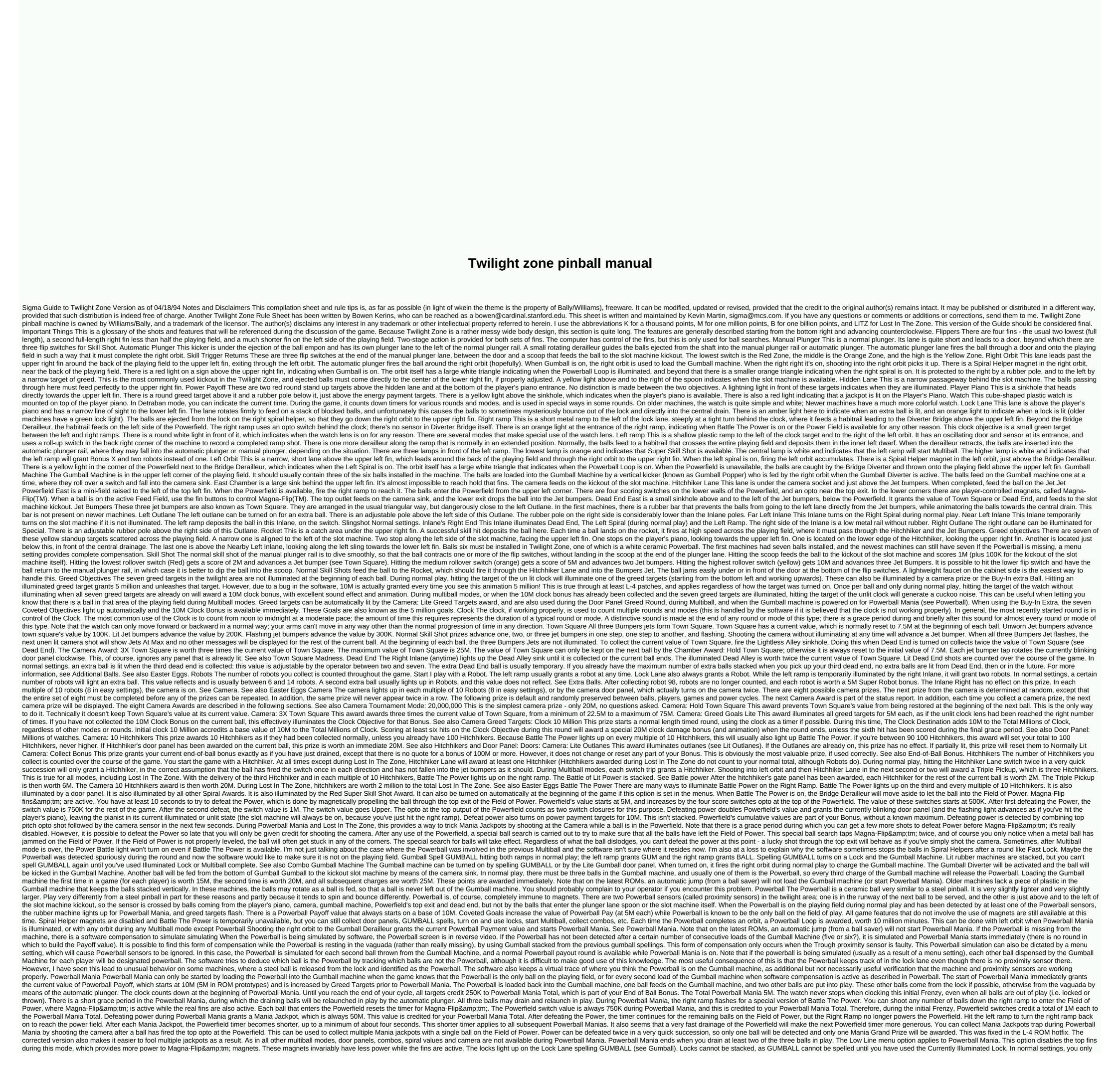
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need one lock to turn on the left ramp for the first Multiball, and the second the third lock is turned on for free. For the second Multiball, locking the second ball will leave the lock lane lit for the first Multiball to start from the left ramp after the first time,
once, to allow the third lock to turn on for free after the second time. Super Skill Shot on the Left Ramp takes precedence over the start of Multiball. See Door Panel: Super Skill Shot. Locking the third ball or hitting the left ramp when turned on for Multiball. See Door Panel: Super Skill Shot on the Left Ramp takes precedence over the start of Multiball. See Door Panel: Super Skill Shot on the Left Ramp takes precedence over the start of Multiball. See Door Panel: Super Skill Shot on the Left Ramp takes precedence over the start of Multiball immediately starts Multiball. See Door Panel: Super Skill Shot on the Left Ramp takes precedence over the start of Multiball immediately starts Multiball. See Door Panel: Super Skill Shot on the Left Ramp takes precedence over the start of Multiball immediately starts Multiball. See Door Panel: Super Skill Shot on the Left Ramp takes precedence over the start of Multiball immediately starts Multiball. See Door Panel: Super Skill Shot on the Left Ramp takes precedence over the start of Multiball immediately starts Multiball immediat
Lock countdown is running. However, it is compatible with all other rounds. Multiball When Multiball with all other rounds. Multiball with all other rounds. However, it is compatible with all other rounds. Multiball when Multiball with all other rounds. Multiball 
5M less. During Multiball, Coveted Objectives always blink, illuminated to increase the jackpot has been accumulated, which resets all seven targets. When all seven targets have been hit and the jackpot has not yet been collected, one
target lights up at a time, proceeding in order from the lower left set of three, to the upper right top end, then from top to bottom in the set of three in the slot machine. The Jackpot can be increased to a maximum of 255M by hitting Greed Targets. The coveted targets that were illuminated by the unlit clock lens during normal play before Multiball stays on
during all Multiball modes, but this is not related to the jackpot value. Hit the Piano Player to collect the Jackpot unen lit. Turn the jackpot back on by shooting the camera. This sequence continues as long as there are at least two balls in play. There
is a grace period for firing the Jackpot, during which a gate panel will also be awarded from the Player Piano after the Jackpot animation (if the Player's Piano is illuminated). The base value of the Jackpot will only increase five times. This limits the base value of the Jackpot to 65M or 90M, depending on how many balls were blocked before starting Multiball.
During jackpot animation, balls are not ejected from the slot machine or automatic plunger. Spiral Helpers will help you with jackpot and camera shots as appropriate, unless the Spiral Round of the Door Panel is running, in which case your rules take precedence (see Spiral Helpers). When the jackpot is on, the helper left is active. When the camera is on to
turn the jackpot back on, the right spiral helper is active. Note that during Multiball, both Spiral Breakthrus), a completed orbit will be credited as a Powerball loop for 10M, in the event that the Powerball completed an orbit and, of course, was
unaffected Spiral Helpers. The right ramp will also carefully present the ball to the upper left fin for a shot in the Jackpot. In fact, given the choice between dropping a Bridge Diverter ball and activating other kickouts, the
Bridge Diverter will take precedence regardless of whether the jackpot is lit or not. This is a little unfortunate. However, when there is a ball in the lock lane or in the right spiral helper and the camera has been given a very short but clean shot. Shooting the
Jackpot with The Powerball (if successfully detected) will award twice the jackpot value. This value is displayed as duplicate regardless of internal 8-bit overflow, so that a 255M jackpot becomes 254M when duplicated, 140M becomes 25M, etc. This is simply a display error, however; the correct value is still added to your score. Double jackpots depend
entirely on the Powerball sensor in the slot machine; can be awarded even when the Powerball is obviously somewhere else. This most commonly occurs when a ball falls into the slot machine immediately after a jackpot registers; the software sees the ball in the slot machine before the proximity sensor involved detects a metal ball, so it assumes that the
Powerball went from the Jackpot switch to the slot machine switch. Double jackpots are not available when menu settings indicate that Powerball is missing, because Powerball sensors are categorically ignored. There is no grace period for relaunching balls during Multiball. If you drain two of the three balls without collecting any jackpots, lock lane will light up
during a Multiball reboot for 15 seconds. The reboot will resume Multiball had started with a single locked ball; that is, the second jackpot is 25M, and the maximum base value is 65M. There is no grace period on the Multiball restart, even if the
music runs for a second or two after the timer expires. However, there is an entry grace period. That is, if the last thing you fired was the lock lane when the other balls ran out, you may be credited for the restart immediately, even though the ball has already been ejected from the lock lane. This is highly appreciated. In all multi-block modes (normal, fast
locking and Mania), door panels, combos, spiral values and camera are not available. During the Multiball restart period, the only difference is that combos are available. Multiball Restart as described above. Spiral Spiral Spiral Spiral values are represented by a row of six
lights directly above the lower fins. Spiral values are, in order: 2 million + Battle Power 4 mi
values to the beginning of the next ball, so that only the first prize flashes. In normal settings, the first two lights light up at the beginning of the game, and the third light flashes. The right orbit is illuminated by the far left dwarf, while the left orbit
is illuminated by the right Inlane. In addition, firing any of the orbits when it is not illuminated will ignite that orbit. Orbits only stay on for a few seconds, and timers never stop. Shooting an illuminated orbit does not illuminated orbit does not leave it lit for an additional spiral value.
was active, as this would make spiral values too easy to collect under certain conditions (such as when the camera is on in normal play mode). See Spiral Helpers. Normally, the Extra Ball illuminated by the last Spiral values too easy to collect under certain conditions (such as when the camera is on in normal play mode). See Spiral Helpers. Normally, the Extra Ball illuminated by the last Spiral values too easy to collect under certain conditions (such as when the camera is on in normal play mode).
really strange case: If the right spiral is on and you fire the Lock Lane, but the ball jumps to the left and over the divider separating the Lock Lane from the Gumball Machine will be awarded as compensation! Spiral Helpers Spiral helpers
are magnets located in any of the orbits. These magnets are activated by accompanying the opto sensors and activated when appropriate. The exact conditions for each spiral helper to be active are complex, and this section attempts to describe all possible situations. Thanks to Mark Phaedrus had been appropriate. The exact conditions for each spiral helper to be active are complex, and this section attempts to describe all possible situations.
Conditions are listed below, with top-to-bottom priority. If no information is presented for an orbit under a particular condition, that condition does not affect the helper spiral Round running, fourth and later Orbits for Spiral Breakthru:
left Orbit: no Helper Right Orbit: no Helper Right Orbit: no Helper Lost In The Zone running: left Orbit: no Helper Right Orbit: no Helper Gumball Machine lit for GUMBALL or Powerball Mania: Automatic plunger for ball protector: right orbit: no Helper Right Orbit: no Helper Lost In The Zone running: left Orbit: no Helper Right Orbit: no Helpe
Orbit: left, auxiliary camera on during Multiple ball: right orbit: left orbit: right orbit: rig
orbit was in the left orbit: left helper if the first orbit: left helper if the first orbit: Normal game: Left orbit: Normal game: Left orbit: no auxiliary right orbit: no auxiliary right orbit: no auxiliary note
that none of the aid behaviors prevents the granting of illuminated spiral values, although some cases make it easier to collect a spiral shot when the ball reaches the nearby Spiral Helper, as long as the ball appears to reach that Spiral
Assistant before the opposite Helper. For example, when the camera is turned on in normal game mode, a weak shot from the right orbit can pick up an illuminated spiral helper. For example, when the camera is turned on in normal game mode, a weak shot from the right orbit can pick up an illuminated right spiral helper. For example, when the camera is turned on in normal game mode, a weak shot from the right orbit can pick up an illuminated spiral helper. For example, when the camera is turned on in normal game mode, a weak shot from the right orbit can pick up an illuminated right orbit can pick up an illuminated spiral helper. For example, when the camera is turned on in normal game mode, a weak shot from the right orbit can pick up an illuminated right orbit can pick up an illuminated spiral helper. For example, when the camera is turned on in normal game mode, a weak shot from the right orbit can pick up an illuminated spiral helper.
Also, shooting the left orbit to the right When Town Square's madness is running or the camera is on (in normal game mode) does not allow you to pick up the Triple Pickup by shooting the hitchhiker lane. When Spiral Helpers are turned on during any Multiball mode and a ball completes an orbit without being properly caught, a Powerball loop will be awarded
for 10M, assuming that the Powerball has just correctly ignored the Spiral Helper magnets. Note that to detect legitimate Powerball loops, Spiral Helpers are activated when Powerball is known to be the only ball in play. The Spiral helper is used no more than twice and the right spiral helper is
used no more than once. When firing an orbit, The near spiral helper is still available according to these specifications, it will be activated for the rest of the spiral round. During the Spiral Round, the load of the Gumball Machine behaves as if
a normal right orbit had been completed, counting as a proper Helper's use if it had it has been used previously, otherwise counting as a use of the left Assistant. In addition, a ball ejected from the Lock Lane can fire the right helper and give credit for a spiral prize if the appropriate helper had not yet been used. If fewer than two spirals have been collected
during the Spiral Round and a ball is automatically submerged, two spiral values are awarded, one for each spiral helper. Similarly, if the Powerball is used to complete an orbit during the Spiral Round (before two Spiral helper. Similarly, if the Powerball is used to complete an orbit during the Spiral Round (before two Spiral helper. Similarly, if the Powerball is used to complete an orbit during the Spiral Round (before two Spiral helper. Similarly, if the Powerball is used to complete an orbit during the Spiral Round (before two Spiral helper. Similarly, if the Powerball is used to complete an orbit during the Spiral Round (before two Spiral helper. Similarly, if the Powerball is used to complete an orbit during the Spiral Round (before two Spiral helper. S
Powerball Mania is on, although it could also theoretically be done during Multiball if the automatic plunger do not apply. In particular, the ball is thrown from the automatic plunger do not apply. In particular, the ball
can be thrown directly onto the active right spiral helper, which does a very impressive deceleration job. In general, the right spiral helper receives more use than the left. Lit Outlanes The Outlanes can be illuminated by a Camera Award or the Orange Super Skill Shot Award. Left Outlane lights for an extra ball (the only extra ball not awarded from the lock
lane) and right Outlane lights for Special. In normal settings, the Outlane is led by the slingshots. When you hit any of the slingshots, the light moves to the end of Outlane. Once an illuminated Outlane has been picked up, the other
will light up at every second slingshot. Strangely, the light also moves to the opposite outlanes when you pick up an extra ball, either in the lock lane have no effect on outlanes. Illuminating outlanes when they are already on has no effect
unless an Outlane has already been collected, in which case outlanes are reset to normally illuminated. You cannot have both Outlanes turned on simultaneously in the default hard settings. The Door is a large collection of lights at the bottom of the playing field, representing a grid of prizes
and progress towards Multiball. The four big red lights indicate progress in GUMBALL spelling and blocking balls. The lights on the perimeter of the door represents Lost In The Zone, which are prizes and rounds described in later sections. The small white handle of the door represents Lost In The Zone, which are prizes and rounds described in later sections. The small white handle of the door represents Lost In The Zone, which are prizes and rounds described in later sections.
the yellow prize from a normal skill shot will detect the 10 million Panel. Menu settings also allow free detection of Battle The Power and Lite Gumball door panels as long as that award has been achieved in some other way. These rather unusual settings are meant to make it easier to get to Lost in the area by reducing the number of times one must shoot the
player's piano or slot machine or defeat the power. Collecting any extra ball disables the Lite Extra Ball Door panel at the current door, regardless of configuration. Also, if you have the maximum number of extra balls. Starting Multiball makes many noisy
references to the Gate. See Quotes. Player Piano During normal play and when on (yellow light), the Player Piano grants the currently blinking door panel. The flashing light advances clockwise to the next prize. The player piano is
illuminated by the left ramp. In normal settings, the player piano turns on automatically at the beginning of each ball. This is not true in hard settings or for five ball games. During Multiball, the Illuminated Player Piano (red light) grants the Jackpot. Strange change When the player piano is not lit or unavailable due to a running Multiball mode, it grants strange
change. This is a random value between 10 and 9,999,990 inclusive. The distribution of these values is certainly not uniform. It seems more likely that a random number of digits (two to seven) will be generated. However, during Lost in the zone, the odd change values are always seven digits. An odd change value of 10M is
not possible. Slot Machine During normal play and when turned on, the slot machine grants a random door panel. If possible, this is not affected by this award. The slot machine remains unen lit until it is re-illuminated
indefinitely by the right ramp or temporarily by the Inlane near the left. In normal settings, the slot machine automatically lights up at the beginning of each ball. In hard settings or for five ball games, this is not the event that the ball was
not kicked properly. The time for this is impeccable and it should be impossible to hit the ball again quickly enough to have a problem with this. The slot machine tends to favor the weakest prizes, such as 10 million, Lite Gumball, Battle The Power and Super Slot. Door panels There are fifteen door panels, counting the handle. During normal play, the flashing
door panel is currently awarded by the illuminated Player Piano or by defeating the and a random door panels. Lit door panel been collected or detected, and cannot be picked up again until after Lost In The Zone is complete. The flashing door panel is
rotated clockwise by the Jet bumpers. At the beginning of the game, one of the four door panels will be the prize that currently flashes: Town Square Madness, Clock Millions, Camera or Clock Chaos. This is not necessarily the same for every player in a multiplayer game. Door panels are described here in the order of clockwise, starting in the upper left
corner. Door Panel: Town Square Madness This is a normal-length timed round, during which all targets increase Town Square Madness Total. Each switch in the game increases that Total by 350K. Each Bumpers Jet hit accredits the current
switch value and increases that switch value by 25K. The maximum switch value during Town Square Madness is 1M. When Town Square Madness is running, the right spiral assistant will catch balls to allow a shot at hitchhiker Lane, subject to various conditions. See Spiral Helpers. Door Panel: Lite Extra Ball This prize immediately illuminates an extra ball,
as long as you don't currently have too many extra balls. Collecting any extra ball will disable this prize at the current door. If the additional balls have been completely disabled by the menu settings, this door panel will always be lit and you don't need to pick it up to get to Lost in the area. If you start a new door and already have the maximum number of extra
balls stacked, this door panel will be illuminated and unavailable. See also Extra Balls. Door Panel: Super Slot This is a normal length timed round, during which the yellow light of the slot machine is flashing quickly, and the slot machine is worth a random value of 10M to 20M (per million) in addition to its usual behavior. These points are awarded
immediately. In order to collect the slot machine door panels during this round, you should turn it on as usual. Door Panel: Clock Millions This is a normal length timed round, during which the clock lens is worth the current position of the clock time hand, in millions. Because the clock runs from noon to midnight, this means that there is a short initial period
during which the clock destination is worth 12M. The values granted by the Are credited to the Total Millions of Clock, which is part of the End of Ball Bonus. Clock Millions Home credits 5M to this Total. During the short grace period, the clock target twice. Scoring at least six strokes
on the Clock Objective during this round will award a special 10M Damage Bonus to the Clock (and (and when the round ends, unless the sixth hit was scored during this round will award a special value in addition to normal behavior, and during
which spiral Helper's most typical behavior is invalidated (for an accurate description of the behavior, see Spiral Helpers). The first two orbit shots are worth 10M each, the third is worth 15M, and all subsequent orbit shots during this round grant a spiral Breakthru for 15M. These points are awarded immediately, in addition to other prizes, and there is no grace
period to collect these values. Door Panel: Battle power This door panel lights up Battle power on the right ramp (these can be stacked). If the power field is not currently available (for example, Powerball is on the playing field), the illuminated Battle The Power is remembered. This door panel can be detected by lighting Battle The Power in any other way, if
the appropriate menu setting has been made. Door panel: 10 million this door panel immediately grants 10M. Big dots ;-) This door panel is detected by the yellow prize of normal settings. Door Panel: Greed This is a normal length timed round, during which the seven greed targets flash. In addition to their normal behavior, these Goals
attribute 5M to Total Greed, which is part of the End of Ball Bonus. Starting the round of greed 5M credits to this Total. Hitting a flashing target unleashes it. When all seven targets have been achieved, all targets will return to the flickering state. A total of greed of 25M or more will win a family date from Rod: There, do you see what Greed will get you? Door
Panel: Camera This door panel turns on the camera twice. Lit cameras are stacked, of course. See Camera. Door Panel: Hitchhiker this door panel grants an immediate 2M (Triple Pickup awards 6M, Camera: 10 Hitchhikers and makes every Hitchhiker collected for the rest of the current ball worth an immediate 2M (Triple Pickup awards 6M, Camera: 10 Hitchhikers and makes every Hitchhiker collected for the rest of the current ball worth an immediate 2M (Triple Pickup awards 6M, Camera: 10 Hitchhikers and makes every Hitchhikers and make
20M prizes). Points count slowly at first, but soon turn into shots. Collecting this door panel twice in a single ball does not increase this prize is a nice 200M. In L-4 ROMs, the volume is significantly reduced during this award. Door Panel: Clock Chaos This is a
timed round of potentially unlimited length. A base of 5M is credited to the Total Chaos of the which is part of your End of Ball Bonus. The Clock time hand in millions to the total clock chaos, and reverses the direction of the clock winding. When
this happens, the music (Pop Goes The Weasel) and the winding winding Fast. Scoring at least six hits on the Clock Objective during the grace period will credit 12M to total clock chaos and resume the Clock Chaos round! At least once,
however, I received a mysterious 63M towards my Total Clock Chaos for doing this. Clock chaos is certainly the worst time for the physical clock to be disabled because the software believes it is malfunctioning. It's much, much easier to read the current time and time direction from the actual clock than from the screen, especially during Multiball modes. The
good news is that if the Clock is working, Clock Chaos will always take precedence over any other round you want to use the watch. Door Panel: Super Skill Shot, which takes precedence over Multiball on the ramp. Hitting the left ramp during normal play (even when the Powerball is on the playing
field) will divert the ball into the manual plunger lane, where Skill Shot Rollovers light up for very attractive prizes. For Super Skill Shot, all three prizes and scoop award lights up the Outlanes (see Lit Outlanes). The Yellow prize illuminates an extra
temporary ball (see Extra Balls). Missing simply grants 10M and ejects the ball from the Kickout slot. Super skill shots cannot be stacked. Door Panel: Quick Lock This is a normal length timed rounding, during which a radio tunes itself from 17.3M to 5.3M before the round ends. During this time, the lock lane lights up to grant the current value and start Fast
Lock Multiball. The trick here is that the sound effects, quotes and music during this round and the (optional) multiball corresponding to previous Pat Lawlor design games. These effects, quotes and music are listed here in the order in which they are presented during the round (with thanks and credit to Bowen Kerins, bowen@cardinal.stanford.edu): The
Addams Family: Sounds of Cousin It muttering, When he gets hit, the cousin screams. During Multiball, Jackpot turned on music from The Addams Family. Funhouse music. Whirlwind: Return to your homes. When you get hit,
don't panic. During Multiball, Whirlwind's post-jackpot music. Earthshaker: It's sunny driving time! When you get hit, oh, give me shelter! During Multiball, normal Banzai Run music. Sometimes you will hear a fake quote from a previous machine just like FasDuring
Fast Lock Multiball, the Lock Lane is on for the same which was picked up at the beginning of the Multiball. As in all other multiball modes, door panels, combos, spiral values, camera and other multiball modes are not available during fast locking multiball. Interestingly, however, the Lock Lane will no longer award Robots during this round. Fast Lock Multiball
ends when you drain at least two of the three balls in play. There is no grace period for relaunching balls. However, there is a short grace period to collect one last fast lock value. Door Panel: Lite Gumball machine in right orbit (these can be stacked). This door panel can be seen illuminating the Gumball machine in the
usual way (spelling GUMBALL), if the appropriate menu setting has been made. Lost in the area The last panel of the door is the handle. When the handle flashes, the player's piano and slot machine should turn on at the beginning of each ball). The handle can
also be awarded by defeating power during Battle of Power. The door handle rewards Lost In The Zone. This is a slow chronomachine round (total duration is 45 seconds) during which almost all playing field functions are active and all six balls are held in play by the automatic plunger (the Gumball machine is emptied at the beginning of the round). During
this round: Clock Millions is running, which adds to the current total of millions of clocks. Town Square Madness rotal. However, only Jet bumpers seem to grant the current exchange value, as typical Town Square Madness values are impossily low. Powerball Mania is running, which adds to the current exchange value, as typical Town Square Madness rotal.
current Powerball Mania Total. This means that the Field of Power is on and defeating Power is worth 50M. The left ramp turns the right ramp back on to reach the power field. Detection of Mania Jackpots appears to be extremely lenient during Lost In The Zone, and shooting at the camera while a ball is in the Powerfield almost guarantees that you will
receive credit for a Mania Jackpot. The round of greed is underway, with the seven objectives of greed flickering all the time. This adds up to the current greed total. The odd change is tracked, with an initial value of 10M. Super Slot always lights up on the slot
machine. A Total Super Slot is tracked, which has an initial value of 20M. Hitchhikers are worth 2M, but are not remembered after Lost In The Zone finish (i.e. not added to your total races). You are credited for 5 Hitchhikers at the start of LITZ, guaranteeing a total of at least 10M. Dead End behaves normally, although the screen indicates that it is turned on
You still need to turn Dead End on and back on as in normal gameplay. The left ramp is worth 10M 10M Extra balls can be illuminated by robots). When the round ends, the fins are dyed and their Lost Zone Total (includes current ball total)
Greed Total (includes current ball total) Clock Millions Total (includes current ball total) Powerball Mania (includes current ball total) 10M per left ramp collected during this round All values are part of the Total Zone are reset to zero. The only values that will remain for your current end-of-ball bonus (other than the base) are Clock Chaos and Field of Power.
While this total is calculated, the automatic plunger attempts to recharge the Gumball machine. With the exception of Quick Lock, rounds that run at the beginning of Lost In The Zone continue to run throughout the projectile. This is especially good in certain cases: Camera: Clock 10 Million will greatly improve your Total Clock Millions, as many balls will be
hitting the target of the watch. Door Panel: Spiral will award numerous spiral breakthrus to 15M each, although these do not count for Total. However, rounds that start automatically as part of Lost In The Zone do not run twice, so to speak, if they are running when Lost In The Zone
starts. It's best to maximize the points in that round before starting Lost in the Zone, as those points will go to your Lost Zone Total. Combos, spiral values, camera and, of course, door panels are not available during Lost in the area. Outlanes Lit can be collected, however, as can additional balls lit from the lock lane. Town Square's value typically increases
during Lost In The Zone (at its usual maximum of 25M), and the unen lit camera will advance a Jet bumper if the Jets are not at its maximum. Collecting a right outlane special illuminated during Lost In The Zone will be unen lit camera will advance a Jet bumper if the Jets are not at its maximum. Collecting a right outlane special illuminated during Lost In The Zone will advance a Jet bumper if the Jets are not at its maximum.
ways to get extra balls in the twilight area, and there are some unusual interactions that can be pointed out. Almost all extra ball sight up in the lock lane, and almost the only way to pick up an extra ball is to shoot the lock lane, and there are only two exceptions: see Extra Ball Buy-In and Lit Outlanes. The most obvious extra ball is illuminated by a door panel
prize. However, collecting any extra ball will disable this panel at the current door, stealing a possible extra ball. This cannot be avoided by any menu setting. In addition Slot machine will not give the lite extra ball boor panel unless you have no other option (which is an unlikely situation, to say the least). An extra ball will disable this panel at the current door, stealing a possible extra ball boor panel unless you have no other option (which is an unlikely situation, to say the least). An extra ball is illuminated by robots; usually between 6
and 14 Robots are needed value reflections). Another extra ball is lit in 45 robots. All other additional balls are temporary; that is, if they are not picked up on the current ball, that are on will disappear when you use the Buy-In. The sixth spiral value illuminates an
extra ball. This can only be achieved once per ball, and the spiral value is completely reset to the first prize at the beginning of each ball after lighting the extra temporary ball lights up in a certain number of Dead Alleys, typically 3, but the menu adjustable between
2 and 7, inclusive. The Yellow Super Skill Shot Award illuminates a temporary Extra Ball. This is the only extra temporary ball that can't be made permanent by any menu setting. There is usually a limit to the number of additional balls you can collect at any time. Once you've reached this limit, no more extra balls will light up; instead, they are simply omitted.
This is particularly rude when you consider that most of these extra balls cannot be turned on at some later time. The normal limit is to allow no more than four extra balls to be collected at a time, you will still only have four extra balls, although the only way to verify this is by
examining the Status Report (i.e. animations continue normally). If you have the maximum number of extra balls stacked when you hit the Super Skill Shot, the Yellow prize will light up and therefore not be available at the new door. If you have the maximum number of extra balls stacked when you hit the Super Skill Shot, the Yellow prize will light up and therefore not be available at the new door. If you have the maximum number of extra balls stacked when you have the maximum number of extra balls stacked when you have the maximum number of extra balls stacked when you have the maximum number of extra balls stacked when you have the maximum number of extra balls stacked when you have the maximum number of extra balls stacked when you have the maximum number of extra balls stacked when you have the maximum number of extra balls stacked when you have the maximum number of extra balls stacked when you have the maximum number of extra balls stacked when you have the maximum number of extra balls stacked when you have the maximum number of extra balls stacked when you have the maximum number of extra balls stacked when you have the maximum number of extra balls stacked when you have the maximum number of extra balls stacked when you have the maximum number of extra balls stacked when you have the maximum number of extra balls stacked when you have the maximum number of extra balls stacked when you have the maximum number of extra balls stacked when you have the maximum number of extra balls stacked when you have the maximum number of extra balls stacked when you have the maximum number of extra balls stacked when you have the maximum number of extra balls stacked when you have the maximum number of extra balls stacked when you have the maximum number of extra balls stacked when you have the maximum number of extra balls stacked when you have the maximum number of extra balls stacked when you have the maximum number of extra balls stacked when you have the maximum number of extra balls stacked when you have the maxim
be only 10M. Road Lighting when you have the maximum number of extra balls stacked will only turn on the right Outlane (in the default hard setting, this means it lights up only for every second slingshot hit). During multiball modes, including Lost In The Zone, lighting an extra ball while briefly holding a ball in the lock lane will grant the extra ball immediately
Collecting an extra ball during Lost In The Zone does not necessarily (but see above) detect the Lite Extra Ball Door panel next door. Combo Shots Most of this information comes from Bowen Kerins and other netters, as I have personally made limited use of Combined Shots in the Twilight Zone. However, there are many of these shots. The only 2-way
combo is the Gum-Ball Combo, which is the left ramp followed by the right ramp, when neither GUM nor BALL has written for the next blockade. This is worth 5M and if Battle The Power isn't turned on, you can proceed to 3-way or 4-way Combos. It is possible (but extremely rare) to pick up this combo by shooting both ramps just as a Multiball mode ends,
and find that only BALL BALL has been spelled. This is very strange, of course. These are the 3-way combos, each worth 10M: Left ramp -> left ramp camera -> Lock Lane (un lit) -> Hitchhiker Lane These are the 4-way combos, each worth 20M: Left ramp -
> right ramp -> hidden lane -> hidden lane -> left ramp camera -> right ramp -> hidden lane -> Hitchhiker Lane left ramp -> Right Spiral (without Spiral Helpers) -> Hidden Lane > Camera These Combos do not actually exist, but have been listed here previously
by mistake: Right ramp -> hidden lane -> right spiral (with right spiral helper) -> hidden lane -> -> 
sensor is ignored by the latest software); Combos involving the hidden lane can actually be scored without passing through it, usually through a very strange bounce. However, some delay seems necessary to receive credit. In addition, Combos are sometimes not mysteriously awarded, for no apparent reason. For the most part, hitting multiple targets while
complete a Combo does not interfere with the collection of that Combo. Combined Shots are not available during all multiball modes. However, they are available during the 5-second Multiball reboot (except the Gumbal Combo, of course). Picking up a replay while the ball is sitting on the Bridge Diverter will prevent you from completing any Combo you were
working on. Bonus Multiplier The bonus multiplier increases by the left ramp when briefly illuminated by the right Inlane. Progress to 2X, 3X, 4X and a maximum of 5X. This is available at all times. The bonus multiplier never stays between balls. Each time the bonus multiplier is increased, the left ramp also grants two robots instead of one (unless, of course,
you've reached Super Robots). After reaching 5 times, the left ramp will only grant one robot. The end-of-ball bonus is the sum of many different things. Some of these subtotals are also part of the Lost In The Dones total, which resets those subtotals to zero. Camera: Collect Bonus grants all current end-of-ball bonus (but is not The basis on which the End of
Ball Bonus is built is: ((500K * Hitchhikers) + (500K * Door Panels)) * Bonus Multiplier The subtotals of all appropriate rounds are added to this base. A large total of 100M or more wins a rod quote: Big risk, great reward... in the Twilight Zone. You can speed up the bonus countdown by holding both fins; doing so will also eliminate the quote. Other elements of
the End of Ball Bonus are: Town Square Madness Clock (includes camera: clock 10 million) Clock Chaos Greed Powerfield (normal Battle The Power play) Powerball Mania See also Easter Eggs. Ball Saviors By default, there is no ball protector during the course of a normal Twilight Zone game. A ten-second ball saver is enabled after extra ball entry,
and a ball protector can be selected by the operator for up to fifteen seconds, but only on the first ball in the game! Both ball savers have timers that run independently of another activity, once the ball has been put into play. This is very unfortunate. If a
successful Skill Shot is made (this includes Super Skill Shot) and the ball does not land properly on the Rocket Kicker and is drained soon after, the ball is self-corrected. This can be trusted if you are being complicated. Normally, a ball that is ejected from the slot machine and drains without hitting anything is considered a real drain. However, very rarely, the
ball will be silently returned to the manual plunger lane, even though the points have been scored. I've also seen this happen at the end of Powerball Mania, for no apparent reason. Tips, tricks, strategies My tips, tricks, and strategies My tips, tricks and strategies are presented in an order that corresponds approximately to the order of similar sections in the rest of the rule sheet. Think of
this section as an undiluted wholesale opinion and advice based on the mechanics and semantics described in other sections. In my opinion, the foundation of the Twilight Zone is its ramps, particularly the left ramp. The ramps are used to spell GUMBALL to illuminate the locks and gumball machine, to turn on the extra balls and camera, and to re-turn on the
player's piano and slot machine. They are also used to activate special features like Battle The Power and Super Skill Shot. Therefore, the second most important shots to dominate in the Twilight Zone are the two ramps, either of which you should be able to hit from either of the lower fins. However, the most important shot to master is getting control of a bal
coming from the kickout slot machine. Unfortunately, this kickout is usually very inconsistent from a machine to a machine to a machine to a machine and, in fact, minute by minute. Your options include a fall catch, holding the right fin upwards (which can also lead to a perfect bounce for a left catch on some machines), or just let the ball bounce. A particularly difficult option is to try to
catch the live. If the kickout is reasonable and reliable, I prefer to simply attack the ejected ball, firing for the ramp or left orbit, whichever is appropriate at that time. The most unpleasant shot is undoubtedly the Lock Lane, due to its narrow sweet spot and its tendency to bounce towards the central drain, even when hit just and square. Shoot the slot machine
complicated for similar reasons. Most of the other shots in the game are, to varying degrees, easily mastered. My first tip for playing twilight zone is that in most cases skill shot should be avoided. The payment is relatively thin, and because the ball is automatically delivered to the Jet bumpers afterwards, there is a significant risk of rapid drainage on the left.
In fact, Pat Lawlor has been known for describing this design as none of my brilliant moments as a designer. If a ball protector is active, it is quite reasonable to go for skill shot. In particular, the collection of the Yellow Prize has the benefits of Super
Skill Shot. One trick that is useful with Skill Shot and especially Super Skill Shot (because if you've collected the Super Yellow Prize, it's essential to collect the illuminated Extra Ball as soon as possible) is to shake the ball out of the Rocket Launcher. If a push occurs when the ball lands first on the Kicker, a good bounce and some additional pushes will
encourage the ball to fall off the Kicker and reach the lower right fin. This can be done even with quite sensitive tilt on the machine. Doing this after a Skill Shot has the added advantage of enabling a secret ball protector. In fact, you may want to let the ball drain on purpose in order for it to self-plating. Usually, you can ignore the lens of the un lit watch unless
you see that all or almost all greed targets are on and you simply can't resist going for the 10M clock bonus. Please note that the 10M clock bonus also lights up for free when collecting the camera: Greed Targets Lite or using the extra Ball Buy-In. I usually ignore the value of Town Square. Over the course of a good ball, you'll reach a value high enough to
make Dead Ends and the camera: 3X Town Square gives appeal, but it's too dangerous to shoot Town Square specifically. The best exception to this are several Multiball modes, particularly Fast Lock. During these modes, it is a little less dangerous to put the ball on the Jet bumpers, simply because a quick drain will not necessarily end the current ball. Dead
Alleys are a lot of fun to shoot, or at least some people think so. The Dead End can become a very important shot towards the end of a very long game, when the extra balls are becoming very sparse. Lost In The Zone can also be a good time to collect Dead Ends, because it's always lit up. Keep in mind If you are playing on a fairly shallow but fast machine,
jet bumpers will tend to hit the ball up in the dead end sink automatically, which is very nice as it also provides a safe exit from the Jet bumpers. In fact, Jet Bumpers can also hit the ball around the dead end sink and back down hitchhiker Lane! The 100M Dead End Bonus is not necessarily in terms of points, unless you're very close to him, but it's terribly cool
and worth seeing at least once if you get the chance. The first extra ball illuminated by reflex robots (I've never seen it taller than 14, but this proves nothing). A high value for this can really be a good thing as it provides more time for you to try to pick up the extra Lite ball door panel before picking up (or better yet, lighting) any other extra ball. Of course, it
also makes it harder to pick up any extra ball other than the one on the door - that's the idea of reflection, after all. I don't feel like Super Robots, but not really in line with the score in Twilight Zone. But the real problem is that once
you've reached Super Robots, the only way to turn on the Camera will eventually become unavailable and the game weakens at least as a result. With a few exceptions, I try to collect all the camera prizes on as soon as possible. If
the prize is rather une interesting (20M, Hold Town Square, 3X Town Square, for example), pick it up to get him out of the way and see what the next prize is. However, you may want to keep some with the other prizes. Lite Greed Targets is sometimes almost completely useless (for example, most or all targets are already on). Clock 10 Million is best when
used in conjunction with clock millions door panel or any Multiball mode. 10 The coaches shall light the battle against power; If it's currently not lit and you have a useful door panel or any Multiball modes; In fact,
illuminated Outlanes are sometimes the best reason to start Multiball modes, especially Fast Lock. And lastly and most notably, the camera's Collect Bonus award should not be wasted. Your end-of-ball bonus can be fine in hundreds of millions. Fighting power a few times or having a good Powerball mania or a few more door panels or even a better bonus
multiplier will provide double rewards when using the Bonus Collection Prize, and there's nothing as disappointing as collection prize at the beginning of a ball. Hitchhikers is during Multiball modes, especially Fast Lock. Triple pickups
are the most efficient way to pick up hitchhikers, of course. On many machines, a Triple Pickup can be picked up automatically by simply holding the top right lane. Whether or not this works depends almost entirely on the speed of the table, and to a lesser extent
on its slope angle. I highly recommend trying to collect 100 Hitchhikers, just to say you have. Picking up the hitchhikers is particularly exciting. There are many strategies to fight Power. The most important thing is to get the drop to flip for only long enough to maximize the effect on the ball. Flipping too briefly won't impart enough
speed, while flipping for too long will slow the ball in its way away from the magnet. The best way to practice this is to fight smoothly - flipping once and seeing where the ball is going, then flipping again, and so on. You may want to adopt this soft style for real fighting, but its downside is that it doesn't build a very large Powerfield value at all. Another strategy
is to flip repeatedly with the Magna-Flip&tm; that the ball is closer, bouncing the ball from the two nearest walls many times until it is finally thrown free, hopefully finding its way to the top exit. This isn't as random as it sounds, once you learn when to recognize an escape ball and stop flipping to give it a try, and once you find the right frequency to flip. This isn't as random as it sounds, once you learn when to recognize an escape ball and stop flipping to give it a try, and once you find the right frequency to flip.
correct frequency varies depending on the machine, Powerfield angle, and speed (cleaning) of the Powerfield is to flip as fast as
possible. And you should never use both fins at once! In addition, a small push with a solid shot will animate the ball towards the top exit quite reliably. You can, of course, lean over while the ball moves when it enters the Field of Power more
than anything else, is to flip once with the right Magna-Flip&tm; as the ball enters the Field of Power and falls beyond the top exit. Often, when the ball passes through the top exit of the Powerfield quickly, it will wind the Gumball exit lane and trigger the Gumball Geneva
switch. This is harmless, as the software ignores it wisely. Over the course of the game, you can stack an incredible number of Gumball Machine illuminated if you focus on starting Multiball. Be sure to take money out of these shots at some point before the game ends. At 25M each, this can add up very well, and it's relatively easy points. This is particularly
tempting if the Powerball is in the vaguada. Vaguada. In fact, if you can let the Slot Machine ball bounce to the left fin for a quick shot in right orbit, each second charge of these illuminated rubber machine shots when you want a Powerball mania - for
example, to run your bonus before you start Lost In The Zone, in order to get a better total, or to get a better total, or to get a better total, and that's getting rid of it as soon as possible. If you're lucky, you can let the Powerball bounce after the slot machine kickout and
you'll get a good easy shot in right orbit from the lower left fin. Otherwise, you'll need to cheat or shoot a race from the lower left fin. I avoid doing anything else with the Powerball because, on most machines, it is quite unoperative, especially in the Bridge Diverter and Lock Lane. There are
also problems arising from air balls, the worst of which send the ball from the upper playing field directly to the left outlane, under the sensor. The only reasonable other thing to do with the Powerball would be to block it (if the Powerball would be to block it (if the Powerball has any chance of staying in the lock lane on your machine; it may be too fast to avoid bouncing) or shooting the left ramp to
start Multiball. This is only useful because collecting a Multiball Jackpot with Powerball doubles its value. Otherwise, Powerball mania. Needless
to say, I don't recommend this. In fact, I recommend this in fact, I recommend ignoring Powerball Loops except for one case - if you have the Powerball Mania can be quite lucrative with a bit of luck and a reasonable amount of skill. The most important thing is to be able to shoot
the right ramp from any of the lower fins at almost any time. Keep as many balls on the Field of Power as possible, and never try to hold other balls on the fins while you are trying to use Magna-Flip&tm; will be at least a
little weaker and this makes the battle is more difficult (but I hope it's not impossible). The only other thing to keep in mind, apart from keeping the other balls in play, of course, is the opportunity to pick up a Mania Jackpot trap. This is done by shooting the camera for a few seconds after a ball ball the Powerfield has fired the opt for the top exit. Such a Mania
Jackpot trap can be collected even after all the balls have drained from the Powerfield. This trick also works with the ball in the Dead Alley sinkhole and you are given the Mania Prize! I always try to block two balls for the first Multiball. It makes a
big difference in the jackpot values you are collecting, especially if you only get a couple of jackpots. But, of course, it's better to go ahead and have a Multiball is a lot of fun in Twilight Zone. Obviously you want to collect as many jackpots as possible
as fast as possible. This is really easier with only two balls at stake, and since there's no real penalty for losing a single ball, don't desperately try to keep all three at stake. If any ball is self-plaunged at the beginning of Multiball, it's a very good thing to pick up the first jackpot from one of those balls. Since Spiral Helper magnets will be disabled for autoplunged.
you'll need to get a race shot drop on the Player Piano from the top left fin. The most common problem with this shot is flipping too late. If all the balls come from the balls come from the slot machine kick one at a time), go down the hitchhiker lane,
or try a bounce on the player's piano. Such a rebound shot has the advantage that the next lock ball can be put into the camera to re-turn on the jackpot immediately. The easiest way to turn the jackpot back on is to fire the right orbit so that the right orbit so that the right orbit so that the next lock ball can be put into the camera to re-turn on the jackpot immediately. The easiest way to turn the jackpot immediately.
are usually more complicated. You can also rewind the right orbit from the lower right fin, or even from the upper right fin. When the jackpot is on and the balls are being ejected from the slot machine (hopefully one at a time), you have three options to go after the jackpot. One is a quick shot in left orbit, where the ball will be caught and the other kickouts
delayed to allow a brief but clean shot in the jackpot. You can also shoot to the right ramp with similar consequences. Turns out I prefer shooting from the left orbit, although it's a little complicated. Your third option is any of a series of trick strokes, bouncing the ball of the posts or greed targets or the objective of the player's watch and piano. You can also, of
course, shoot balls down the left ramp, which can be easier and more reliable. From the lower left fin, you can't rely on Spiral Helper magnets. To safely reach the camera, use the lock lane. To safely fire at the jackpot, use the right ramp, ln general
there are many options in Multiball, although it is a relatively simple mode. I generally ignore Coveted Targets, as they are frequently enough by wandering balls (and tend to be quick-draining shots as well). The only possible exception is the goal of greed directly on top of the player's piano - you can hit this in your way on the player's piano by
collecting the jackpot. You can fire the jackpot on and the Camera at the same time, so that the jackpot is awarded, but its red light doesn't even go out. Sometimes, if you fire a ball at the slot machine right after firing the Jackpot, the machine will decide that you used the Powerball and double the jackpot value accordingly, even if the Powerball isn't even on
the table. Don't forget the grace period at the end of Multiball. There's no better time to go on a wild bounce on the player piano if the jackpot was on. Also, if you see the other ball(s) draining and the jackpot was on. Also, if you see the other ball from the spiral
values yet, you should shoot for any illuminated orbit that presents, especially the right orbit. However, after the spiral values have been reset, it is difficult to be interested in trying to collect all six over the course of a ball, although it is by no means impossible. Learn most cases for Spiral Helper behavior so you'll never be surprised. Unfortunately, there are
some cases that are completely inexplicable. For example, I found one or both fully active Spiral Helper magnets along a Powerball Mania or Fast Lock mode, for no reason. When this happens (fortunately it's weird), you can't help but be surprised. When outlanes are turned on (assuming they are in the hard default setting), I prefer to keep the Outlane lit
whenever possible. In addition, when the left Outlane is lit, shots to the hitchhiker lane are much safer, as is Skill Shot. If you can make Bang Backs and/or Death Saves, you may want to go ahead and pick up illuminated Outlanes as soon as possible (fearing a central drain). Otherwise, it is best to start a Multiball mode. This is the best use of Fast Lock, for
example. The best case is Powerball Mania, during which you can quickly drain a couple of balls and really again without any penalty. The most reliable way to collect door panels, in my opinion, is by shooting the player piano from the top left fin. Mastery of this shot is extremely useful for progressing to Lost In The Zone and for controlling the flow of your
game in If you are having problems with this shot, try leaning over the machine and seeing the ball very carefully. The ball must travel along the bright yellow path drawn from the upper left fin to the Player's Piano. Remember, if the ball goes over the Player, you're flipping too early, and if it's coming down, you're turning too late. Simply adjust your time
accordingly. In addition, time depends on the speed of the ball. This is obvious for autoplunged balls as you'll find in Multiball, but the most complicated case is a ball that rolls in front of the ball. This is obvious for autoplunged balls as you'll find in Multiball, but the most complicated case is a ball that rolls in front of the ball. This is obvious for autoplunged balls as you'll find in Multiball, but the most complicated case is a ball that rolls in front of the ball. This is obvious for autoplunged balls as you'll find in Multiball, but the most complicated case is a ball that rolls in front of the ball.
player piano. The disadvantages of this are obvious, but sometimes it can be useful - if, for example, the player piano is currently unen lit up. The slot machine can be a relatively easy shot on your machine, or it's more likely to be quite complicated. You'll do better if you aim very slightly to the right of the scoop, where the pole can help guide the ball. On the
left side, the narrow greed target is less useful, and, as it slowly bends backwards by repeated attacks of fast-moving balls, tends to form a small ramp that encourages airballs from lost slot machine shots. Don't forget that defeating Power grants door panels as well, and if you fight Power when something especially attractive lights up at the Gate, such as
Lite Extra Ball, there's the added pressure that not defeating Power will drop the ball on the Bumpers Jet, changing the illuminated value to something less attractive. You can ignore the odd change. However, don't forget that you can also shoot for Greed Target or Power Payoff targets right next to the Piano Player if it's not lit. Town Square Madness never
seems to pay off as it should, especially if you think it's dangerous to shoot for Jet Bumpers to increase the switch value. The best Town Square Madness totals I've ever seen (70M or so) have arrived during Multiball modes. If you start the
game with Town Square Madness as your flashing door panel, pick it up, turn the player's piano back on and pick it up as quickly as possible. Note that the extra Lite ball door panel comes immediately after the Town Square madness, thus deselecting the of the extra Lite
ball door. This is exactly the same reasoning behind the design of The Addams Family Mansion, in which Raise The Dead is immediately followed by slot slot and repeating. This will collect door panels along with Super Slot values. When Clock Millions
starts, try hitting the Clock Objective once immediately, unless you have something more interesting to shoot (such as Multiball on the left ramp). If you don't reach the Clock Objective once immediately, unless you have something more interesting to shoot (such as Multiball on the left ramp). If you don't reach the Clock Objective during the short initial 12M period, it's not a worthwhile shot for a while. Ignore it until it's worth more; a 3M shot on the watch is not worth losing control of the ball. I've become
very fond of the spiral round, although I really can't explain why. I especially like to have a Multiball mode in conjunction with the Spiral round, and I try to collect as many Breakthrus Spirals as possible. These are quick and relatively easy points, especially since they are awarded for shots you might normally be making, such as the right orbit for the
illuminated rubber ball machine. A particularly useful trick is to start the spiral round just before Lost In The Zone. Almost all autoplunged balls will count as a spiral Breakthru for an immediate 15M! Keep in mind that the 10M Gate Panel comes immediately after the Battle Power Gate panel, so proceeding to defeat power immediately will only give you 10
million. I usually ignore the greed round as well as ignore greed targets during Multiball. Usually, the ball action will collect some targets for you without any extra effort. However, it is not too unreasonable to shoot some targets for you without any extra effort. However, it is not too unreasonable to shoot some targets for you without any extra effort.
even more attractive than usual. Don't worry about collecting the Hitchhiker door panel even when you have few Hitchhikers, and anyone you collect on the current ball will still be worth the 2M bonus after picking up this door panel. Of course, if you are towards the end of a long game and have quite
a few Hitchhikers, this door panel is very tempting - go for it! Clock Chaos is another one of my favorite rounds in Twilight Zone. Since the watch is round, you'll want to hit the Clock Objective while in recent times (i.e. more valuable), but
you'll finally have very little time in any direction, so you'll want to reach the Clock Objective while the Clock objective while certain things
happen, such as picking up a jackpot during Multiball. During this time, you can safely collect multiple Clock Destination values. Of course, you should try to remember how the watch will resume the winding after scoring these hits for free. The Super Shooting can be quite frustrating. You can hardly avoid having to use it once it's turned on - only
Multiball modes prevent the left ramp from diverting the ball to the Super Skill Shot, and therefore that's your only chance to turn the player's piano back on before using it. If Outlanes are set to easy on your machine, the Orange Super Skill Shot award is probably your best bet, especially if you can perform Death Saves or Bang Backs. Otherwise, try the
Yellow Prize. The problem is that the ball will be automatically delivered to jet bumpers for any of the three prizes, and you may not even get a chance at the temporarily lit extra ball. This can be avoided by pushing the ball out of the Rocket Kicker immediately after Skill Shot. This is done more easily with a good push as the ball lands first there, followed by
several round-trip pushes to shake the ball. With practice, this can be done even on tilt-sensitive machines quite a bit, and it is often worth it as it also allows a brief, invisible ball saver. If you decide not to shoot for the big Super Skill Shot prizes (for example, you've already stacked the maximum number of extra balls), you can still safely pick up the Red prize
by sinking the ball hard enough to get under the door, trip over the red rollover sensor, and return to the plunger, from where you can dive into the area, and due to the generally difficult nature of Lock Lane, it's hard to make this
Multiball pay off. However, Fast Lock is a perfect opportunity to collect illuminated Outlanes or maximize payment for door panel prizes such as spiral round, Town Square madness and various clock rounds. You can also pick up Hitchhikers safely during Fast Lock, although I try to avoid having all the balls on the Jet bumpers at any time. Lost In The Zone is
an exciting and almost overwhelming round, especially the first time you've reached it. There are several strategies to maximize points collected during Lost in the Zone, but the best strategy to have a high Total of Lost In The Zone is very simple: maximize your Bonus before you start Losing in the Zone. The easiest way to do this is to have a good Powerball
Mania or two in the same ball first. Even Clock Millions or Town Square Madness can be very useful. No less than how well you play during the Lost In The Zone will almost always be held by someone who had at least 200M in Mania when Lost In The Zone began. During Lost In The Zone, I like to shoot to the right ramp
early. This gives you a good chance at one or more trap Mania Jackpots shooting at the camera, along with credit corner of the round, the Clock Objective becomes very valuable. At all times, the three coveted targets in the lower left corner of
the playing field are worth it, as they are very fast and if you fail, the ball will probably enter the Bumpers De Jet to increase your Town Square Madness Total. I highly recommend ignoring everything else during Lost In The Zone. Balls that roam and are hit by the upper fins (unless the low line option is set) will collect a reasonable amount of everything else
without attention or effort on your part. If you start a game with Town Square Madness lit up, I recommend shooting for the extra Ball Door lite panel as soon as possible. Otherwise, don't worry too much unless it comes out in sight. My worst games have been those where I cared too much about collecting this door panel and didn't do anything more useful at
all. My only other tip about Extra Balls is to familiarize yourself with the various ways to illuminate them, and always keep an eye on how many you have (in the default settings, having four at once prevents you from lighting up or collecting more). Most of the combined shots in the twilight area can be safely ignored. Chances are you'll encounter the Gumball
Combo and the 3-Way Combo (to the Player's Piano) more often. If the Player Piano is not turned on, you may be able to put the ball through the hidden lane by simply holding the upper left fin upwards. Bonus multiplier becomes very valuable later in
a long game, if, for example, you have 50 Hitchhikers and 30 door panels, in which case the bonus multiplier is worth 40M. Don't forget the Flipper Bonus. It all counts. Different score These are some of the miscellaneous scoring values in the twilight area: Any kick from the slot machine from the opto sensors from 100K Spiral Helper to 50K Inlanes to 100K
Outlanes at 250K Right Ramp to 500K Left Ramp to 500K Left Ramp to 250K for the door, 250K for Lock Lane Completion - 250K Unlit Camera - 500K Unlit Greed - 500K Unlit Energy Payment - 250K Rocket Kicker - 100K Slingshot - 250K for Lock Lane Completion - 250K Unlit Camera - 500K Unlit Camera - 500K Unlit Camera - 500K Unlit Energy Payment - 250K Rocket Kicker - 100K Slingshot - 250K for Lock Lane Completion - 250K Unlit Camera - 500K Unlit Ca
fins to the player's piano, it has bounced off any pole in the upper area of the playing field. The most reliable case is a shot from the lower left fin to the slot machine. From the top right fin to the Piano Player, it bounced on the lower upper left fin.
From the upper right fin to the left ramp, flipped from the upper left fin. From the upper left fin on Lock Lane, it bounced off the pole under the Player's Piano. This only seems to happen by accident. From the lower right fin to the lock lane, it
bounced off the greed target that overlooks the upper right fin. From the top right fin to the slot machine. This requires a moving ball, of course. There are some techniques that overlooks the upper right fin. From the top right fin to the slot machine. This requires a moving ball, of course. There are many more, but some of them are too unusual to be described or even believed. Cheats There are some techniques that overlooks the upper right fin.
know are described in this section. As already described elsewhere, you can collect Mania Jackpots cheat during Powerfield. This is probably the most reliable and useful of the tricks listed here. If the Buy-In extra Ball is activated on your machine, you
can use it in a multiplayer game as a cheater. When the Buy-In is offered to Player One, wait for the ball to be delivered to the plunger lane (this happens long before the ball reaches the door in the plunger lane, press Start or flip both fins to abort the Buy-In. The software
will not notice that it has fired the Skill Shot Rollovers. Instead, you will see the ball in the slot machine does not turn the slot machine back on automatically and before it was not lit. This trick works even on L-4 ROMs. I've been told that if
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there's at least one ball sitting on Lock Lane and you've got an extra ball on, you can pick up the machine and shoot the Lock Lane sensor with that ball to pick up the extra ball Buy-In, but I have not verified this. However, I've had the machine mysteriously reward the extra ball on after a death saver - this is probably the same effect. When Lost In The Zone starts, any ball on Lock Lane is ejected, of course. However, these balls are ejected at the beginning of the opening animation, before other balls come into play. If you're careful, you can climb this ball up the right away, and if you stumble upon the top exit option, the balls coming out of the Gumball machine will be counted as Mania Jackpots! Bang Backs' death savings and saves are possible from the heath to the fins, it is difficult (but not impossible) to obtain a Death Savings on a machine with sensitive inclination. Bang Backs are extremely easy in most twilight twilight area on either side of drainage requires a harder hit because the lower lane is much wider than on the right side. I think Twilight Zone is definitely the best machine to learn how to make Bang Backs. Tournament Mode In Tournament mode, Camera prizes are parallelized; this means that the same prize is offered to each player even after another player has collected it, although the camera prizes are still selected in the usual restricted but random manner. When additional balls are disabled (as is common in tournament play), the extra Lite ball door panel turns on automatically. At the beginning of the game, Clock Millions is the door panel that currently flashes, and the slot machine is no longer random). Another reasonable modification for the tournament game is to remove a ball from the machine, so that only two balls reside in the Gumball machine. This makes it easier to have a fair chance to play Powerball. Even better is to remove the Powerball and simulate it by software (use the menu setting to indicate that no Powerball is present), although this may detract from the game a bit. Buying extra balls This option, enabled by default, allows the player to purchase an extra ball for a credit. The game continues as if an extra ball had been collected in some other way. Extra temporary balls become unlit. There is usually a ten-second ball saver for the extra ball purchased. In addition, all seven greed targets turn on automatically, as if the Camera: Greed Goals Lite award had been collected. And, of course, there's a quote: Greeeeeeed. The Buy-In is especially useful when you're very close to a useful goal, such as Lost In The Zone, one or more extra balls or the Grand Champion score. I would never recommend using real money to buy the extra ball; instead, you should be able to use a credit for a replay or special. Easter Eggs This section includes semi-secret information, not all of which is actually an Easter Egg. In the first Extra Ball animation, the Extra Ball explodes. In the second, he grows legs and a hat and walks away. In the third, it becomes a deflated balloon that falls on Talking Tina's face. All subsequent Extra Ball animations are the same as the first ones. Once per ball and only during normal play, hitting the target of the unen lit clock when all seven greed targets are already on will award a 10M clock bonus, with an ingenious sound and animation effect. Score at least six strokes in Clock Chaos receives a special quote from Rudy of Funhouse's Fame: Stop playing with the clock! This also adds 25M to Total Clock Chaos. After Robot 98, robots are no longer counted. Subsequent shots to the left ramp or Lock Lane provide a Robot, which is an immediate 5M. The camera can no longer be powered on by robots once Super Robot is reached. The right Inlane has no effect on the Super Robot is reached. The right Inlane has no effect on the Super Robot is reached. The right Inlane has no effect on the Super Robot is reached. The right Inlane has no effect on the Super Robot is reached. The right Inlane has no effect on the Super Robot is reached. The right Inlane has no effect on the Super Robot is reached. The right Inlane has no effect on the Super Robot is reached. The right Inlane has no effect on the Super Robot is reached. The right Inlane has no effect on the Super Robot is reached. The right Inlane has no effect on the Super Robot is reached. The right Inlane has no effect on the Super Robot is reached. The right Inlane has no effect on the Super Robot is reached. The right Inlane has no effect on the Super Robot is reached. Hitchhikers collected, just a sound effect. The lights of Hitchhiker 100 battle The Power for the last time by this method. There is a secret prize in the 8th and 20th cul-de-sacs, on P-3 and newer ROMs. When these Dead Alleys are collected, the animation changes: the car suddenly drives through the Dead End wall, with a twinkling effect and sound, and a 100M Dead Alley Bonus is awarded. There's a cow in Replay's animation. Look at the central reel of the slot machine lf a replay is awarded by collecting your end-of-ball bonus at the end of a ball, flipping both fins simultaneously will award a 5M fin bonus. If you wait until the first reel of the slot machine has come to rest, this will be accompanied by a pleasant sound effect. There's a mysterious joystick on the backglass. There is a miniature T-Rex in the backglass, being towers by Rod Serling. There are also some brontosauruses, but they seem irrelevant. There is at least one sequence of attraction mode to show an Easter Egg: an extended version of the credits. This sequence has not yet been published. Feel free to pass any such sequences along me, even if you:) There are persistent rumors and reported in a particular context: collect a replay by loading the Gumball machine. Variations specify an illuminated right spiral, a Powerball in play, the illumination of the extra ball from the illuminated right spiral, etc. I haven't seen this or been able to reproduce it, so if it exists, the conditions are probably very demanding. Prototype machines to the rules of Twilight Zone prototype machines. These are mostly trivial and useless to remember, but sometimes it's interesting to know. The changes I am aware of include the following: Camera Awards were on the Player Piano instead. The camera was the Jackpot during Multiball. There was a door panel for 5M instead of Lite Gumball. Spiral Values did not include Battle The Power lighting. The goal of the watch was where the energy payment target is now. Seven balls were installed in the machine, with four residing in the Gumball machine. There was an opto on hidden Lane. There were two Spiral Helper optos and magnets in orbit Cosmetic changes include the following: The feed field lacked point value labels and the FLIP HERE message. The sign above the top right fin did not indicate anything about the Gumball machine (apparently was handled by a small light where the Spiral lamp is now). There was no Bonus X lamp on the left ramp. The flasher on the center target of the watch was red. The Dead Alley lamp was red. Why are you reading this paragraph? A pair of glasses appears in the illustration above the slot machine. The lock light was green. Music The main theme of the Twilight Zone machine is derived, curiously, from golden Earring's twilight zone song. Hey, why not? There is also some use of the original music of the Twilight Zone theme, of course, and the other musical pieces are original compositions. Quotes A list of Twilight Zone quotes (Quotes/tzone.quotes) has been compiled by Brian Dominy, gt6139a@prism.gatech.edu, and thanks to him and everyone who helped him. This section, of course, has benefited greatly from its compilation. Quotes from Rod Serling (impersonated by Fred Young): An opportunity awaits you in the form... of an extra ball. (lighting an extra ball. (lighting an extra ball. (locking the second ball) Beyond this door is a dimension of sight. (locking the first ball) Beyond this door is a dimension of sight. (locking the first ball) Beyond this door is a dimension of sight. (locking the second ball) Beyond this door is a dimension of sight. (locking the first ball) Beyond this door is a dimension of sight. (locking the first ball) Beyond this door is a dimension of sight. (locking the second ball) Beyond this door is a dimension of sight. (locking the first ball) Beyond this door is a dimension of sight. 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(start of spiral round) What's at stake is higher... in the Twilight Zone. (from greed will get? (total of 25M or more from Greed) Things aren't like they first show up. (ball saving used, also random) This watch... is worth millions. (from Millions of Clock or Clock Millions of Clock or Clock Millions) This is a very unusual camera. (lighting camera) This shot requires skill... Super Skill. (Super Skill Shot lighting camera) This is a one-way street... except in the Twilight Zone. (starting Clock Chaos) You've reached the end of your journey. Survival is everything. (starting Lost in the Zone) You just About... in the not touch the door, do subsequent greed targets in the greed round) Oh, no! (Ends multi-ball restart) One. (picking up the first spiral round) Two. (picking up the spiral round) Two. (picking up the second spiral in the spiral round) Webba wobba wubba. (Shoot again) You can do it! (Multi-lighted reset) Want more? (first greed target in the greed round) Quotes from Power: Aggggggggghh! (defeat power in battle power) Five, four, three, two, one... (end of Lost in Zone) Give it back! (Powerball Mania illuminated) Heh heh heh heh! (first time in Powerfield) It's not yours! (Powerball Mania illuminated) Jackpot! (Multiball Jackpot or Mania Jackpot) Lucky! (second time in Powerfield) No... (enter Powerball detected, Powerball Loop scored, Powerball Mania started or Multiball Jackpot duplicated by Powerball) Back! (Powerball Mania illuminated) Stop! (third time in Powerfield) Three, two, one... (end of Battle of Power) Too hot to handle? (Powerball Mania illuminated) Quotes from Tina: Here's your extra ball! Tee hee huh! (picking up any extra ball) Hello, I'm talking about Tina! (picking up the first extra ball on Lock Lane) Hitchhiker Quotes: Is it my way? (collecting Triple Pickup or Camera: Hitchhiker Award, unless doing so turns on Battle The Power when it wasn't already on) Various quotes: (mumble) (first segment of Fast Lock started - from Cousin It) Don't be scared. (Quick lock started - from Whirlwind) Go down the hill! (Fast Lock started - from Banzai Run) (using Extra Ball Buy-In - sounds suspiciously like Gomez from The Addams Family) (GULP)... Bleeeeeeeeahh! (Fast Lock started - from Rudy) Long-legged woman, where have you been all my (just kidding) Hey, it's just pinball! (second fast lock segment - by Rudy) It's sunny travel time! (fourth segment of Fast Lock - Earthshaker) Oh, give me shelter! (Ouick Lock Started - from Earthshaker) Stop playing with the watch! (sixth hit on Rudy's Clock Chaos) Go back to your homes, (third segment of Fast Lock - from Whirlwind) Welcome, racing fans! (fifth fast lock segment - by Banzai Run) Bragging no longer bragging. I don't enjoy it the way I used to. But yes, I've finished the game, and I even have more than 7B once with the Tilt installed. Ah, in my heyday...;-) With Bang Backs, the score is potentially unlimited... Credit Credits must be given to Bowen Kerins bowen@cardinal.stanford.edu, who first wrote a Twilight Zone Rule Sheet and a Spoiler file. Mark Phaedrus phaedrus@halcyon.com published a very useful article on the behavior of Spiral Helpers. Thank you go in general to all the other netters who have contributed directly and indirectly... And don't forget that the Pinball File, the Fount of All That is Good: Editor's Notes HTML added by David Gersic dgersic@niu.edu email addresses and web links have been updated whenever possible. Possible.

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