ignored! In qualifying, knowing where on the flipper and how safe the return from the Light Roll-N-Win target is may lead to some insane roll-based strategic augments!