

PINBALL WIZARD

THE WHO'S

Playfield

- a. Left Outlane
- b. Left Inlane
- c. Right Inlane
- d. Right Outlane

- 1. **Left bank targets:** used in *Fiddle About* mode
- 2. **Left Scoop:** start Mode when lit
- 3. **Left Orbit:** light Mode
- 4. **Left Ramp:** collect Jackpots
- 5. **Genius Lane:** collect Extra Ball, award *Mystery*, used in various modes
- 6. **Captive Ball:** used in *Silver Ball* and *Holiday Camp* modes
- 7. **Tommy Mirror/hole:** spot T-O-M-M-Y, award Jackpots
- 8. **Right ramp:** advance *Mystery*
- 9. **More Time target:** reset mode timer
- 10. **Right Scoop:** start Mode when lit
- 11. **Right Orbit:** light Mode
- 12. **Right bank targets:** used in *Fiddle About* mode



PINBALL WIZARD

DATA
EAST

Gameplay

Union Jack Modes: light at **Orbit**, start at either **Scoop** when lit

- **Christmas** (20s timed): all switches score 300k
- **Cousin Kevin** (20s timed): hit Union Jack targets either side of **Left Ramp** or above **Right Ramp**
- **Holiday Camp**: hit **Captive Ball** for increasing awards
- **Lite Extra Ball**: collect at **Genius Lane**
- **Silver Ball** (20s timed): hit **Captive Ball** and **Ramps**
- **Captain Walker** (video mode)
- **Smash the Mirror** (2-ball multiball): hit **Tommy Mirror** for 5 Jackpots, then **Tommy Hole** for 50M
- **Fiddle About** (20s timed): hit **Left** and **Right Bank Targets**
- **Acid Queen** (hurry-up): make **Scoops** and **Genius Lane**
- **There's a Doctor** (20s round): hit bumpers and slingshots
- **Tommy Scoring** (3-ball multiball): blinder covers flippers
- **Sally Simpson** (20s round): hit **Ramps** for increasing scores
- **Pinball Wizard** (6-ball multiball): spot W-I-Z-A-R-D through multiples of 25 switches (25=W, 50=I etc)
- Hit **More Time** target during any timed round to reset timer

Multiball: complete T-O-M-M-Y by hitting **Tommy Mirror**, start at **Tommy Mirror** (4-ball multiball) or **Left Scoop** (3-ball)

- Stage 1: collect Jackpot at **Left Ramp** and Double Jackpot at **Right Ramp**
- Stage 2: collect Jackpot at either **Ramp**
- Stage 3: Complete T-O-M-M-Y at **Tommy Hole**
- Stage 4: collect either Super Jackpot at **Left Ramp** or Double Super Jackpot at **Right Ramp**
- Stage 5: as Stage 1, but with blinders
- If you drain before collecting a Jackpot, restart at **Left Scoop** or **Tommy Mirror**

Mystery Award: **Right Ramp** shots advance Mystery, collect at **Genius Lane**

Misc

- **Captain Walker** (20s round): light with shots to **Left Ramp**, then make more **Left Ramp** shots for big points
- **Skill Shot**: aim for Parachute near bumpers, **Right Ramp** or **Tommy Hole**