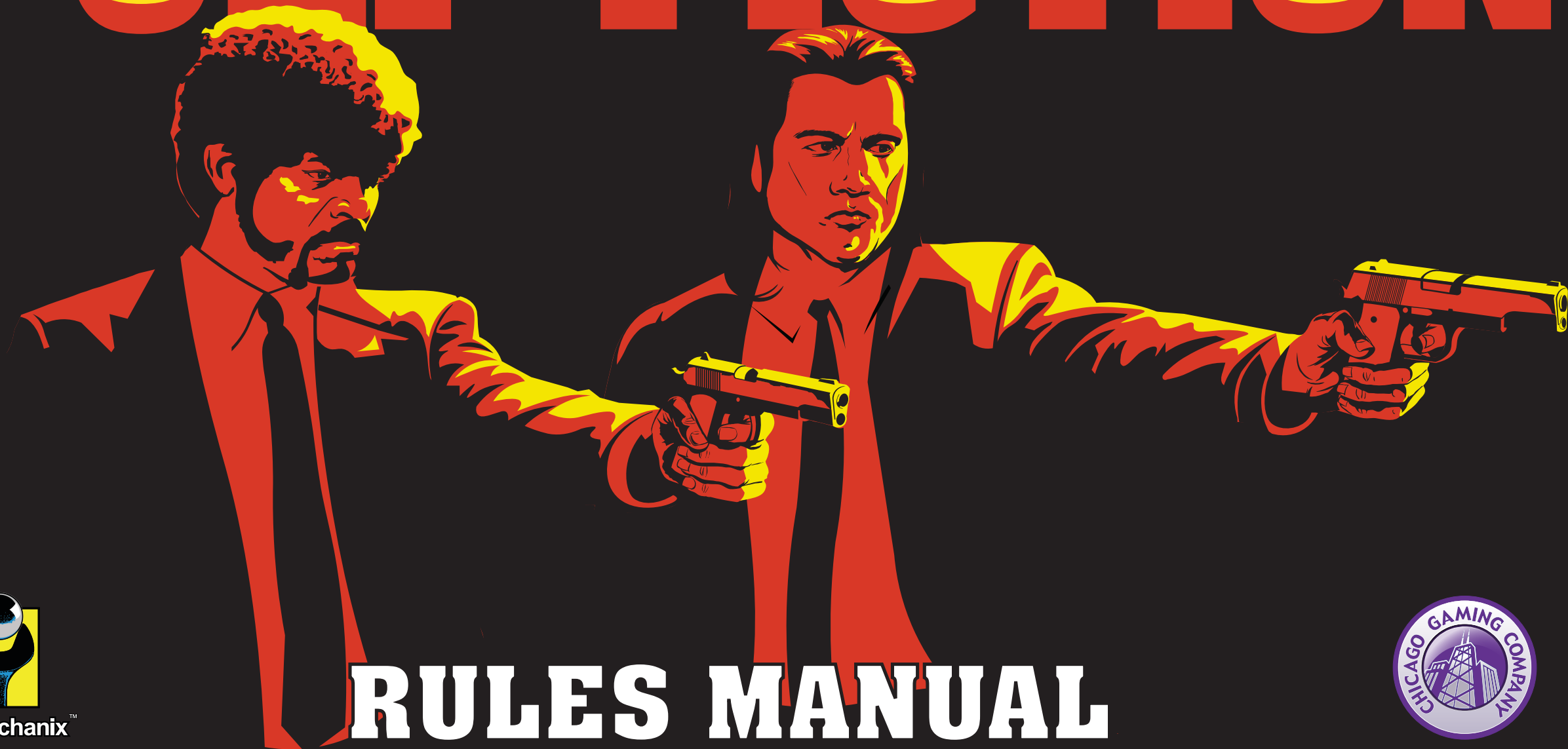


PULP FICTION™



RULES MANUAL





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Pulp Fiction Rules/Shot Maps

The Plunger Skill Shot

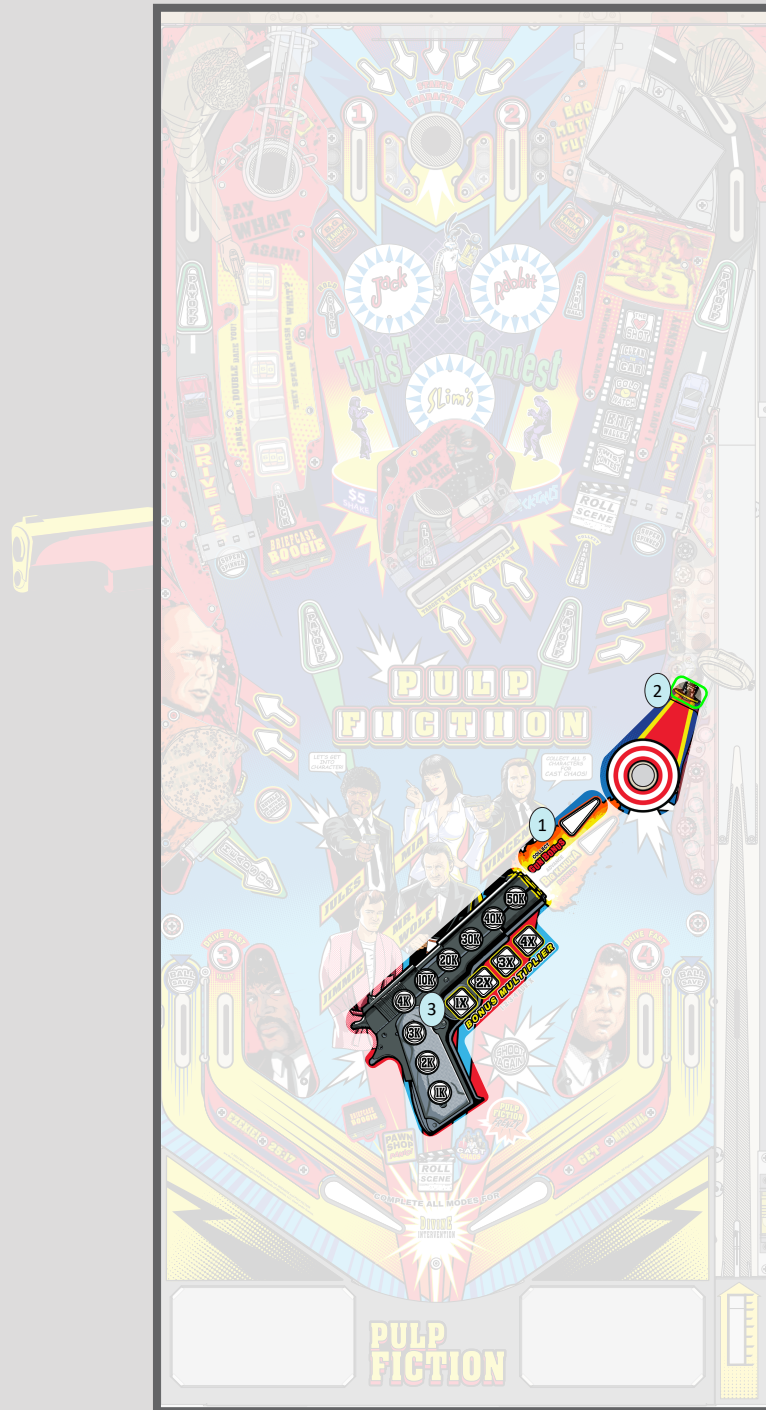
- 1 The strength with which you plunge the ball affects how it bounces around at the top of the playfield. In fact, if you plunge the ball too lightly, it won't even reach the top of the playfield; it'll just roll weakly back down the right orbit!
- 2 Use the ball shooter gauge, directly above the plunger, as a strength reference when plunging the ball into play.
- 3 There are five arrow inserts above the top **Starts Character** saucer. The center arrow is blue; the two arrows on either side are amber. As you prepare to plunge the ball, the arrows will light, one at a time, in a repeated sequence: leftmost, rightmost, left, right, center (cycle time is adjustable). At the end of this sequence, all of the arrows are lit.
- 4 The moving arrow sequence will stop when the ball drops into the saucer. Skill Shot points are awarded for plunging the ball into the top center saucer *when **all arrows are lit** - a cool 100k!*
- 5 Depending upon the outcome of your skill shot attempt, there is a consolation - or **bonus** - for successfully dropping the plunged ball into the **Starts Character** saucer: a randomly selected character insert will light and that character will start (see pg 11).





The 1-2-3-4 Rollover Lanes & Royale with Cheese Hurry Up

- 1 When a ball rolls through any unlit **1-2-3-4** lane, the lane insert will light. You can then use the flipper buttons to move the lit lane(s) around to help you in lighting all four of them.
- 2 Each time you complete the **1-2-3-4** lanes, the **Royale with Cheese** target insert lights and a Hurry Up bonus countdown timer (adjustable) starts. The **Bonus Multiplier** also advances once with each completion (**1X, 2X, 3X, 4X, 5X, 6X** and light **Extra Ball** (adjustable), **7X, 8X, 9X, 10X**).
- 3 Hit the **Royale with Cheese** target (green outline) before the countdown times out; you'll score the current Hurry Up value, light the **Collect Gun Bonus** insert (see pg 5) and light both orbit **Super Spinner** inserts. Shoot the orbit spinners for really big points!



Collecting the Gun Bonus

- 1 When the **Gun Bonus** is qualified, the **Collect Gun Bonus** insert is lit (see pg 4 for details).
- 2 Shoot the Bullseye Magnet trigger target (green outline) to collect the **Gun Bonus**. The Bullseye Magnet will catch the ball, hold it for a few seconds, then release it.
- 3 Hitting the target collects the **Gun Bonus**: the string of bonus points lit in the gun playfield artwork, multiplied by the current **Bonus Multiplier** (and the **Big Kahuna Bonus** multiplier, as applicable; see pg 6). The **Gun Bonus** points string and **Bonus Multiplier** are both cleared (reset to zero) once collected.



The Big Kahuna Bonus

- 1 Each of the two **Big Kahuna Bonus** targets (green outlines) will light when hit.
- 2 When you've hit both targets, the **Advance Big Kahuna Bonus** insert will light.
- 3 Shoot the Bullseye Magnet trigger target (blue outline) to advance the **Big Kahuna Bonus**. The Bullseye Magnet will catch the ball, hold it for a few seconds, then release it.
- 4 All playfield scores are doubled (**2X**) until the current ball drains. Increase the score multiplier (**3X, 4X, 5X, 6X** (max **X** is adjustable)) by repeating the above sequence before the ball drains! The current **Big Kahuna Bonus** multiplier is displayed on the **Big Kahuna Bonus** sign in the center of the back panel. The sign flashes while the score multiplier feature is active.



The Drive Fast MPH Bonus

- 1 A lit **3** or **4** flipper return lane triggers the *Drive Fast MPH Bonus* feature.
- 2 When the ball rolls through a lit flipper return lane, the opposite orbit *Drive Fast* insert lights (a red car in left orbit; a lavender car in right orbit) for 10 seconds (adjustable). The **3** lane lights the right orbit *Drive Fast* insert; the **4** lane lights the left orbit *Drive Fast* insert.
- 3 Shoot the lit *Drive Fast* orbit for a quick 20k points. The controlled gates at the top of the playfield open, looping the ball right back at you, via the opposite orbit lane.
- 4 The *Pawn Shop* sign's *Drive Fast MPH Bonus* indicator lights (when the drop target in front of it is down) and the bonus value builds - 1 MPH for each spin of either orbit spinner, while the *Drive Fast* feature is active. The *Drive Fast* timeout resets again for 5 seconds (adjustable) - and the shot value increases by 20k points, up to a maximum of 100k. Orbit shots in rapid succession increase the *Drive Fast MPH Bonus* value even faster!
- 5 Shoot the *Drive Fast Bonus* collect target (green outline) to collect your accumulated *Drive Fast MPH Bonus* value. Use the spinners to increase the speed to over 146 MPH (adjustable) - *before* collecting the bonus - to light *Extra Ball*.



Briefcase Boogie Multiball

- 1 The three inline "combination" drop targets (green outlines) are up at the beginning of a game. Knock down the inline drop targets to "unlock" the briefcase. Your drop target progress will be "remembered", from ball-to-ball.
- 2 The **Briefcase Boogie Lock** insert will begin flashing.
- 3 Shoot the **Briefcase Boogie** inline drop target lane to lock the ball. The ball will drop into the popper and get kicked up into the back panel ball lock trough. It will remain there in preparation for multiball play.
- 4 The **Lock1** LED in the **Briefcase Boogie** multiball sign will light (the current number of locked balls is always displayed in the **Briefcase Boogie** sign).
- 5 A new ball will be served into the shooter lane.
- 6 Shoot the next two balls into the briefcase lock popper to begin **Briefcase Boogie** multiball. The three balls are released from the back panel lock, one at a time, returning to play by way of the steel chute alongside the rotating briefcase toy. The **Briefcase Boogie** objective achieved insert will light.
- 7 During **Briefcase Boogie** multiball play, four of the five **Payoff** arrows (all except the briefcase popper lane) will be flashing red. Make one of these shots to collect 25k points. The collected shot will turn solid red.
- 8 The **Payoff** arrow insert for the briefcase popper lane will flash red. Shoot the briefcase popper lane to collect another 25k points and advance to the next bonus level. Next, the four **Payoff** arrows will flash yellow. Hit two of the shots (50k each) to re-light the briefcase popper lane **Payoff** (for 50k and bonus advance). Shoot the briefcase popper lane again to advance to green **Payoff** arrows, worth 75k each. However, you must now make three **Payoff** shots to re-light the briefcase popper lane **Payoff**. Lock all remaining balls, via the briefcase popper lane, to qualify for the blue **Super Payoff** bonus! The fun and rising stakes continue as long as you can keep at least two balls in play.
- 9 You must collect at least one **Super Payoff** to light the **Briefcase Boogie** objective achieved insert.
- 10 When your multiball ends, the three drop targets will reset. You'll need to "unlock" the briefcase (knock all three drop targets down) again in order to lock the three balls and begin another **Briefcase Boogie** multiball.



Pawn Shop Panic Multiball

- 1 "Open" the **Pawn Shop** by knocking down all three "front door" drop targets (green outline).
- 2 The **Pawn Shop Lock** insert will light.
- 3 Shoot the ball into the **Pawn Shop** scoop to lock the ball. The ball will drop into the under-playfield subway and roll to the subway lock trough. It will remain there in preparation for multiball play.
- 4 The **Lock1** LED in the **Pawn Shop** multiball sign will light (the current number of locked balls is always displayed in the **Pawn Shop** sign).
- 5 A new ball will be served into the shooter lane. The **Pawn Shop** "front door" drop target bank will be reset (up).
- 6 Repeat this process to lock the next two balls in the **Pawn Shop** scoop and begin **Pawn Shop Panic** multiball. The three balls are released from the subway lock, one at a time, returning to play by way of the subway popper, through the **Heads Up** gate under the **Royale with Cheese** playfield plastic.
- 7 During **Pawn Shop Panic** multiball play, the "front door" drop targets will be reset with their red arrow inserts flashing. Hit any one of the drop targets to collect bonus points; the drop target bank will reset. Repeat this process twice more to flash the **Pawn Shop** sign **Payoff** arrow red. Shoot all remaining balls into the **Pawn Shop** scoop to collect your payoff and advance to the next level of bonus scoring. Locked balls will be kicked out of the subway, back into play.
- 8 Repeat the process of hitting flashing drop targets (flashes the **Pawn Shop** sign **Payoff** arrow yellow) and re-locking remaining balls in the **Pawn Shop** scoop (collects payoff and advances scoring level) once, then again (flashes the **Pawn Shop** sign **Payoff** arrow green and collects payoff) to qualify for the blue **Super Payoff** scoring level.
- 9 When the locked balls are kicked out of the subway, shoot the five **Super Payoff** shots (flashing blue) as many times as possible for BIG points! Keep racking up the points as long as you can keep at least two balls in play!
- 10 You must collect at least one **Super Payoff** to light the **Pawn Shop Panic** objective achieved insert.



Outlane Ball Save

- 1 During each ball, you have the opportunity to earn a **Ball Save**, via either of the two outlanes.
- 2 Shooting the **Roll Scene** saucer access drop target (green outline) once will light the left outlane **Ball Save** insert.
- 3 Shooting the drop target a second time will light the right outlane **Ball Save**.
- 4 If your ball rolls down a lit outlane, a replacement ball is served into play immediately. Once you've used an outlane **Ball Save**, the associated insert will go out. You can earn and use two saves per ball. The flipper buttons will not move **Ball Save** lights, but if a single outlane is lit, the light will alternate left/right with each slingshot trigger. **Ball Save** lights do not carry over to the next ball.



Starting, Collecting & Holding Characters

- 1 Shoot the ball into the **Starts Character** saucer to start one of the five characters in the center of the playfield. The character that is lit when the ball lands in the saucer will flash *and* deliver a classic line from the movie. The bonus awarded for starting a character is 3k points per lit arrow, above the saucer (15k if all five are lit, adjustable).
- 2 The **Roll Scene** saucer access drop target (green outline) will drop and the **Collect Character w/Lit** insert will light.
- 3 Shoot the ball into the **Roll Scene** saucer to collect the currently flashing character or shoot the **Starts Character** saucer again to start/flash additional characters. Then a single shot into the **Roll Scene** saucer collects all of the started/flashing characters at once, multiplying the award by the number of characters actively started (up to 5X!).
- 4 The **Hold Cast** insert will light each time you collect one or more characters. It will stay lit until the end of the current ball (adjustable). Shooting the upper left standup target (blue outline) will hold/save all of the currently collected characters for the next ball, to improve your chances of completing the cast. Characters not held will reset with the next ball.
- 5 Collecting all five characters (completing the cast) begins **Cast Chaos** (see pg 14).



Roll Scene

- 1 When the **Roll Scene** feature is available, the **Roll Scene** insert will be lit.
- 2 Shoot the **Roll Scene** saucer access drop target to qualify the **Roll Scene** feature. You'll immediately hear the director call for "quiet on the set" and one of the lower four inserts in the **Roll Scene** lane (adjustable) will light. The lit scene will cycle/change with each slingshot or jet bumper kick.
- 3 Shoot the ball into the **Roll Scene** saucer to begin the currently lit **Pulp Fiction** scene. A 40-second (adjustable) countdown timer begins in the Credit/Match window of the backglass. Shoot the scene objective shots (see pg 13) to build up bouns scoring. In the final 10 seconds of any scene, you can collect your BIG bonus points by shooting the ball back into the **Roll Scene** saucer (located behind the drop target).



Roll Scene Objectives

- 1 ***Twist Contest:*** the jet bumpers will be flashing; hit them as many times as you can before the timer runs out. We'll see how bad you want to win that dance contest!
- 2 ***BMF Wallet:*** the seven red arrow targets (green outlines) will be flashing; shoot them as many times as you can before the timer runs out.
- 3 ***Gold Watch:*** the magnet target inserts will be lit and the Captain Koons plastic will be flashing. Shoot the Bullseye Magnet trigger target (blue outline) as many times as you can before the timer runs out.
- 4 ***Clean The Car:*** both ***Super Spinner*** inserts will be flashing; shoot the left and right orbit spinners as many times (and as *hard*) as you can before the timer runs out.
- 5 ***The Shot:*** ***The Shot*** scene will only be available after all of the other four scenes are completed. The ***Roll Scene*** lane inserts will be scrolling, in a repeating sequence, "leading" the player to the ***Roll Scene*** saucer access drop target (red outline); three additional balls will be served into play. There is no timer associated with this scene; shoot the ***Roll Scene*** drop target as many times as you can - while keeping at least two balls in play. Each time you hit the target, the award increases - as the ***Roll Scene*** lane ***Payoff*** insert flashes different colors, accordingly (red, yellow, green, blue, then RGB).
- 6 The ***Roll Scene*** objective achieved insert will light at the end of ***The Shot*** multiball.



Cast Chaos

- 1 **Cast Chaos** is a four ball multiball, so when it is qualified, three additional balls will be served into play. The five character inserts will be lit.
- 2 The five **Payoff** arrows will be strobing in a multi-color pattern.
- 3 Shoot the **Payoff** shots around the playfield. When you hit a **Payoff** shot, you will hear a voice callout from one of the cast members and score 100k points; the associated **Payoff** insert will turn white.
- 4 When you hit all five **Payoff** shots, the red and blue arrow inserts above the **Starts Character** saucer begin to flash. Shoot a ball into the saucer to collect the **Cast Chaos Super Payoff** - 500k points!
- 5 The **Cast Chaos** objective achieved insert will light at the end of **Cast Chaos** multiball.



Pulp Fiction Frenzy

- 1 Shoot the seven red arrow targets (green outlines) to advance the **PULP FICTION** inserts one letter. You need to hit *all* targets in any bank (left two-bank, center three bank or right two-bank) - or *all* targets in *multiple* banks (difficulty adjustment) - to collect a letter.
- 2 When you've finished spelling **PULP FICTION**, the five lights in the **Pawn Shop** sign will cycle, indicating where to shoot next: into the **Pawn Shop** scoop.
- 3 Shoot the ball into the **Pawn Shop** scoop (you *may* have to clear the way by knocking down a drop target or two) to begin **Pulp Fiction Frenzy**. A four ball multiball begins (three additional balls are served into play).
- 4 All inserts on the playfield (except the **PULP FICTION** letters) will light. Your objective is to hit as many playfield switches (targets, spinners, slingshots, jet bumpers, etc.) as you can, scoring 5k points per switch! You're spelling **PULP FICTION** again - and with every ten switch closures you advance one letter.
- 5 When you've finished spelling **PULP FICTION** (110 switches, adjustable), the five lights in the **Pawn Shop** sign will cycle again. Shoot a ball into the **Pawn Shop** scoop to collect the **Pulp Fiction Payoff** - 500k points! Keep the multiball going and repeat the process of hitting switches, spelling **PULP FICTION** and shooting a ball into the **Pawn Shop** scoop to collect the **Super Payoff**!
- 6 The **Pulp Fiction Frenzy** objective achieved insert will light at the end of **Pulp Fiction Frenzy** multiball.

Divine Intervention Wizard Mode

- 1 Complete all five primary game objectives to qualify the **Divine Intervention** wizard mode. The five objective achieved inserts (bottom, center) will be lit; the **Divine Intervention** insert will be flashing.
- 2 The insert strings leading to the **Roll Scene** saucer and the **Briefcase Boogie** ball popper will be strobing upward, in sequence. Make either shot to begin **Divine Intervention**. The playfield will go dark - only the **Divine Intervention** insert will be lit.
- 3 Stage 1: a four-ball multiball begins; the **Briefcase Boogie** objective achieved insert, **Payoff** arrow, inline drop target inserts and sign **Lock** lights will all flash. Shoot the **Briefcase Boogie** lane three times to knock the inline drop targets down and light their inserts solid. Shoot the lane three more times to light the three **Locks** solid in the **Briefcase Boogie** sign. The **Briefcase Boogie** objective achieved insert will light solid - Stage 1 complete!
- 4 Stage 2: four-ball multiball renews; the **Pawn Shop Panic** objective achieved insert, sign **Payoff** arrow and **Lock** lights will all flash. Make three shots into the **Pawn Shop** scoop to light the three **Locks** solid in the **Pawn Shop** sign. The **Pawn Shop Panic** objective achieved insert will light solid - Stage 2 complete!
- 5 Stage 3: four-ball multiball renews; the **Roll Scene** objective achieved insert, **Payoff** arrow and scene inserts will all flash. Hit the **Roll Scene** saucer access drop target five times to light the five scene inserts solid. The **Roll Scene** objective achieved insert will light solid - Stage 3 complete!
- 6 Stage 4: four-ball multiball renews; the **Cast Chaos** objective achieved insert, **Starts Character** saucer arrows and character inserts will all flash. Shoot the **Starts Character** saucer five times to light the five saucer arrows - and character inserts - solid. The **Cast Chaos** objective achieved insert will light solid - Stage 4 complete!
- 7 Stage 5: four-ball multiball renews; the **PULP** letter inserts in the center of the playfield will light solid. The **Pulp Fiction Frenzy** objective achieved insert, the seven red arrows inserts and the **FICTION** letter inserts will all flash. Shoot each of the seven red arrow targets (green outlines - left two-bank, center three bank or right two-bank) to advance the **FICTION** inserts, one letter at a time. The **Pulp Fiction Frenzy** objective achieved insert will light solid - Stage 5 complete!
- 8 Stage 6: *no more multiball renewal*; the gun inserts, **Collect Gun Bonus** and **Advance Kahuna Bonus** arrows - and the Captain Koons plastic - will all flash. Keep one ball alive long enough to shoot the Bullseye Magnet trigger target (blue outline). The Bullseye Magnet will catch the ball - Stage 6 complete!

Complete all six **Divine Intervention** Stages and you'll **DOUBLE** your score!

