

Williams

JOHNNY MNEMONIC

MEET THE ULTIMATE HARD

Playfield

- a. **Left Outlane:** has kickback
 - b. **Left Inlane:** lights *Throwing Spears*
 - c. **Right Inlane:** lights *Hit Me*
 - d. **Right Outlane:** award Special when lit
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- 1. **Left Standup:** lights Access Jet Bumpers (diverts orbits to bumpers)
 - 2. **Left Orbit:** used in *Modes*; spot J-O-H-N-N-Y; white triangle shot
 - 3. **Left Ramp:** used in *Modes*; light red triangles for *Yakuza Strike*; white triangle shot
 - 4. **Crazy Bob's:** light Lock; get info on *Matrix Awards*; white triangle shot
 - 5. **Centre Lane:** used to start *Mode*; lock balls in **Matrix** via Glove
 - 6. **Spinner Lane:** lock balls; white triangle shot
 - 7. **Matrix:** ball lock; grant *Matrix Award*
 - 8. **Right Ramp:** used in *Modes*; light red triangles for *Yakuza Strike*
 - 9. **Right Orbit:** used in *Modes*; spot M-N-E-M-O-N-I-C
 - 10. **Right Standup:** relight kickback (hit twice)



Gameplay

Modes: light Start Mode by locking a ball; shoot **Centre Lane** to start

- Upload: make **Left Orbit, Left Ramp, Right Ramp, Right Orbit** in any order
- Cartoon Hero: make **Left Ramp** then **Right Orbit**, then **Right Ramp** then **Left Orbit**
- Riot: aim for bumpers
- Download: make **Left Orbit** 3x
- N.A.S. Cure: make **Centre Lane** 4x
- After completing any mode, make **Crazy Bob's** for a power item and 200M

Power Down (4-Ball Multiball Wizard Mode): start all 5 modes to light; make **Centre Lane** to start

- Make all white triangle shots

Multiball: light lock at **Crazy Bob's**; lock 3 balls in **Matrix** via **Centre Lane, Spinner** or **Right Orbit** to start

- Second and third locks will only light after a *Mode* has been started; drop ball from glove onto **Matrix** to lock and gain *Matrix Award*
- After 3rd lock, Multiball starts: make lit shots for Jackpot
- If you lock 3 balls in a line, Jackpots are tripled

Matrix Awards

- Each position in the **Matrix** will award something: what it awards is randomised each game and after multiball
- A shot to **Crazy Bob's** will reveal information about a specific position and what it will award
- Awards include Extra Ball, Super Loops, Video Mode, Mystery (which can award any of the other awards, or start *Touch-Tone Multiball*)

Touch-Tone Multiball (2-ball)

- Hit **Crazy Bob's** as often as possible

Loop Frenzy: complete J-O-H-N-N-Y at **Left Orbit** and M-N-E-M-O-N-I-C at **Right Orbit** to start

- All switches worth 15M for 20 seconds

Yakuza Strike: make each **Ramp** 3x (lighting a red triangle each time) to start

- Available score counts down over 60 seconds
- Shoot all orange arrow shots and **Ramps**

Throwing Spears: lit at **Left Inlane**; shoot **Right Ramp** or **Right Orbit** to award

- Awards are awarded sequentially in the same order until a drain, and will then reset
- Gigabytes->Big Points->Lite Spinner->Quick Multiball->Hold Bonus->Extra Ball

Hit Me: lit at **Right Inlane**; shoot **Left Orbit** for 25M (and 45M for a second shot)