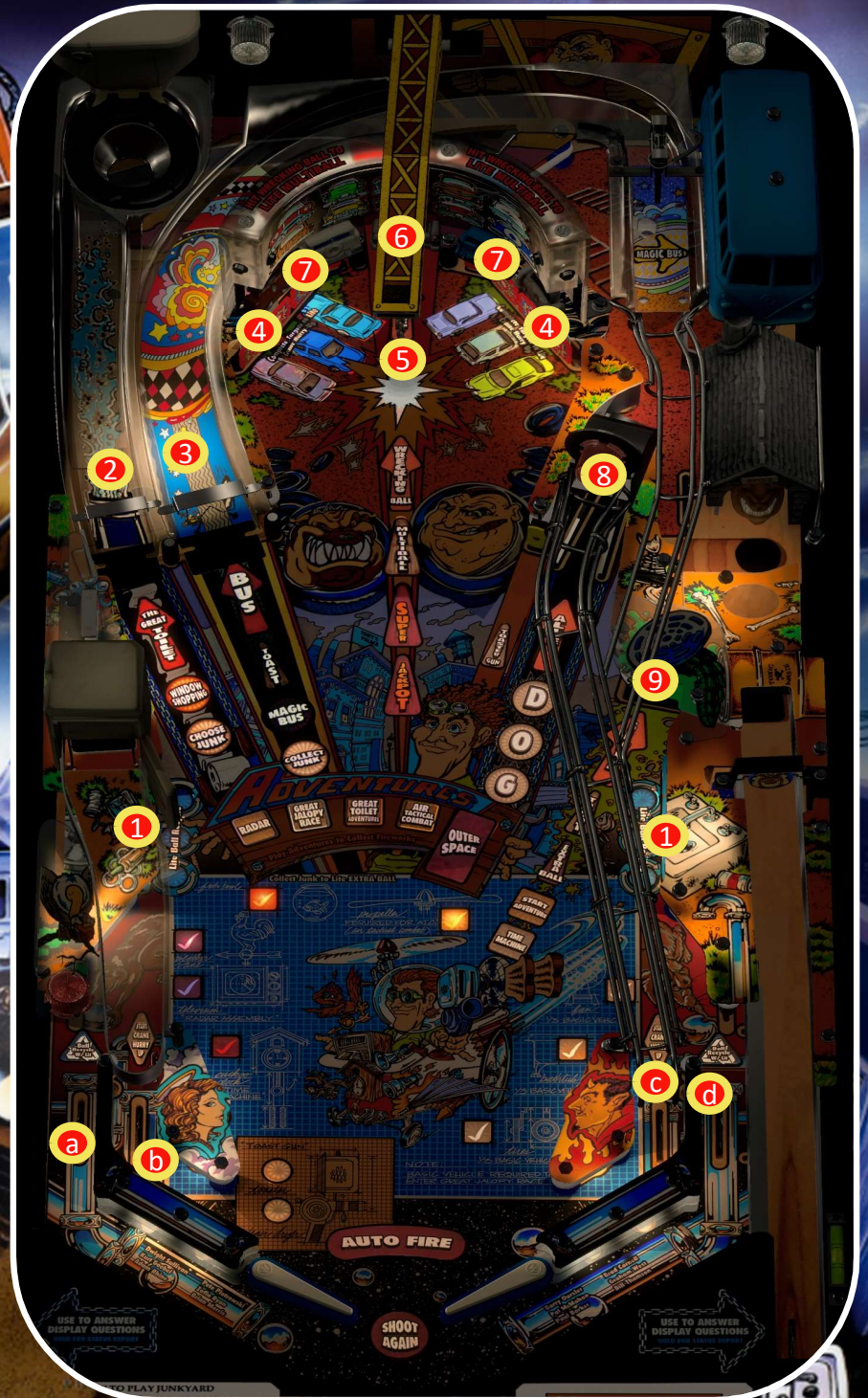


Williams



Playfield

- a. **Left Outlane:** has kickback
 - b. **Left Inlane**
 - c. **Right Inlane**
 - d. **Right Outlane:** has kickback
-
- 1. **Ball Recycle Targets:** relight left or right outlane kickbacks
 - 2. **Toilet Ramp:** collect junk, go *Window Shopping*
 - 3. **Bus Ramp:** collect junk, start *Magic Bus*, add *Bus Ride*
 - 4. **Standup Targets:** complete both banks to start *Crane Hurry-up*
 - 5. **Wrecking Ball:** use to hit **Car Targets**
 - 6. **Crane Entrance:** start *Multiball*, score Jackpots
 - 7. **Car Targets:** spot M-U-L-T-I-B-A-L-L
 - 8. **Dog Scoop:** spot D-O-G, start *Video Mode*
 - 9. **Sewer Sinkhole:** get *Extra Ball*, start *Time Machine*



Gameplay

Adventures

- Light Adventures by combining junk:
 - TV + Weathervane = **Radar**
 - Wheels + Bath + Fan = **Jalopy**
 - Fishbowl + Jalopy = **Submerger**
 - Propeller + Jalopy = **Flying Machine**
 - Hair Dryer + Toaster = **Toaster Gun**
- **Radar Adventure**: start by building **Radar**; shoot lit shots to win Fireworks; repeat x5
- **Great Jalopy Race**: start by building **Jalopy**; make all of **Toilet Ramp**, **Bus Ramp**, **DOG Scoop**, **Sewer Sinkhole** and **Crane Entrance**
- **Great Toilet Adventure**: start by building **Submerger**; make any shot for Jackpot: collect 5 Fireworks (via **Sewer** or **Toilet Ramp**) to finish
- **Air Tactical Combat**: start by building **Flying Machine**; hit **Wrecking Ball** x5
- **Outer Space**: lit once other four adventures complete and all 10 junk collected; make all 5 major shots to defeat Crazy Bob; ends when you defeat Crazy Bob, run out of Fireworks or drain balls

Multiball: hit **Car Targets** to complete M-U-L-T-I-B-A-L-L, then make **Crane Entrance** to start

- Shoot **Crane Entrance** for Jackpot then Super Jackpot

Crane Hurry-Up / Crane Multiball: start by completing both **Standup Target** banks; collect by hitting **Wrecking Ball** into a **Car Target**; this starts 2-ball **Crane Multiball** where each **Standup Target** scores Hurry-Up value

Time Machine: collect Cuckoo Clock to light, then shoot **Sewer** to start a random mode 'borrowed' from a different pinball game

Window Shopping: when lit, shoot **Toilet Ramp** to start and select from random awards shown on apron

Magic Bus: when lit, shoot **Bus Ramp** to collect a random award

DOG Scoop Video Mode: start by spotting D-O-G then hit **Dog Scoop** again

- If **Toaster Gun** not completed, starts 'Run from Spike' otherwise starts 'Save the Girl'

Recycle Ball: shoot **Ball Recycle Targets** to relight Laser Kick kickback

Misc

- Toast: awarded at **Sewer**; 10,000 points per piece
- Fireworks: awarded at **Skill Shot**, **Window Shopping**, **Video Mode**, during **Adventures**; worth 25,000 each at ball end; used during **Outer Space**
- Bus Rides: every shot to **Bus Ramp** adds a Bus Ride; awards are made after certain numbers of Bus Rides