Three Rivers Pinball Association

Bluto Bashing: Rules for *Popeye Saves the Earch*

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This represents my second attempt at a rulesheet (well, can't let Bowen and Cameron do them all .. :)) and they say you get better with practice, so maybe this one will be a little more organized than Indy.

Given that the subject matter is undoubtedly copyrighted by somebody, this sheet is public domain - do with it what you will. I've used the common r.g.p. abbreviations where neccessary eg. TZ for Twilight Zone.

Thanks go out to: Well, nobody actually since this is version 1.0 - I'm sure that will change though .... :)

1. General

My initial opinion of this game was not particularly high. After substantially more play it is growing on me but I don't think it is going to compare to IJ (hey, I like Indy!) and won't come close to ST:TNG which I think will become one of the alltime greats of pinball. The software seems pretty solid, but the hardware has had a problem or two so far, notably with the ball launcher. Graphics/animation are good and the sound is good quality but a little boring from what I could hear of it (Popeye is sandwiched between IJ & ST:TNG, both on loud!).

2. Playfiled Layout:

Continuing the current trend, this is another widebody and plays on two levels. The playfield is a little cluttered with a good number of shots hidden from normal view making them hard to hit consistently. We also see a return to the 'Mutant Pygmy' flippers making the centre drain pretty painful.

The following is how the playfield is laid out starting on the lower level from the cavernous centre drain and working clockwise:

Left Flipper: Short, 2.5 inch variety. (yuk!)

Left Slingshot: Standard triangular type.

Left Inlane: Nothing special here either. Lights right loop when lit.

Left Outlane: No kickback. Collect Extra Ball when lit.

P-O-P Targets: Bank of 3 stand up targets making up the first half of POPEYE. Spell POPEYE to light a Spinach Can (more later).

Left Loop: Called the 'Round House' loop. Potentially BIG point scorer and used to collect animals. This is one of the shots with a Spinach Can.

SEA Target: One half of SEA-HAG which lights Collect Item at the Left Ramp.

Left Ramp: Increments the 'Ramps' count which has a similar function to Bear Kicks in TAF. Collects Jackpot during Multiball, and an Item when lit. This shot also has a Spinach Can and feeds to the right inlane.

Animal Sinkhole: Feeds to the Animals on the upper level. Starts Instant Multiball when lit and is another shot with a Spinach Can.

Left Jab Target: Single stand up target used to light Lockjaw and during Fight Bluto rounds.

Lockjaw: Sinkhole used for locking balls for Multiball and relighting Jackpot once collected. This is also the Multiball kickout.

Right Jab Target: Same as the Left Jab above.

Jet Bumpers: Situated Behind Jab/Lockjaw/Jab (ie Bluto's head) is the usual combination of three pop bumpers. Ball can exit these into the Animal & Fight Bluto sinkholes, either side of Bluto's head, and up through the O-Y-L rollovers.

O-Y-L Rollovers: Spell OYL to advance BonusX by 1 and light Fight Bluto.

Fight Bluto Cartel: Sinkhole which feeds to the right inlane. Starts a Fight Bluto round when lit. This shot has a Spinach Can too.

HAG Target: The other half of SEA-HAG. Shoot SEA-HAG to light Collect Item at the left ramp.

Right Loop: Called 'Round House' loop. Collects Animals and scores good points. Another shot with a Spinach Can.

Escalator: Access to the upper level. When lit will allow you to select a random award (more later) before sending the ball up.

E-Y-E Targets: The other half of POPEYE. Shooting POPEYE will light a Spinach Can.

Right Outlane: Nothing unique about this. Collects Special when lit.

Right Inlane: Bog standard lane fed from left ramp, upper playfield and the skill shot. Lights Left Loop when lit.

Right Slingshot: Another basic triangle.

Right Flipper: Short, 2.5 inch variety.

Upper Playfield: As well as the lower playfield, there is a basic upper playfield made up of two sections which can be accessed in one of two ways: via the Escalator which will access both, or the Animal Sinkhole which just feeds to the Animals.

Animals: This is of a similar size and location to IJ's Path of Adventure gadget although it is fixed. The ball is fed from either Kneedeep (the mini upper playfield) or the Animal sinkhole. The left flipper fires a kicker which diverts the ball into an Animal which eventually drops into the Left Inlane.

Kneedeep Playfield: Fed from the Escalator, this is a true mini-playfield with two short (ala Thing) flippers in the appropriate position and a centre drain hole which drops the ball down through Bluto's head to where Lockjaw kicks out.

Super Animal Targets: Two stand up targets which light Super Animal when hit are left of the left flipper.

Super Animal exit: Just above the targets is a gap which feeds left to the Animals section. It is lit for Super Animal if the targets have been hit.

Swea' Pea: Directly opposite the flippers is a short, steep ramp which leads to three gates. Shooting these gates searches for Swea' Pea. This feeds around the back of the Super Animal targets to the upper left flipper.

2X Wheel exit: Right of the Swea' Pea gates is an exit to the Skill Shot wheel. Collects Extra Ball when lit and doubles value of the wheel when lit for that.

Escalator: Below the 2X Wheel is the exit from the Escalator. If the ball finds its way down here it is sent straight back up.

Skill Shot Wheel: A rotating wheel is roughly the same position as IJ's Idol and containing 8 awards. The ball arrives from either the plunger shot or from the Kneedeep playfield and feeds to the Right Inlane. See below for list of awards.

3. Gameplay

The following section provides some detailed descriptions of what's worth what and how to get various awards. There is a lot more to this game than first meets the eye and uncovering it I suspect will bne a lengthy task. This is what is known so far:

3.1. Skill Shot

With a bit of practice and no hardware problems (more later), this is a fairly easy thing. The ball is launched up a short habitrail and drops onto a rotating disc which contains 8 different awards in order as follows:

100,000 points	10M points
Lite Lock	Spinach Can
OYL	Spot Animal
2M points	Spot Item

This skill wheel may also be fed from the Kneedeep playfield. If this is the case you have no control over the ball and if 2X Wheel was lit the above awards are doubled.

3.2. Round House Loops

When lit, consecutive loop shots are worth 2M^(no. of loops) with a maximum (if any) of at least 32M. Note that consecutive shots means just that; if you hit any other switch between two loops, the loop value is reset to 2M although the loop still remains lit for a few seconds. Lighting loops is done as follows:

From the inlanes. There is always one and only one inlane lit for Lite Loop and this swaps on each flipper press. If collected, the opposite loop is lit so the left inlane lights the right loop and vice versa.

During Save the Animals where each loop saves an animal as well as scoring points. They do not have to be consecutive to save Animals though.

During Fight Bluto loops will often be lit. Again, in addition to points, a loop will also help towards defeating Bluto.

3.3. Animals

When the ball finds its way up to the Animals area, you have to divert it from the left lane into the right lane where the Animals (Rhino, Panda, Leopard, Eagle & Dolphin) are by means of a kicker controlled by the left flipper. If you are successful in collecting an Animal you have a limited amount of time in which to shoot loops and save them. Saving at least one should be fairly easy since the ball is dropped from this upper area into the left inlane.

If you manage to save all five, this starts a Spinach Hurry Up which I currently have no info on.

3.4. Spinach Can

Spelling POPEYE lights one of the five Spinach Cans which correspond to various playfield shots (see playfield layout for locations). If a Can is lit, then the value of that shot is doubled.

3.5. Escalator Award

When lit, a shot to the Escalator allows you to select an award before the ball is pumped up to the Kneedeep field. An award is displayed and can be advanced by pressing the flippers. After about 3 seconds, the award currently displayed is given. There is no backtracking through the list so it is a good idea not to rush the selection in case you go past a goodie. Awards I have seen so far are:

Spot POP	Spot EYE
Spot OYL	Lite Lock
Spinach	Jets at Max
Special	Extra Ball

Points (various values from 30 up to 10M)

Note that the Extra Ball only lights the 2X Wheel exit from the Kneedeep playfield for an EB. You have to score that shot to collect one.

3.6. Find Swea' Pea

When on the Kneedeep playfield, shoot the three gates to search for Swea' Pea. Each time you hit a gate, a map shown to the left of the display gives you a hint as to where he is. Don't know what it's worth if you do find him though.

3.7. Sea Hag Multiball

This is the Instant Multiball which can be which can be lit at the Animal sinkhole. Lighting it is done by collecting all four Items (Can Opener, Baby Bottle, Ketchup, Flower) from the left ramp when lit or from the Skill Wheel. Lighting the left ramp is done by hitting the SEA & HAG targets.

Once this 4 ball Multiball is running, you need to return the Items to their owners to collect a mammoth number of points. I believe you need to spell POPEYE to return the Can Opener, OYL to return the Flower and hit a Find Swea' Pea gate to give the bottle back. Dunno about Wimpy's Ketchup.

3.8. Bluto Multiball

Lock three balls in Lockjaw to start the Bluto Multiball. Lockjaw is lit either from the Skill Wheel, an Escalator award or shooting the two Jab targets.

When it starts, Sail Again (the ball saver) is active for some time while the balls are kicked out. This is neccessary since the balls are kicked SDTM (like JP's Raptor Pit). The objective is to shoot the left ramp to collect the Jackpot, shoot Lockjaw to relight it and so on until there are less than 2 balls in play. Note that the Jackpot will be doubled if you have the Spinach Can on the left ramp lit.

If you drain 2 of the 3 balls without collecting a Jackpot, you get about 20 secs to restart Multiball by shooting Lockjaw.

3.9. Stampede Mode

Just above the flippers in the centre of the playfield is the Geomap which contains the 5 Animals from the upper area. Spotting all 5 of these Animals via the Skill Wheel (no doubt among others) will start the Stampede Mode. Pity I don't know what this is.

3.10. Fight Bluto Cartel

This is Popeye's addition to the recent Mode craze. Fortunately there is only 4 of them - Unfortunately, the only difference between them is the animation and the name. During each one Bluto is doing something bad and you have to shoot the flashing targets to stop him. It appears that there is no time limit, it's a simple case of you beat him or he beats you. The 4 Fights are:

Earth Pavers: Bluto is building a wall of blocks. Shooting the targets destroys them a few at a time. If the wall gets to 15 blocks Bluto wins, 0 and popeye does.

Never Green Logging: Bluto burns trees, Popeye plants them.

Blutonium Waste: Bluto is dumping waste in the river and Popeye removing it.

Spill Oil Co.: Hmmm ... I appear to have forgotten to write this one down ..... :)

3.11. Rescue Olive Super Jackpot

Six ball Multiball where the objective is to collect all 5 Spinach Cans and then shoot Lockjaw to rescue Olive for the Super Jackpot.

Starting this Multiball is somewhat reminiscent of the Vacation Jackpot in WhiteWater. You need to complete the Sea Hag Multiball, all 5 Animals, the Bluto Multiball, Find Swea' Pea, and the 4 Fight Bluto modes - not an easy task by anybodies standard.

4. Miscellaneous:

This is the odds 'n ends section where I put stuff which does not logically fit anywhere else. The following comments are mostly my opinions/experience and in no particular order:

The Skill Shot is ruined by a hardware problem on the local machine. Think back to DrWho where a short habitrail fed the right inlane. This rail had a nasty piece of blue rubber designed as a stopper for the ball which caused bad things to happen. Well, a similar piece exists at the end of the habitrail the ball is initially launched up and this causes it to bounce back down to the plunger. Not only does this make the Skill Shot next to impossible, but it causes big problems during Multiball when Sail Again is active.

On the subject of Sail Again (this is the ball saver), it is active at the start of each ball, and each time a single ball is kicked out of Lockjaw (different rules apply during Multiball). At the start of a ball, the saver seems to be on for a mere few seconds although it may be that it starts counting as soon as you launch the ball, not as soon as a switch is hit.

The awards from the Escalator appear to be much better if you are having a lousy game than if you are having a good one.

Hitting the Swea' Pea gates is harder than you might think since the gap between each gate is pretty narrow and there is a lot of rubber there too.

Time for me to go and get some more play in .... :)