

# Disney PIRATES of the Caribbean



## Playfield

- a. **Left Outlane:** ballsaver is lit on completing P-A-R-L-A-Y
- b. **Left Inlane**
- c. **Right Inlane**
- d. **Right Outlane:** ballsaver is lit on completing P-A-R-L-A-Y
  
- 1. **Sidelanes:** collect *Treasure*, light *Extra Treasure*
- 2. **Left Lane:** feeds Upper Playfield
- 3. **Left Ramp:** access Spinner for *Port Royal* and *Tortuga Multiball*
- 4. **Ship Lane:** sink ships, battle Kraken
- 5. **Centre Lane:** collect *Extra Ball*, *Liar's Dice* award
- 6. **Rum Ramp rollover:** start *Rum Ramp Combo*, spot K-E-Y
- 7. **Walk the Plan rollover:** award points, spot K-E-Y
- 8. **Broadside rollover:** start *Broadside*, spot K-E-Y
- 9. **Parlay Sink Hole:** spot P-A-R-L-A-Y
- 10. **Right Ramp:** spot J-A-C-K
- 11. **Dead Man's Chest:** spot K-E-Y, start *Heart Multiball*
- 12. **Right Lane:** feeds bumpers



# Gameplay

*Modes:* the compass in the playfield shows the 8 modes required before you can start *Four Winds Multiball* wizard mode

- North
  - 1. Sunk Ship: sink a ship with multiple shots to **Ship Lane**
  - 2. Sword Fight: get 20 jet bumper hits
  - Collect Crew: when both above are complete, shoot **Centre Lane** to start; hit 100 switches to complete
- West
  - 3. Jack the Monkey: complete J-A-C-K at the **Right Ramp**, then make Hurry Up at same ramp
  - 4. Destroy Kraken: defeat a Kraken (behind the ship in the **Ship Lane**)
  - Extra Ball: when both above are complete, shoot **Centre Lane** for Extra Ball
- South
  - 5. Port Royal: shoot **Left Ramp** to feed spinner and wage battle (progress on red lamps top left); once defeated, shoot **Left Ramp** again 3x to lock 3 balls and start *Tortuga Multiball*
  - 6. All Pirates: hit all six Pirate Standups; progress shown on inserts in front of green standup targets
  - Max Jackpot Value: awarded when both above are complete; sets jackpot award to 2M
- East
  - 7. Davy Jones: sink all four ships to start *Davy Jones Multiball*
  - 8. Heart Super Jackpot: open **Chest** by completing K-E-Y: shoot **Chest** 5x to complete H-E-A-R-T and start *Heart Multiball*

*Kraken Multiball* (2-ball): starts after a ship is sunk

- Shoot up the **Ship Lane** multiple times to defeat the Kraken, then one more time to make the Hurry Up; making Hurry Up starts Victory Jig frenzy mode

*Tortuga Multiball* (3-ball): shoot **Left Ramp** to increase playfield scoring

*Davy Jones Multiball* (3-ball): shoot ship and sink it

*Heart Multiball* (3-ball): shoot major shots for Jackpot and **Chest** 5x (spelling H-E-A-R-T) for Super Jackpot

*Four Winds Multiball* (wizard mode 4-ball multiball): complete all compass points to start

- Part 1: Make flashing shot, then complete remaining shots. Repeat 3x.
- Part 2: Shoot Left Ramp then make lit shot; repeat

*Liar's Dice award*: lit when all six Pirate Standups hit; collect at **Centre Lane**

## Misc

- *Parlay*: complete P-A-R-L-A-Y at **Parlay Sink Hole** to light ball savers at outlanes
- *Treasure*: make **Sidelanes** to get *Treasure* and also light Extra Treasure standup (awards 5 *Treasure*); Extra Ball at 25
- *Rum Ramp Combo*: make **Run Ramp** rollover then any major shot
- *Walk the Plank*: just awards points
  - *Broadside*: exit upper playfield via **Broadside** rollover to start and feed ball to right flipper in order to hit ship