Three Rivers Pinball Association

Sigma's Guide to *The Twilight Zone*

Version as of September 7, 1993

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This rule compilation and tips sheet is, to the extent possible (in light of the subject matter being the property of Bally/Williams), public domain. This sheet is written and maintained by Kevin Martin, <sigma@rahul.net>. If you have any questions or comments or additions or corrections, please send them to me. Another Rules Sheet for Twilight Zone has been written by Bowen Kerins, who can be reached as <bowen@cardinal.stanford.edu>.

This should be considered a *preliminary* release of this Rules Sheet, as I have not had time to complete all sections or do serious proofreading. In particular, "Tips, Tricks, and Strategies" is rather brief, and the following sections are missing completely: Prototype Machines, Death Saves and Bang Backs, Trick Shots, Music, and Quotes.

Twilight Zone is certainly a trademark phrase of some sort for Williams and/or Bally and/or Midway, its manufacturer. But then, so is "Multiball".

I use the abbreviations "K" for a thousand points, "M" for a million points, and "B" for a billion points.

1. Glossary

This is a glossary of the shots and features that will be referred to during the discussion of the game. Because Twilight Zone is a rather cluttered wide-body design, this section is quite lengthy. The features are, in general, described starting from the lower right and proceeding counter-clockwise.

Flippers: There are four flippers - the usual two lower ones (full-length), a second full-length right flipper less than halfway up the playfield, and a much shorter flipper high on the left side of the playfield. Two-stage action is provided for both sets of flippers. The computer has control of the flippers, but this is only used for ball searches.

Manual Plunger: This is a normal plunger. Its lane is fairly short and leads to a gate, beyond which there are three rollover switches for the Skill Shot.

Automatic Plunger: This kicker is beneath the ball trough eject and has its own plunger lane to the left of the normal plunger lane. A small rotating diverter guides balls ejected from the trough into either the manual plunger lane or the automatic plunger. The automatic plunger lane fires the ball onto the playfield such that it should complete the Right Orbit.

Skill Shot Rollovers: These are three rollover switches at the end of the manual plunger lane, between the gate and a scoop that feeds the ball to the Slot Machine kickout. The lowest switch is the Red Zone, the middle is the Orange Zone, and the highest is the Yellow Zone.

Right Orbit: This lane leads from the upper right flipper around the back of the playfield to the upper left flipper. The automatic plunger fires the ball around the Right Orbit (hopefully). When Gumball is lit, the Right Orbit is used to load the Gumball Machine. When the Right Spiral is lit, shooting the Right Orbit collects it. There is a Spiral Helper magnet on the Right Orbit, near the back of the playfield. There is a red light on a sign above the upper right flipper, indicating when Gumball is lit. The Orbit itself has a large white triangle indicating when Powerball Loop is lit, and beyond that there is a smaller orange triangle indicating when the Right Spiral is lit.

Slot Machine: This scoop is just above the upper right flipper and just to the left of the Right Orbit. It is protected on the right by a rubber post, and on the left by a narrow standup 5M Target. This is the most frequently used kickout in Twilight Zone, and ejected balls should come directly to the middle of the right flipper, if properly adjusted. A yellow light above and to the right of the scoop indicates when the Slot Machine is available.

Hidden Lane: This is a narrow passageway behind the Slot Machine. Balls which pass through here should feed neatly to the upper right flipper.

Power Payoff: These are two red round standup targets above the Hidden Lane and at the bottom of the Player Piano entrance. No distinction is made between the two targets. A lightning bolt light in front of these targets indicates when they are lit or hit.

Player Piano: This is a sinkhole that faces left directly towards the upper left flipper. There is a round standup 5M Target above it and a rubber post below it, just above the Power Payoff targets. There is a yellow light above the sinkhole, indicating when the Player Piano is available. Above that light is a red light which indicates that a Jackpot is lit at the Player Piano.

Clock: This cube-shaped plastic Clock is mounted above the Player Piano. In Attract Mode, it can indicate the current time. During gameplay, it counts down timers for various rounds and modes, and is used in special ways in some rounds. On older machines, the Clock is rather plain and white; newer machines have a much more colorful Clock.

Lock Lane: This Lane is above the Player Piano and has a narrow line of sight to the lower left flipper. The Lane turns tightly to feed to a stack of locked balls, and unfortunately this causes balls to sometimes mysteriously bounce out of the Lock and directly towards the center drain. There is a red light here to indicate when an Extra Ball is lit, and a orange light to indicate when a Lock is lit (older machines have a green Lock light). Balls are kicked out of the Lock at the Right Spiral Helper, such that they come down the Right Orbit to the upper right flipper.

Right Ramp: This is a short metal ramp to the left of the Lock Lane. It leads steeply to a tight turn behind the Clock, where it turns into a habitrail that leads to the Bridge Diverter above the upper left flipper. Beyond the Bridge Diverter, the habitrail feeds into the left side of the Powerfield. The Right Ramp uses an opto switch behind the Clock; there is no sensor in the Bridge Diverter itself. There is an orange light at the entrance to the Right Ramp, indicating when Battle The Power is lit or the Powerfield is available for any other reason.

Clock Target: This is a small green standup target between the Left and Right Ramps. There is a round white light in front of it, indicating when the Clock Target is lit for any reason. Many rounds and modes which use the actual Clock make use of the Clock Target.

Left Ramp: This is a shallow plastic ramp to the left of the Clock Target and to the right of the Left Orbit. It has a swinging gate and sensor at its entrance, and uses a roll-under switch in the back right corner of the machine to register a completed Ramp shot. There is a normally extended diverter further along the Ramp. Diverted balls feed to a habitrail which crosses the entire playfield and deposits balls in the innermost Left Inlane. Undiverted balls are fed into the automatic plunger lane, where they may fall into the automatic plunger or to the manual plunger, depending on the situation. There are three lamps in front of the Left Ramp. The lowest lamp is orange and indicates that the Super Skill Shot is available. The middle lamp is white and indicates that the Left Ramp will start Multiball(TM). The highest lamp is white and indicates that the Left Ramp will award Bonus X and, unless you have reached Super Robot, two Robots rather than one.

Left Orbit: This is a narrow and short lane above the upper left flipper, leading around the back of the playfield to the upper right flipper. When the Left Spiral is lit, shooting the Left Orbit collects it. There is a Spiral Helper magnet on the Left Orbit, directly beneath the Bridge Diverter. There is a yellow light on the corner of the Powerfield next to the Bridge Diverter, indicating when the Left Spiral is lit. The Orbit itself has a large white triangle indicating when Powerball Loop is lit.

Bridge Diverter: This is a metal cage on the habitrail that is fed by the Right Ramp. When the Powerfield is not lit, balls are caught by the Bridge Diverter and dropped onto the playfield above the upper left flipper.

Gumball Machine: The Gumball Machine is in the far upper left corner of the playfield. It should normally hold three of the six balls installed in the machine. Balls are loaded into the Gumball Machine by a vertical kicker that is fed by the Right Orbit when the Gumball Diverter is active. Balls are fed out of the Gumball Machine one at a time, where they roll over a switch and fall into the Camera sinkhole.

Camera: This is a large sinkhole behind the upper left flipper. It is almost impossible to reach without holding that flipper up. The Camera feeds into the Slot Machine kickout.

Hitchhiker Lane: This lane is beneath the Camera shot and just above the Jet Bumpers. When completed, it feeds the ball into the Jet Bumpers.

Powerfield: This is a raised mini-playfield to the left of the upper left flipper. When the Powerfield is lit, shoot the Right Ramp to reach it. Balls enter the Powerfield from the upper left corner. There are four scoring switches on the lower walls of the Powerfield, and an opto near the upper exit. In the lower corners are player-controlled magnets, called Magna-Flip(TM). When a ball is on the active Powerfield, use the flipper buttons to control Magna-Flip(TM). The upper exit feeds into the Camera sinkhole, and the lower exit drops the ball into the Jet Bumpers.

Dead End: This is a small sinkhole above and to the left of the Jet Bumpers, underneath the Powerfield. It awards the Town Square or Dead End value, and feeds to the Slot Machine kickout.

Jet Bumpers: These three Jet Bumpers are also known as Town Square. They are arranged in the usual triangular fashion, but dangerously close to the left Outlane. On early machines, there is a rubber bar preventing balls from going towards the left Outlane directly from the Jet Bumpers, while encouraging balls towards the center drain. This bar is not present on newer machines.

Left Outlane: The left Outlane can be lit for Extra Ball. There is an adjustable post on the left side of the Outlane. The rubber post on the right side is considerably lower than the Inlane posts.

Far Left Inlane: This Inlane lights the Right Spiral.

Near Left Inlane: This Inlane temporarily lights the Slot Machine. The Left Ramp deposits the ball in this Inlane.

Slingshots: Normal configuration.

Right Inlane: This Inlane lights Dead End, the Left Spiral, and the Left Ramp. The right side of the Inlane is a low metal rail with no rubber.

Right Outlane: The right Outlane can be lit for Special. There is an adjustable rubber post above this Outlane.

Rocket: This is a catch area beneath the upper right flipper. A successful Skill Shot deposits the ball here. Whenever a ball lands in the Rocket, it is fired at high speed across the playfield, where it should go through the Hitchhiker and into the Jet Bumpers.

5 Million Targets: There are seven of these yellow standup targets scattered across the playfield. A narrow one stands to the left of the Slot Machine. Two stand along the left side of the Slot Machine, facing the upper left flipper. One stands above the Player Piano, facing the upper left flipper. One stands at the bottom edge of the Hitchhiker, facing the upper right flipper. Another stands just below this, facing the center drain. The last stands above the Near Left Inlane, facing along the left Slingshot.

2. Skill Shot

The normal Skill Shot from the manual plunger lane is to plunge gently, such that the ball trips one or more of the rollover switches, without landing in the scoop at the end of the plunger lane. Hitting the scoop feeds the ball to the Slot Machine kickout and scores 1.1M. Hitting the lowest rollover switch (Red) scores 2M and advances one Jet Bumper (see *Town Square*, Section 5). Hitting the middle rollover switch (Orange) scores 5M and advances two Jet Bumpers. Hitting the highest rollover switch (Yellow) scores 10M and advances three Jet Bumpers. It is possible to hit the lowest rollover switch and have the ball fall back to the manual plunger lane, in which case it is best to plunge the ball into the scoop. Normal Skill Shots feed the ball to the Rocket, which should fire it through the Hitchhiker lane and into the Jet Bumpers.

3. 5 Million Targets

The seven standup 5 Million Targets in Twilight Zone are unlit at the beginning of each ball. During normal play, hitting the unlit Clock Target will light one of the 5 Million Targets (starting from the lower left and working upwards). Hitting a lit 5 Million Targets awards 5M, of course, and unlights that Target. Once per ball and only during normal play, hitting the unlit Clock Target when all seven 5 Million Targets are already lit will award the Clock Bonus of 10M.

The 5 Million Targets can all be lit automatically by a Camera award, and are also used during the Door Panel Greed Round, Multiball(TM), and when the Gumball Machine is lit for Powerball Mania (see *Powerball*, Section 13).

These Targets are also commonly referred to as the Greed Targets.

4. Clock

The Clock, if working properly, is used to count down various rounds and modes (this is handled by software if the Clock is believed to be malfunctioning). In general, the most recently started round has control of the clock. The most common use of the clock is to count forward from noon to midnight at a moderate pace; the amount of time this requires represents the duration of a typical round or mode. A distinctive sound is made at the end of any such round or mode; there is a grace period during and briefly after this sound for almost every such round or mode.

5. Town Square

The three Jet Bumpers form Town Square. Town Square has a current value, which is normally reset to 7.5M at the beginning of each ball. Unlit Jet Bumpers advance the Town Square value by 100K. Lit Jet Bumpers advance the value by 200K. Flashing Jet Bumpers advance the value by 300K. The normal Skill Shot awards advance one, two, or all three Jet Bumpers by one step, from unlit to lit to flashing. Shooting the unlit Camera at any time advances one Jet Bumper. When all three Jet Bumpers are flashing, the next unlit Camera shot will display “Jets At Max” and no further message is displayed for the rest of the current ball.

To collect the current Town Square value, shoot the unlit Dead End sinkhole. Doing this when Dead End is lit collects twice the Town Square value (see *Dead End*, Section 6). There is a Camera award for three times the Town Square value.

The maximum Town Square value is 25M. The Town Square value can only be held over to the next ball by a Camera award; otherwise it is always reset to the normal 7.5M.

Every Jet Bumper hit rotates the currently flashing Door Panel clockwise. This of course skips any already lit Panels.

See also *Door Panel: Town Square Madness* (Section 24.1).

6. Dead End

The Right Inlane (at any time) lights the Dead End sinkhole until it is collected or the current ball ends. The lit Dead End is worth twice the current Town Square value. Lit Dead End shots are counted. On normal settings, an Extra Ball is lit when you collect the third Dead End.

The Dead End Extra Ball is normally temporary. If you already have a maximum number of Extra Balls when you collect your third Dead End, no Extra Ball is lit from Dead End, then or in the future (see *Extra Balls*, Section 26).

See also *Easter Eggs* (Section 32).

7. Robots

The number of Robots you collect is counted over the course of the game. The Left Ramp normally awards one Robot, in all modes of play. The Lock Lane also always awards one Robot. When the Left Ramp is lit by the Right Inlane, it will award two Robots.

On normal settings, a certain number of Robots will light an Extra Ball. This value reflexes and is typically between 6 and 14 Robots. A second Extra Ball is lit at 45 Robots (see *Extra Balls*, Section 26).

At every multiple of 10 Robots, the Camera is lit. Lit Cameras are stacked (see *Camera*, Section 8).

See also *Easter Eggs* (Section 32).

8. Camera

The Camera is lit at every multiple of 10 Robots, or by the Camera Door Panel, which actually lights the Camera twice. There are eight possible Camera awards. The next Camera award is determined randomly, except that the entire set of eight must be completed before any of the awards can be repeated. Also, the same award will never appear twice in a row. The next award is randomly pre-determined and preserved between balls, players, games, and power cycles. The next Camera award is part of the status report. Also, whenever you collect a Camera award, the next Camera award is displayed.

The eight Camera awards are described in the following sections.

See also *Tournament Mode* (Section 30).

8.1. Camera: 20,000,000

This is the simplest Camera award - just 20M, no questions asked.

8.2. Camera: Hold Town Square

This award prevents the Town Square value from being reset at the beginning of the next ball. This is the only way to do so. It does not, technically speaking, hold the Town Square value to its current value.

8.3. Camera: 3X Town Square

This awards three times the current Town Square value, from a minimum of 22.5M to a maximum of 75M.

8.4. Camera: Lite Greed Targets

This award lights all of the 5 Million Targets, as if the unlit Clock Target had been hit the appropriate number of times. If you have not collected the 10M Clock Bonus on the current ball, this effectively lights the Clock Target for that Bonus.

See also *5 Million Targets* (Section 3).

8.5. Camera: Clock 10 Millions

This award starts a timed round of normal length, using the Clock as the timer if possible. During this time, the Clock Target adds 10M to the Clock Millions Total, regardless of other modes or rounds. Starting Clock 10 Millions credits a base of 10M to the Clock Millions Total.

Scoring at least six hits on the Clock Target during this round will award a special 20M Clock Damage Bonus (and animation) when the round ends.

See also *Door Panel: Clock Millions* (Section 24.4).

8.6. Camera: 10 Hitchhikers

This award awards 10 Hitchhikers as if they had been collected normally, unless you already have 100 Hitchhikers. Because Battle The Power is lit at every multiple of 10 Hitchhikers, this will normally light Battle The Power as well.

If the Hitchhiker Door Panel has been awarded on the current ball, this award is immediately worth 20M.

See also *Hitchhikers* (Section 9).

8.7. Camera: Lite Outlanes

This award lights the Outlanes (see *Lit Outlanes*, Section 19). If the Outlanes are already lit, this award has no effect. If they are partially lit, this award will reset them to normally lit.

8.8. Camera: Collect Bonus

This award awards your current End-of-Ball Bonus exactly as if you had just drained, except that there is no quote for a Bonus of 100M or more. It does not change or reset any part of your Bonus, however. This is obviously the most valuable award, if used properly.

See also *End-of-Ball Bonus* (Section 29).

9. Hitchhikers

The number of Hitchhikers you collect is counted over the course of the game. You begin the game with one Hitchhiker. At all times except during Lost In The Zone, the Hitchhiker Lane will award at least one Hitchhiker (Hitchhikers awarded during Lost In The Zone do not count towards your normal total, although Robots do). During normal play, hitting the Hitchhiker Lane switch twice in very quick succession will only award one Hitchhiker, on the assumption that the ball has tripped the switch once in each direction and not fallen into the Jet Bumpers as it should. During Multiball(TM) modes, every trip of the switch awards a Hitchhiker. Shooting the Left Orbit and then the Hitchhiker Lane within the next few seconds will award a Triple Pickup, which is of course three Hitchhikers.

At the award of the third Hitchhiker and at every multiple of 10 Hitchhikers, Battle The Power is lit on the Right Ramp. Lit Battle The Power's are stacked (see *Battle The Power*, Section 10).

After the Hitchhiker Door Panel has been awarded, every Hitchhiker for the rest of the current ball is worth 2M. The Triple Pickup is then worth 6M. The Camera 10 Hitchhikers award is then worth 20M.

See also *Easter Eggs* (Section 32).

10. Battle The Power

There are many ways to light Battle The Power on the Right Ramp. Battle The Power is lit at the third and every multiple of 10 Hitchhikers. It is also lit by a Door Panel. It is also lit by every other Spiral award. It is also lit by the Red award of the Super Skill Shot. It can also be automatically lit at the beginning of the game, by a menu setting.

When Battle The Power is lit, the Bridge Diverter will move aside to let the ball onto the Powerfield. The Magna-Flip(TM) flippers are then active. You have at least 10 seconds in which to attempt to defeat the Power, which is done by magnetically propelling the ball through the upper exit from the Powerfield. The Powerfield value starts at 5M, and is increased by all four scoring switches and the opto at the top of the Powerfield. The value of these switches starts at 500K. After you first defeat the Power, the switch value is 750K for the rest of the game. After the second defeat, the switch value is 1M. The switch value goes no higher.

Defeating the Power doubles the Powerfield value and awards the currently flashing Door Panel (and advances the flashing light as if you had hit the Player Piano), leaving the Player Piano in its current lit or unlit state (the Slot Machine will always be lit, because you just hit the Right Ramp).

Defeating the Power also lights the Power Payoff targets for 10M. This is not stacked.

The cumulative Powerfield values are part of your Bonus, to no known maximum.

Note that there is a grace period during which you can get a few more shots at defeating the Power before Magna-Flip(TM) is truly disabled.

If the Powerfield is not properly leveled, the ball will frequently become stuck in either corner. A special ball search will try Magna-Flip(TM) before the regular ball search kicks in. Regardless of what dislodges the ball, you cannot defeat the Power at this point - a lucky shot through the upper exit will behave as if you had shot the Camera.

11. Gumball

Spell GUMBALL by hitting both ramps in normal play; the Left Ramp awards GUM and the Right Ramp awards BALL. Spelling GUMBALL lights a Lock and the Gumball Machine. Lit Gumball Machines are stacked, but you cannot spell GUMBALL again until you have used the Lock or started Multiball(TM).

See also *Combo Shots* (Section 27).

12. Gumball Machine

The Gumball Machine can be lit by spelling GUMBALL or by the Lite Gumball Door Panel. When it is lit, shoot the Right Orbit during normal play to load the Gumball Machine. The Gumball Diverter will activate and the ball will be kicked into the Gumball Machine. Another ball will then be fed from the bottom of the Gumball Machine to the Slot Machine kickout by way of the Camera sinkhole. In normal play, there should be three balls in the Gumball Machine, and typically one of them is the Powerball, such that every third load of the Gumball Machine will release the Powerball.

Loading the Gumball Machine the first time in a game (for each player) is worth 15M, the second time is worth 20M, and all subsequent loads are worth 25M. These points are awarded immediately.

Note that on newer ROMs, an automatic plunge (as from a ball saver) will not load the Gumball Machine (or start Powerball Mania).

Older machines lack a plastic piece in the Gumball Machine that keeps the balls stacked vertically. In these machines, it is possible for the balls to rotate as a ball is fed out, such that one ball is never let out of the Gumball Machine. You should probably complain to your operator if you find a machine like this.

13. Powerball

The Powerball is a ceramic ball much like a steel pinball. It is very slightly lighter and very slightly smaller. It plays very differently from a steel pinball partly for these reasons and partly because it tends to spin and bounce differently. The Powerball is completely immune to magnets.

There are two Powerball Sensors (called Proximity Sensors for some reason) in Twilight Zone - one is in the trough at the next ball to be served, and the other is just above and to the left of the Slot Machine kickout, such that the Sensor is visited by balls coming from the Player Piano, Camera, Gumball Machine, Powerfield upper exit, and Dead End, but not by balls that enter the plunger lane scoop or the Slot Machine itself.

When the Powerball is on the playfield during normal play and has been detected by at least one of the Powerball Sensors, the Gumball Machine is lit for Powerball Mania, and the 5 Million Targets are flashing. The 5 Million Targets increase the Powerball Payoff value (by 5M, of course) while the Powerball is known to be the only ball on the playfield. All game features which do not involve the use of magnets are still active at this time - Spiral Helper magnets are disabled and Battle The Power is unavailable (but is remembered for later), but you may collect Door Panels, spell GUMBALL, light and use Locks, start Multiball(TM), collect Combos, etc. Also, the Left Orbit is lit for a Powerball Loop, which awards 10M.

Shooting the Right Orbit to the Gumball Diverter awards the Powerball Payoff value and starts Powerball Mania (see *Powerball Mania*, Section 14)

Note that on newer ROMs, an automatic plunge (as from a ball saver) will not start Powerball Mania.

If the Powerball is missing from the machine, there is software compensation to simulate it. When the Powerball is being simulated by software, the "Powerball" display is in reverse video.

If the Powerball has not been detected after a certain number of consecutive loads of the Gumball Machine (five or six?), it is simulated and Powerball Mania begins immediately (there is no round in which to build up the Payoff value). It is possible to encounter this form of compensation while the Powerball is resting in the trough (rather than truly missing), by using stacked Gumball's from previous spelled GUMBALL's.

If the Powerball has not been detected for many games, the game assumes that the Powerball is truly missing from the machine. This behavior can also be dictated by a menu adjustment, which will cause the Powerball sensors to be ignored. In this case, the Powerball is simulated for every second ball released from the Gumball Machine, and a normal Powerball Payoff round is available while Powerball Mania is lit.

14. Powerball Mania

Powerball Mania can only be started by loading the Powerball into the Gumball Machine when the game knows the Powerball is the only ball on the playfield, or by every second load of the Gumball Machine when software compensation is active as described under "Powerball".

Starting Powerball Mania immediately awards the Powerball Payoff value, which starts at 10M (5M on prototype ROMs) and is increased by the 5 Million Targets before Powerball Mania. The Powerball is loaded back into the Gumball Machine, one ball is fed from the Gumball Machine, and two other balls are put into play. These other balls come from the Lock if possible, otherwise from the trough by way of the automatic plunger.

The Clock counts down at the beginning of Powerball Mania. Until it reaches the end of its cycle, all targets credit 250K to the Powerball Mania Total, which is part of your End-of-Ball Bonus. There is also a short grace period at the beginning of Powerball Mania, during which balls that drain will be relaunched into play by the automatic plunger.

During Powerball Mania, the Right Ramp is flashing for a special version of Battle The Power. You can shoot any number of balls up the Right Ramp to enter the Powerfield, where Magna-Flip(TM) is active while the real flippers are also active. Each ball that enters the Powerfield resets the timer for Magna-Flip(TM). The Powerfield switch value is always 1M during Powerball Mania, and this is credited to your Powerball Mania Total.

Defeating the Power during Powerball Mania awards a Mania Jackpot, which is always 50M. This value is credited towards your Powerball Mania Total. After defeating the Power, the timer continues for any balls remaining on the Powerfield, but the Right Ramp no longer feeds the Powerfield. Hit the Left Ramp to relight the Right Ramp to reach the Powerfield. After each Mania Jackpot, the Powerfield timer becomes shorter, to a minimum of roughly four seconds. This shorter timer applies to all subsequent Powerball Manias.

As in all other Multiball(TM) modes, Door Panels, Combos, Spiral Values, and the Camera are unavailable during Powerball Mania.

Powerball Mania ends when you drain at least two of the three balls in play.

15. Locks

Locks are lit at the Lock Lane by spelling GUMBALL (see *Gumball*, Section 11). Locks cannot be stacked, as you cannot spell GUMBALL until you have used the currently lit Lock.

On normal settings, only one Lock is needed to light the Left Ramp for the first Multiball(TM), and the second and third Locks are effectively lit for free. For the second Multiball(TM), locking the second ball will leave the Lock Lane lit for the third Lock without spelling GUMBALL again. These features can be changed through menu adjustments.

The Super Skill Shot on the Left Ramp takes precedence over starting Multiball(TM) (see *Door Panel: Super Skill Shot*, Section 24.12).

Locking the third ball or hitting the Left Ramp when lit for Multiball(TM) immediately starts Multiball(TM). Multiball(TM) cannot be started during any other Multiball(TM) mode or when Fast Lock is running. However, it is compatible with all other rounds.

16. Multiball(TM)

When Multiball(TM) starts, the Jackpot is immediately lit at the Player Piano. Its starting value is 15M if only one ball was locked before starting Multiball(TM) (this is normally only possible for the first Multiball(TM)), otherwise it starts at 40M. On prototype ROMs, these values were each 5M less.

During Multiball(TM), the 5 Million Targets are always lit to increase the Jackpot value (by 5M each, of course). When a 5 Million Target is lit, it remains unlit until all seven Targets have been hit or until the Jackpot has been collected, which resets all seven Targets. When all seven Targets have been hit, one Target is lit at a time, proceeding in order from the lower left set of three, to the far upper right, down to the set of three at the Slot Machine. The Jackpot can be increased to a maximum of 255M by hitting these Targets.

Hit the Player Piano to collect the Jackpot. This resets the Jackpot to its previous base value plus 10M, to a maximum base value of 90M. It also resets the 5 Million Targets, and leaves the Jackpot unlit. Relight the Jackpot by shooting the Camera. This sequence proceeds as long as at least two balls are in play. There is a grace period for shooting the Jackpot, during which a Door Panel will also be awarded from the Player Piano after the Jackpot animation (if the Player Piano is lit).

During the Jackpot animation, no balls are kicked out from the Slot Machine or automatic plunger.

Spiral Helpers will help you with both the Jackpot and Camera shots as appropriate, unless the Door Panel Spiral Round is running, in which case its rules take precedence (see *Spiral Helpers*, Section 18). When the Jackpot is lit, the left Spiral Helper is active. When the Camera is lit to relight the Jackpot, the right Spiral Helper is active. Note that during Multiball(TM), both Spiral Helpers will always be reachable from either Orbit. When the Spiral Helpers are active (they can be overridden by Spiral Breakthrus), a completed Orbit will be credited as a Powerball Loop for 10M, on the assumption that the Powerball completed an Orbit and was of course unaffected by the Spiral Helpers.

The Right Ramp will also neatly present the ball to the upper left flipper for a shot at the Jackpot. When the Right Ramp is hit and the Jackpot is lit, other kickouts will be delayed until you've been given a brief but clean shot at the Jackpot. When there is a ball in the Lock Lane and the Camera is lit to relight the Jackpot, other kickouts will be delayed until you've been given a brief but clean shot at the Camera.

Shooting the Jackpot with the Powerball (if properly detected) will award double the Jackpot value. This value is doubled without regard to internal 8-bit overflow, such that a 255M Jackpot becomes 254M when doubled, 140M becomes 25M, etc. This doubling depends entirely on the Powerball Sensor at the Slot Machine; it can happen even when the Powerball is obviously somewhere else. I do not believe that any Double Jackpots are available when menu adjustments indicate that the Powerball is missing, because the Powerball sensors should then be ignored.

There is no grace period for relaunching balls during Multiball(TM). If you drain two of the three balls without collecting any Jackpots, the Lock Lane will be lit for a Multiball(TM) Restart for 15 seconds. The Restart will resume Multiball(TM) as it was before, although it seems that the base Jackpot value does not increase quite as eagerly after the Restart.

In all Multiball(TM) modes (normal, Fast Lock, Powerball Mania), Door Panels, Combos, Spiral Values, and the Camera are unavailable.

Multiball(TM) ends when you drain at least two of the three balls in play, with the exception of Multiball(TM) Restart as described above.

17. Spiral Values

Spiral Values are represented by a row of six lights directly above the lower flippers. The Spiral Values are, in order: *2 Million, 3 Million + Battle The Power, 4 Million, 5 Million + Battle The Power, 10 Million, Lite Extra Ball + 10 Million + Battle The Power.*

After the last award, subsequent Spiral Values (until reset) alternate between *10 Million* and *10 Million + Battle The Power.* On normal settings, collecting the last award will reset the Spiral Values at the beginning of the next ball, typically such that only the first award is flashing.

On normal settings, the first two lights are lit at the beginning of the game, and the third light is flashing. The flashing light represents the next Spiral Value to be awarded. Collect a Spiral Value by shooting a lit Orbit. The Right Orbit is lit by the Far Left Inlane, while the Left Orbit is lit by the

Right Inlane. Shooting either Orbit lights that Orbit. Orbits only remain lit for a few seconds. Shooting a lit Orbit does not leave it lit for an additional Spiral Value.

Normally, the Extra Ball lit by the last Spiral Value is a temporary Extra Ball (see *Extra Balls*, Section 26).

18. Spiral Helpers

The Spiral Helpers are magnets located on either Orbit. These magnets are triggered by accompanying opto switches and activated when appropriate. The exact conditions for each Spiral Helper to be active are complex, and this section attempts to describe all possible situations. Thanks go to Mark Phaedrus, <phaedrus@halcyon.com>, for the format of this explanation. The conditions are listed below, with precedence from top to bottom. If no information is presented for one Orbit under a given condition, that condition does not affect Helpers on that Orbit shot.

Powerball is known to be the only ball on the playfield (obvious case):
left orbit: no Helper
right orbit: no Helper

Spiral Round running, fourth and later Orbits for Spiral Breakthru:
left orbit: no Helper
right orbit: no Helper

Lost In The Zone running:
left orbit: no Helper
right orbit: no Helper

Gumball Machine lit for GUMBALL or Powerball Mania:
right orbit: no Helper

Automatic plunger during Multiball(TM):
right orbit: no Helper (left Helper on slow balls if Jackpot lit)

Jackpot lit during Multiball(TM):
left orbit: left Helper
right orbit: left Helper

Camera lit during Multiball(TM):
left orbit: right Helper
right orbit: right Helper

Town Square Madness running:
left orbit: right Helper
right orbit: right Helper

Camera lit during normal play:
left orbit: right Helper
right orbit: right Helper

Spiral Round running, first and second Orbits:
left orbit: left Helper
right orbit: right Helper

Spiral Round running, third Orbit:
left orbit: right Helper
right orbit: left Helper

Spiral Value lit on left Orbit:
left orbit: right Helper

Spiral Value lit on right Orbit:
right orbit: left Helper

Normal play:
left orbit: no Helper
right orbit: no Helper

Note that none of the Helper behaviors prevent the award of lit Spiral Values, although some cases make it easier to collect a Spiral Value. For example, when the Camera is lit in normal play, a weak Right Orbit shot can collect a lit Spiral Value by only reaching the right Spiral Helper, rather than having to go all the way around to the left Spiral Helper.

Also, shooting the Left Orbit to the right Spiral Helper when Town Square Madness is running or the Camera is lit (in normal play) does not prevent collecting the Triple Pickup by shooting the Hitchhiker Lane.

When Spiral Helpers are lit during any Multiball(TM) mode and a ball completes an Orbit without being properly caught, a Powerball Loop will be awarded for 10M, on the assumption that the Powerball has just rightfully ignored the Spiral Helper magnets.

In general, the right Spiral Helper gets more use than the left one.

19. Lit Outlanes

The Outlanes can be lit by a Camera award or by the Orange award of the Super Skill shot. On normal settings, Outlanes are "hard", which means that only one Outlane is lit at a time (starting with the left for Extra Ball), and the lit Outlane is steered by the slingshots. Hitting either slingshot moves the light to the opposite Outlane. When one lit Outlane has been collected, the other will be lit on every second slingshot hit.

Strangely, the light is also moved to the opposite Outlane when you collect an Extra Ball at the Lock Lane.

When the Outlanes are set to "easy", both Outlanes are lit at once and the slingshots and Lock Lane have no effect on the Outlanes.

Lighting the Outlanes when they are already lit has no effect unless one Outlane has already been collected, in which case the Outlanes are reset to normally lit. You cannot have both Outlanes lit on the default settings.

20. The Door

The Door is arguably the most central feature of Twilight Zone. The Door is a large collection of lights in the lower middle of the playfield, representing a grid of awards and progress towards Multiball(TM). The four large red lights indicate progress in spelling GUMBALL and locking balls. The yellow lights on the perimeter of the Door represent Door Panels, which are awards and rounds described in later sections. The small white Door handle represents Lost In The Zone, which also has its own section.

On normal settings, collecting the Yellow award from a normal skill shot will spot the 10 Million Door Panel. Menu adjustments also allow the free spotting of the Battle The Power and Lite Gumball Door Panels whenever that award has been accomplished in some other fashion. These rather unusual settings make it easier to reach Lost In The Zone.

Collecting any Extra Ball disables the Lite Extra Ball Door Panel on the current Door, regardless of settings (see *Extra Balls*, Section 26).

Starting Multiball(TM) makes many noisy references to the Door.

21. Player Piano

During normal play and when lit (yellow light), the Player Piano awards the currently flashing Door Panel. The flashing light then advances clockwise to the next available Door Panel (or to the Door Handle), and the Player Piano remains unlit unless Lost In The Zone is the next award. The Player Piano is lit by the Left Ramp. On normal settings, the Player Piano is automatically lit at the beginning of each ball (sorry Brits).

During Multiball(TM), the lit Player Piano (red light) awards the Jackpot.

22. Odd Change

When the Player Piano is unlit or unavailable because of a running Multiball(TM) mode, it awards Odd Change. This is a random value between 10 and 9,999,990, inclusive. The distribution of these values is certainly not even. It seems most likely that a random number of digits (two to seven) is selected and then the digits are generated. During Lost In The Zone, however, Odd Change values are always seven digits.

23. Slot Machine

During normal play and when lit, the Slot Machine awards a random Door Panel. If possible, this is not the currently flashing Door Panel or the Lite Extra Ball Door Panel. Unless the currently flashing Door Panel was awarded, the flashing light is not affected by this award. The Slot Machine remains unlit until relit indefinitely by the Right Ramp or temporarily by the Near Left Inlane. On normal settings, the Slot Machine is automatically lit at the beginning of each ball.

The unlit Slot Machine awards nothing significant; I believe only 100K.

The Slot Machine tends to favor weaker awards such as 10 Million, Lite Gumball, Battle The Power, and Super Slot.

24. Door Panels

There are fifteen Door Panels, counting the Handle. During normal play, the currently flashing Door Panel is awarded by the lit Player Piano or by defeating the Power, and a random Door Panel is awarded by the lit Slot Machine. There is no other way to collect Door Panels.

At the beginning of the game, one of four Door Panels will be the currently flashing award: Town Square Madness, Clock Millions, Camera, or Clock Chaos.

The Door Panels are described here in clockwise order, starting in the upper left corner.

24.1. Door Panel: Town Square Madness

This is a timed round of normal length, during which all targets increase the Town Square Madness Total, which is part of the End-of-Ball Bonus. Starting Town Square Madness credits 3M to the Town Square Madness Total. Every switch in the game increases that Total by 350K. Each hit of the Jet Bumpers increases the switch value by 25K.

When Town Square Madness is running, the right Spiral Helper will catch balls to allow a shot at the Hitchhiker Lane, subject to various conditions (see *Spiral Helpers*, Section 18).

24.2. Door Panel: Lite Extra Ball

This award immediately lights an Extra Ball, provided that you do not currently have too many Extra Balls. Collecting any Extra Ball will disable this award (leaving it lit) on the current Door. If Extra Balls have been completely disabled by menu adjustments, this Door Panel will always be lit and does not need to be collected in order to reach Lost In The Zone.

See also *Extra Balls* (Section 26).

24.3. Door Panel: Super Slot

This is a timed round of normal length, during which the Slot Machine's yellow light is rapidly flashing, and the Slot Machine is worth a random value of 10M to 20M (by millions) in addition to its usual behavior. These points are awarded immediately. In order to collect Door Panels from the Slot Machine during this round, you must light it in the usual fashion.

24.4. Door Panel: Clock Millions

This is a timed round of normal length, during which the Clock Target is worth the current position of the Clock's hour hand, in millions. Because the Clock runs from noon to midnight, this means that there is a brief initial period during which the Clock Target is worth 12M. Values awarded by the Clock Target are credited to the Clock Millions Total, which is part of the End-of-Ball Bonus. Starting Clock Millions credits 5M to this Total. During the brief grace period, the Clock Target's value is 12M.

Scoring at least six hits on the Clock Target during this round will award a special 20M Clock Damage Bonus (and animation) when the round ends.

24.5. Door Panel: The Spiral

This is a timed round of normal length, during which all Orbit shots are worth a special value in addition to normal behavior, and during which most typical Spiral Helper behavior is overriden (see *Spiral Helpers*, Section 18). The first two Orbit shots are worth 10M each, the third is worth 15M, and all subsequent Orbit shots during this round award a Spiral Breakthru for 15M. These points are awarded immediately.

24.6. Door Panel: Battle The Power

This Door Panel lights Battle The Power on the Right Ramp (these can be stacked). If the Powerfield is currently unavailable (for example, the Powerball is on the playfield), lit Battle The Power's are remembered.

This Door Panel can be spotted by lighting Battle The Power in any other fashion, if the appropriate menu adjustment has been made.

24.7. Door Panel: 10 Million

This Door Panel immediately awards 10M. "Big Points."

This Door Panel is spotted by the Yellow award from the normal skill shot on normal settings.

24.8. Door Panel: Greed

This is a timed round of normal length, during which all seven 5 Million Targets are flashing. In addition to their normal behavior, these Targets credit 5M to the Greed Total, which is part of the End-of-Ball Bonus. Starting the Greed round credits 5M to this Total. Hitting a flashing Target unlights it. When all seven Targets have been hit, some of the Targets will return to flashing status.

A Greed Total of more than 20M will earn a familiar quote from Rod: "There, see what Greed will get you?"

24.9. Door Panel: Camera

This Door Panel lights the Camera twice. Lit Cameras are of course stacked (see *Camera*, Section 8).

24.10. Door Panel: Hitchhiker

This Door Panel awards an immediate 2M for each Hitchhiker that you currently have, and makes every Hitchhiker collected for the rest of the current ball worth an immediate 2M (Triple Pickup is 6M, Camera: 10 Hitchhikers is 20M). The points count down slowly at first but soon become gunfire.

Because the maximum number of Hitchhikers is 100, the maximum value of this award is a pleasant 200M.

24.11. Door Panel: Clock Chaos

This is a timed round of potentially unlimited length. A base of 5M is credited to the Clock Chaos Total, which is of course part of your End-of-Ball Bonus. The Clock winds itself to 6 o'clock and starts slowly winding backwards towards noon. Hitting the Clock Target credits the current value of the Clock's hour hand in millions to the Clock Chaos Total, and reverses the direction of the Clock's winding. When this happens, the music and the winding become faster.

Scoring at least six hits on the Clock Target during this round will get you a special quote (see *Easter Eggs*, Section 32).

Hitting the Clock Target during the grace period will credit 12M to the Clock Chaos Total and resume the Clock Chaos round!

24.12. Door Panel: Super Skill Shot

This Door Panel lights the Left Ramp for the Super Skill Shot, which takes precedence over Multiball(TM) on the Ramp. Hitting the Left Ramp during normal play (including when the Powerball is on the playfield) will divert the ball into the manual plunger lane, where a special Skill Shot is lit.

For the Super Skill Shot, all three awards and the scoop award 10M, regardless of skill. The Red award lights Battle The Power (see *Battle The Power*, Section 10). The Orange award lights the Outlanes (see *Lit Outlanes*, Section 19). The Yellow award lights a temporary Extra Ball (see *Extra Balls*, Section 26). Missing simply awards 10M and ejects the ball from the Slot Machine Kickout.

24.13. Door Panel: Fast Lock

This is a timed round of normal length, during which a radio tunes itself down from 15M to roughly 5M before the round ends. During this time, the Lock Lane is lit to award the current value and start Fast Lock Multiball(TM). The gimmick here is that the sound effects, quotes, and music during this round and the (optional) ensuing Multiball(TM) correspond to previous games of Pat Lawlor design. In the order they are presented during the round (credit to Bowen Kerins, <bowen@cardinal.stanford.edu>):

The Addams Family: Sounds of Cousin It mumbling. When hit, Cousin It yelps. During Multiball(TM), Jackpot lit music from The Addams Family.

Funhouse: Rudy says, "Hey, it's only pinball!" When hit, Rudy says, "Gulp... bleaagggh!" During Multiball(TM), Jackpot lit music from Funhouse.

Whirlwind: "Return to your homes." When hit, "Do not panic." During Multiball(TM), Jackpot lit music from Whirlwind.

Earthshaker: "It's sunny drive time!" When hit, "Ooh, gimme shelter!" During Multiball(TM), normal Earthshaker theme music.

Banzai Run: "Welcome race fans!" When hit, "Go for the hill!" During Multiball(TM), normal Banzai Run theme music.

During Fast Lock Multiball(TM), the Lock Lane is lit for the same value that was collected at the beginning of the Multiball(TM). As in all other Multiball(TM) modes, Door Panels, Combos, Spiral Values, and the Camera are unavailable during Fast Lock Multiball(TM).

Fast Lock Multiball(TM) ends when you drain at least two of the three balls in play. There is no grace period for relaunching balls.

24.14. Door Panel: Lite Gumball

This Door Panel lights the Gumball Machine on the Right Orbit (these can be stacked).

This Door Panel can be spotted by lighting the Gumball Machine in the usual fashion (by spelling GUMBALL), if the appropriate menu adjustment has been made.

25. Lost In The Zone

The last Door Panel is the Handle. When the Handle is flashing, the Player Piano and Slot Machine should automatically be lit (although there are some strange cases on machines that do not automatically relight both at the beginning of each ball). The Handle can also be awarded by defeating the Power during Battle The Power.

The Door Handle awards Lost In The Zone. This is a slow timed round during which almost every playfield feature is active and all six balls are kept in play by the automatic plunger (the Gumball Machine is emptied at the beginning of the round). During this round:

- Clock Millions is running, adding to the current Clock Millions Total.
- Town Square Madness is running, adding to the current Town Square Madness Total.
- Powerball Mania is running, adding to the current Powerball Mania Total. This means that the Powerfield is lit and defeating the Power is worth 50M. The Left Ramp relights the Right Ramp to reach the Powerfield.
- A Greed round is running, with all seven 5 Million Targets remaining flashing all of the time. This adds to the current Greed Total.
- Super Slot is lit.
- Odd Change is always a seven digit value (initial total 10M).
- Hitchhikers are worth 2M, but are not added to your running total that counts towards lighting Battle The Power.
- Dead End is lit (and Extra Balls can be lit in this fashion).
- The Left Ramp is worth 10M (and Extra Balls can be lit by Robots).
- When the round ends, the flippers go dead and your Lost In The Zone total is computed:
- 2M per Hitchhiker collected during this round
- Odd Change total
- Super Slot total
- Town Square Madness Total (includes total from current ball)
- Greed Total (includes total from current ball)
- Clock Millions Total (includes total from current ball)
- Powerball Mania (includes total from current ball)
- 10M per Left Ramp during this round

While this total is being computed, the automatic plunger attempts to reload the Gumball Machine.

With the exception of Fast Lock, rounds that are running at the beginning of Lost In The Zone continue to run throughout the round. This is especially nice in certain cases:

- Camera: Clock 10 Millions will greatly improve your Clock Millions Total, as many balls will be hitting the Clock Target.
- Door Panel: Spiral will award numerous Spiral Breakthrus at 15M each, although these do not count towards the Lost In The Zone total.
- Clock Chaos is also handy but does not count towards the total.

Combos, Spiral Values, the Camera, and of course Door Panels are unavailable during Lost In The Zone.

The Town Square value is increased normally during Lost In The Zone, and in fact the unlit Camera will advance a Jet Bumper.

26. Extra Balls

There are many ways to get Extra Balls in Twilight Zone, and there are some unusual interactions to be noted. All Extra Balls are lit at the Lock Lane, and the only way to collect an Extra Ball is to shoot the Lock Lane. There are only two exceptions (see *Extra Ball Buy-In*, Section 31) and (see *Lit Outlanes*, Section 19).

The most obvious Extra Ball is lit by a Door Panel. However, collecting *any* Extra Ball will disable this Panel on the current Door, robbing you of one potential Extra Ball. Also, the Slot Machine will not give out the *Lite Extra Ball* Door Panel unless it has no choice.

An Extra Ball is lit by Robots; typically between 6 and 20 Robots are required. Another Extra Ball is lit at 45 Robots.

All other Extra Balls are temporary; that is, if they are not collected on the current ball, they will no longer be lit. This also applies with the Extra Ball Buy-In; temporary lit Extra Balls will disappear when you use the Buy-In.

The sixth Spiral Value lights an Extra Ball. This can only be achieved once per ball, and the Spiral Value is fully reset to the first award at the beginning of every ball after lighting the Extra Ball in this fashion.

The left Outlane awards an Extra Ball when lit (see *Lit Outlanes*, Section 19).

A temporary Extra Ball is lit at a certain number of Dead Ends, typically 3, but menu adjustable between 2 and 7, inclusive.

The Yellow award of the Super Skill Shot lights a temporary Extra Ball. This is the only temporary Extra Ball which cannot be made permanent by any menu adjustments.

There is normally a limit on the number of Extra Balls you can collect at any one time. When you have reached this limit, no more Extra Balls will be lit; instead, they are simply skipped. This is particularly rude when you consider that most such Extra Balls cannot then be lit at some later time. I believe that the normal limit is four Extra Balls at any one time. It is likely that you are not allowed to light enough Extra Balls at any one time such that collecting them all would put you over the limit.

During Multiball(TM) modes, including Lost In The Zone, lighting an Extra Ball while a ball is being briefly held in the Lock Lane will award the Extra Ball immediately.

27. Combo Shots

Most of this information comes from Bowen Kerins and other netters, as I have made little use of Combo Shots in Twilight Zone. There are plenty of these shots, however.

The only 2-way Combo is the Gum-Ball Combo, which is Left Ramp followed by Right Ramp, when neither GUM nor BALL has been spelled for the next Lock. This is worth 5M and if Battle The Power is not lit, you can proceed to 3-way or 4-way Combos.

These are the 3-way Combos, each worth 10M:

- Left Ramp⇒Right Ramp⇒Player Piano (regardless of GUMBALL)
- Left Ramp⇒Lock Lane⇒Camera
- Left Ramp⇒Lock Lane⇒Hitchhiker Lane
- Right Ramp⇒Hidden Lane⇒Camera
- Right Ramp⇒Hidden Lane⇒Hitchhiker Lane
- Left Ramp⇒Right Spiral (with right Spiral Helper)⇒Camera
- Left Ramp⇒Right Spiral (with right Spiral Helper)⇒Hitchhiker Lane

These are the 4-way Combos, each worth 20M:

- Left Ramp⇒Right Ramp⇒Hidden Lane⇒Camera
- Left Ramp⇒Right Ramp⇒Hidden Lane⇒Hitchhiker Lane
- Left Ramp⇒Right Spiral (without Spiral Helpers)⇒Hidden Lane⇒–Hitchhiker Lane
- Left Ramp⇒Right Spiral (without Spiral Helpers)⇒Hidden Lane⇒–Camera

Note that there is no functioning switch in the Hidden Lane; Combos which presumably involve the Hidden Lane can actually be scored without passing through it, usually through a very strange bounce.

Combo Shots are unavailable during all Multiball(TM) modes.

28. Bonus Multiplier

The Bonus Multiplier is increased by the Left Ramp when briefly lit by the Right Inlane. It progresses to 2X, 3X, 4X, and a maximum of 5X. This is available during almost any mode, as far as I am aware.

29. End-of-Ball Bonus

End-of-Ball Bonus is the sum of many different things. Some of these subtotals are also part of the Lost In The Zone total. Your entire current End-of-Ball Bonus is awarded (but not reset) by the Camera: Collect Bonus award.

The base upon which End-of-Ball Bonus is built is:

((500K * *Hitchhikers*) + (500K * *Door Panels*)) * *Bonus Multiplier*

Totals from all special modes and rounds are then added to this base. A final total of 100M or more earns a quote from Rod: "Big risk, big reward... in the Twilight Zone". You can speed up the Bonus countdown by holding both flippers; doing so will also eliminate the quote.

Other elements of the End-of-Ball Bonus:

- Town Square Madness
- Clock Millions (includes Camera: Clock 10 Millions)
- Clock Chaos
- Greed
- Powerfield (normal Battle The Power play)
- Powerball Mania

30. Tournament Mode

In Tournament Mode, the Camera: Collect Bonus award is unavailable. Camera awards are parallelized; this means that the same award is offered to each player even after another player has collected it.

When Extra Balls are disabled (as is common in tournament play), the Lite Extra Ball Door Panel is automatically lit.

Another reasonable modification for tournament play is to remove one ball from the machine, such that only two balls reside in the Gumball Machine. This makes it easier to get a fair chance at playing the Powerball. Even better is to remove the Powerball and have it simulated by software (use the menu adjustment to indicate that no Powerball is present).

31. Extra Ball Buy-In

This option, enabled by default on most ROMs, allows the player to purchase an Extra Ball for one credit. The game proceeds as if an Extra Ball had been collected in some other fashion. Temporary Extra Balls become unlit. There is normally a ten-second ball saver for the purchased Extra Ball. Also, all seven 5 Million Targets are automatically lit, similar to the Camera: Lite Greed Targets award. And of course there's the quote.

The Buy-In is especially useful when you're very close to some useful goal, such as Lost In The Zone, one or more Extra Balls, or the Grand Champion score. I would never recommend using real money to purchase the Extra Ball; you should instead be able to use a credit from a Replay or a Special.

32. Easter Eggs

This section includes semi-secret information, not all of which is really an Easter Egg.

In the first Extra Ball animation, the Extra Ball blows up. In the second, it grows legs and a hat and walks away. In the third, it turns into a deflating balloon which lands on Talking Tina's face. All subsequent Extra Ball animations are the same as the first.

Once per ball and only during normal play, hitting the unlit Clock Target when all seven 5 Million Targets are already lit will award the Clock Bonus of 10M, with a nifty animation.

Scoring at least six hits on the Clock Target during a Clock Chaos round gets a special quote from Rudy of Funhouse fame: "Quit playin' with the clock!" Sound familiar?

The 99th Robot and every (uncounted) Robot thereafter is a Super Robot for an immediate 5M. The Camera can then no longer be lit by Robots. The Right Inlane has no effect on the Super Robot on the Left Ramp.

The maximum number of Hitchhikers is 100. When the 100th Hitchhiker is awarded, the display is slightly messed up. There is no display for any further Hitchhikers collected, only a sound effect. The 100th Hitchhiker lights Battle The Power for the last time by this method.

There is a secret award at the 8th and 20th Dead Ends, in P-3 and newer ROMs. When these Dead Ends are collected, the animation changes – the car suddenly drives *through* the Dead End wall, with a twinkling effect and sound, and a Dead End Bonus of 100M is awarded. Very cool.

There is a cow in the Replay animation. Watch the center reel of the Slot Machine.

There is a mysterious joystick on the backglass.

There is a miniature T-Rex on the backglass, being towered over by Rod Serling. This is, of course, an allusion to Data East's Jurassic Park. There are also some brontosaurs, but they seem irrelevant.

There is at least one attract mode sequence to display an Easter Egg: an extended version of the credits. I do not know the sequence, however. Of course, even if someone tells it to me, that doesn't mean I'll go ahead and stick it in the Rules Sheet (hint hint).

33. Credits

Credit must be given to Bowen Kerins <bowen@cardinal.stanford.edu>, who first wrote a Twilight Zone Rules Sheet and Spoiler file. Mark Phaedrus <phaedrus@halcyon.com> posted a very helpful article on the behavior of Spiral Helpers. Thanks go in general to all other netters who have contributed indirectly...