

Williams



Playfield

- Left Outlane:** has kickback when Bounceback is lit
 - Left Inlane:** spot RIVER letter when lit
 - Right Inlane:** spot RIVER letter when lit
 - Right Outlane**
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- Lost Mine:** collect items for *Gold Rush* multiball
 - R-I-V-E-R Targets:** advance bonus multiplier
 - Boulder Garden Loop:** Hazard shot; feeds Bumpers
 - Spine Chiller Ramp:** Hazard shot; feeds Upper Playfield
 - No Way Out Lock:** Hazard shot; multiball lock; feeds Upper Playfield
 - Disaster Drop Orbit:** Hazard shot; feeds left loop
 - Light Bounceback Targets:** relight **Left Outlane** kickback
 - Hotfoot Targets:** complete multiple times to start *Bigfoot Hotfoot*
 - Boomerang Bend Loop:** Hazard shot; loops to left of playfield
 - Extra Ball Target:** get Extra Ball
 - Insanity Falls Ramp:** Hazard shot; lights Whirlpool
 - Bigfoot Bluff Ramp:** Hazard shot; feeds Whirlpool



WHITE WATER
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Gameplay

Rafts: there are nine different rafts; advance rafts by completing lit Hazard shots (there are 7 in total); spot Hazards via 3x **Disaster Drop**

- To advance each raft, you need to hit 1-2-2-3-3-4-4-5-5 Hazard shots (i.e. 1 to progress to first raft, 2 to second, 2 to third etc)
- Progressing rafts increases Whitewater Jackpot value (*Multiball*)
- Wet Willie's is the last stage: hit all lit Hazard shots to end Stage 1; then hit travelling lit Hazard shot

Multiball: hit Lite and Lock green targets either side of **No Way Out Lock**, then lock 3 balls

- Hit **Insanity Falls Ramp** for Whitewater Jackpot

Whirlpool Awards: lit award is shown near bumpers; collect at **Bigfoot Bluff** when lit (red light); light **Bigfoot Bluff** by making **Insanity Falls** when lit

- **Whirlpool Challenge** (2-ball Multiball): make **Bigfoot Bluff** to fill whirlpool; each successful shot lights a light under the Whirlpool
- **Man Overboard** (hurry-up): shoot any lit Hazard shot
- **Light Extra Ball:** collect at **Extra Ball Target**
- **Advance Raft:** progress to next raft
- **Mystery Canyon** (random award): awards points, raft or RIVER advance, Extra Ball lit
- **5x Playfield:** 25 second timed-mode: all targets worth 5x more

Bigfoot Hotfoot (20s timed mode): complete **Hotfoot Targets** 3 or 4 times to start

- Shoot **Bigfoot Bluff** for Bigfoot Jackpot and to spot item for *Lost Mine*

Lost Mine / Gold Rush (2-ball multiball): kickout above left inlane (fed by Whirlpool); hit directly from flippers to spot items (that are required for *Gold Rush*)

- Get Flashlight, Map and Key then shoot one more time to start Gold Rush (2-ball Multiball)
- No Jackpot, just hit anything and everything

River Class: advance bonus multiplier by making R-I-V-E-R through **R-I-V-E-R Targets** or a lit **Inlane**

Combos

- 2-way: **Spine Chiller** to **Insanity Falls**
- 3-way: **Spine Chiller** to **Insanity Falls** to **No Way Out** / **Spine Chiller** to **Insanity Falls** to **Disaster Drop** / **Spine Chiller** to **Insanity Falls** to **Boomerang Bend**
- 4-way: **Spine chiller** to **Insanity falls** to **No Way Out** to **Insanity Falls**
- 5-way: 4-way followed by **Disaster Drop** or **Boomerang Bend**

Skill Shot: hit **Insanity Falls** from Upper Playfield flipper