Professional and Amateur Pinball Association's Guide to

Bally's Twilight Zone

Version as of January 22, 1995

DISCLAIMER: This rule sheet is meant as a guideline only, and is not an official documentation. To the best of our knowledge, the information contained in this rule sheet is accurate. However, due to various ROM editions, operator setup options, and tournament modes, the rules of any particular game may deviate from those listed below. The rules of the game are always final, and any discrepancies between this rule sheet and the actual game rules cannot be used as a basis for protest.

This rule sheet is based on *Rules for Bally's Twilight Zone*, by Bowen Kerins <bowen@leland.stanford.edu>, available in the *rec.games.pinball* archive, and updated by Dave Stewart <dstewart@eng.umd. edu> for distribution at PAPA-5.

1. Playfield Description and Basic Rules

From left to right.

Jet Bumpers: Each bumper adds 100K to 300K to the "Town Square Value", which is collected by a shot through the bumpers to a hidden sinkhole. The town square value maxes at 25M, and is reset after each ball (not after being collected). The skill shot and unlit Camera shots increase the value of the bumpers.

Dead End: Can be lit at the Town Square collect hole, behind the Jet Bumpers. It is lit by rolling over the right inlane and remains lit until the end of the ball or until collected. Dead End scores double the Town Square value; Three Dead Ends lights an Extra Ball (if extra balls are enabled). Eight dead end shots scores a 100M bonus. The Dead End EB lit disappears if unclaimed that ball.

"Battle the Power": (aka the Powerfield) is a mini-playfield located just behind and above the Jet Bumpers (above the Town Square hole). Its shape is a right-side-up triangle, with two holes: a bottom hole, if you "drain", dumps the ball to the Jet Bumpers; another at the top is your goal. There are two magnetic flippers, dubbed Magna- Flip (TM), in the positions where you might expect regular flippers to be. Operating the flipper buttons turns the magnets on and off, and the idea is to turn the magnet on, propel the ball toward the magnet, then shut it off and let the ball's momentum carry it into the scoring hole. The complete setup and a little strategy is discussed in Section 5.

Gumball Machine: a real-looking, real-working machine that spits out pinballs instead of gumballs. The machine is fed by lighting "Gumball" on the ramps, then shooting the Right Spiral. It's easy to know how many Gumball machine hits are needed to get the Powerball - we can see all the balls in the machine except the one which comes out next. At the start of a game, the Gumball machine holds three balls (or sometimes two in tournament play).

Hitchhiker: this side shot is made by the upper right flipper. When shot, it awards a Hitchhiker Pickup (the game begins with 1 Pickup awarded), which adds 500K to Bonus, and lights Battle the Power at 3 and every 10 thereafter. The shot is also made automatically by the Rocket kicker, and if shot after a left Spiral when the magnets are off, it awards a "Triple Pickup", worth 3 hitchhikers.

Camera shot: Made by the upper right flipper, just above than the hitchhiker shot. When lit (by the Door or every 10 Robots), the Camera shot gives a semi-random award; as described in Section 6. The Camera also relights the jackpot in regular multiball. The Camera is much easier to hit when the upper left flipper is held in the flipped position. If unlit, advances jet bumper value.

Orbits (left and right spiral): Beyond the upper left flipper is the left entrance to the orbit, called the left spiral. This loops around to the right spiral entrance adjacent to the upper right flipper, thus making a two-way orbit. This left spiral feeds the upper right flipper; while a right spiral feeds the upper left flipper. Either Spiral can be shot for the Spiral Value, which is lit on the left Spiral for 5 seconds by shooting it or by rolling over the right inlane. Spiral awards are 2M, 3M+light *Battle the Power*, 4M, 5M+*Battle the Power*, 10M, then 10M, *Battle the Power*, and *Lite Extra Ball* at once. On normal settings, the Spiral Award is 4M to begin, and carries over ball-to-ball. After lighting the EB, any additional Spiral shots that ball are 10M; after the ball, the EB disappears and the Spiral value resets to 2M. It will then reset to 2M every ball thereafter. Both Spirals are equipped with magnets, which activate after a Spiral award and in a few other instances - more on them later. These magnets stop the ball, allowing for a nice feed to one of the upper flippers. You can't collect a Spiral Award during any multiball. When the gumball machine is lit, balls into the right spiral are diverted to the gumball machine.

Left Ramp: Lights the Piano if unlit, and returns the ball to the *Light Slot Machine* left inlane. It also scores a robot, which leads to extra balls and lighting the camera. It also spots "Gum" of Gumball. The ramp has a diverter which can feed the plunger lane, used when super skill shot is lit, or when starting your first multiball via the ramp.

Clock Target: a single, stand-up target between the two ramps, it can be hit from either lower flipper, and even from the upper edge of the top left flipper. In regular play, the target lights one of the seven 5-million yellow targets - if all 7 are lit, the Clock Target scores a one-time 10M "Clock Bonus". Additional Clock hits (that ball) with all 5M targets lit gives nothing but a "cuckoo" noise. In certain Door and Camera modes, the Clock Target is worth lots of points.

Right Ramp: A metal ramp just to the right of the Clock Target. If *Battle the Power* is lit, the habitrail feeds the ball to the powerfield. If not, it tells you how many Hitchhikers you need to light the powerfield as a carriage catches the ball on the habitrail, then flips upside-down, dumping the ball just above the upper left flipper for a Piano shot. This ramp also spots "ball" in Gumball.

Lock: a small passageway to the right of the right ramp, where balls are locked and extra balls are collected. A lock is lit by getting Gumball by shooting each ramp once. 3 locks are usually needed for multiball; more in Section 4. This shot also scores a Robot, and Extra Ball when lit. Shots to this lock feed the upper right flipper. Balls which are locked stay there between games; also don't worry if somebody else used up your locks, the game still keeps track of them so you don't have to re-lock them. When multiball starts, the game will auto-plunge balls as necessary.

Player Piano: This is a side shot from the upper left flipper. The piano is lit by the left ramp; shooting it plays a brief tune, then awards the lit item on the Door (called "Door Panels"). Shooting the Piano when unlit awards "Odd Change", which gives a random point award, as high as 10M, as low as 10 points. Two lights are above the Piano: a solid yellow light means the Piano will award a Door Panel, a flashing red light means it will award the Jackpot (during multiball only). When neither are lit it awards Odd Change. In normal settings, the Piano is relit at the start of each ball. In hard and tournament settings, the piano starts off the ball not lit (or in medium-hard settings starts off whatever it was at the end of the previous ball).

Clock: Not a shot; it just seemed appropriate here. The Clock is located above the Piano shot, and it (usually) counts down scoring rounds. The Clock can move at varying speeds, and once it hits 12, that's the end of the round.

Power Payoff targets: After shooting *Battle the Power*, either of the two stand-up Payoff targets (which are just below the Piano) is worth a one-time 10M bonus.

Combo Passage: won't score anything, it's just a passage just below the Payoff targets down to the upper right flipper. The combo passage is part of some 3- and 4-Way Combos.

Slot Machine: A scoop half way up the playfield, towards the right-hand side. The Slot Machine will award a random Door Panel if lit, and will not award the flashing Door Panel unless it's the last one. It will also never award "Extra Ball Lit" unless it is the last unlit mode. Slot is lit by the Right Ramp. In normal settings, it begins each ball lit. The right-most left inlane also relights the slot machine for a few seconds.

Rocket Kickout: A kicker below the upper right flipper. If the ball falls in the Rocket hole it is kicked into the Jet Bumpers via the Hitchhiker shot (so it awards a Hitchhiker). The ball also falls into the Rocket hole from a successful Skill Shot.

Plunger Lanes: Twilight zone has two plunger lanes side by side. The left one is an autoplunger, the right one a manual plunger. The autoplunger is used for launching balls in multiball. The manual plunger is used at the beginning of a ball or after launching a ball for the skill shot.

Skill Shot: From the manual plunger shoot red for 2M and advance a Jet Bumper; Orange for 5M and advance 2 bumpers; Yellow for 10M and advance 3 bumpers. Shooting the hole awards 1M. See also *Super Skill Shot* in Section 2.

5-Million Targets: (aka "Greed" targets) There are seven yellow 5M targets on the playfield. One target is lit for each Clock Target hit, or all of them by a camera award, and award 5M during normal play when lit. They also advance the power payoff by 5M when the powerball is in play, advance the jackpot during multiball, or advance the GREED bonus during the GREED door-panel mode.

Right Inlane: the Right Inlane lights three things: Dead End at the Town Square hole until it is collected or ball ends, Bonus X, and the Left Spiral. Dead End stays lit for the rest of the ball until claimed; the others time out quickly (5 seconds).

2. The Door

The Door sits in the middle of the playfield. The perimeter shows 14 door panels, which are awards that can be collected by shooting a lit piano, slot machine, or defeating the power. Inside the panels it shows your progress towards lighting Gum-Ball, locking balls, and in several things. The question mark represents the final Lost-In-The-Zone (LITZ) wizard award, and is only lit after collecting the other 14 door panels. Most modes can run concurrently.

The door panel awards are the following:

10 Million Collect 10M. In normal settings, scoring the Yellow Skill Shot spots this door panel.

Light Extra Ball: Extra Ball lights at "Lock" until collected. If extra balls are disabled, this door panel is always lit, therefore you cannot collect it. Note that if any other extra ball is collected, this panel will be spotted. So to maximize extra balls, you must get this one first.

The Spiral Spirals are worth 10M for the first two shots, and 15M for all subsequent shots until the mode times out. The magnets in the orbits are activated for the first three spiral awards. After that you get *spiral breakthrough*, worth 15M and the ball speeds around without being stopped by the magnets.

Super Skill Shot Super Skill Shot becomes lit on the Left Ramp (which preempts multiball if lit). The ramp feeds the ball to the manual plunger. Shoot Red to light "Battle the Power"; Orange to light the outlanes (same as camera award, see Section 6); Yellow lights Extra Ball for remainder of ball or until collected. All shots, including sinkhole, also give 10M. In tournament settings with extra balls disabled, the Red skill shot lights battle the power; orange and yellow only give 10M.

Hitchhiker: Hitchhiker immediately awards 2M for every "Hitchhiker Pickup" you've scored in the game, and scores 2M for each hitchhiker collected during that ball (including 20M for the 10 Hitchhiker camera award).

Super Slot: the slot machine is lit for 24 seconds, scoring random awards between 10M and 20M for each hit.

Clock Millions: The clock target is lit for 24 seconds, during which time the clock above the piano starts at 12-O'clock, and goes to 1, 2, ... back up to 12 O'clock. Each hit of the clock scores the value of the clock, in Millions. Therefore hitting the clock at 5 O'clock gives you 5M points. All points scored on the clock are only collected as end-of-ball bonus.

Greed: The Greed total starts at 5M for 24 seconds. Hit as many of the 5-Million targets as possible; each adds 5M to the Greed total. If you hit all seven, then all the targets are relit. The greed total is awarded as end-of-ball bonus.

Fast Lock: The Fast Lock score begins at 20M, and drops to 5.3M over 24 seconds. Shoot the lock to score the value, and start a 3-ball quick multiball. During that multiball, keep shooting the lock to score the same amount of points as the initial shot.

Clock Chaos: Like Clock Millions, the clock is lit and is worth the number of points on the clock. However, in this case, the clock starts at 6-O'clock, and heads towards 12 O'clock. Each time you hit it, the clock reverses direction. Therefore this mode can continue for quite a while. However, after three clock hits, the clock starts to go faster and faster on each successive hit. Score at least 5 hits to get a 20M clock damage bonus. The round ends when the clock hits 12 O'clock (regardless of its direction of travel).

Camera: Lite the camera twice. Even if already lit, the game keeps track of how often it is lit.

Town Square Madness: Timed frenzy mode for 25 seconds, where every playfield target is worth 350K, and the value is increased 25K by the jet bumpers. The right spiral magnet is activated so that you can feed the upper right flipper for a shot into the hitchhiker into the jet bumpers.

Battle The Power: Lite the Powerfield. Even if already lit, the game keeps track of how often it is lit.

Lite Gumball Machine: Lite the gumball machine. Even if already lit, the game keeps track of how often it is lit.

? (Lost in the Zone): After all 14 door panels have been collected, the ? is lit. Shoot the piano or slot machine to start lost in the zone. This is a 60-second 6-ball multiball with the ball saver on for the entire time, and everything is lit. The powerball mania jackpot is also lit and collected by defeating the power. After 60 seconds, the flippers go dead, your bonus total counted up (usually between 200M and 400M), the gumball machine reloaded, and a ball is placed at the plunger lane for you to continue. The door is reset so that you can continue collecting all the door panels again.

3. The Powerball

The Powerball is a lighter, white ceramic ball of the same approximate radius of a regular pinball. As a result, it is much faster and has the tendency to fly through the air. Because it is not metallic, the powerball is not affected by the magnets in the game.

Get the powerball in play by shooting gumball. It is also possible to get the powerball if it drained on a previous ball, or is in the lock instead of the gumball machine.

When the powerball is in play (except during multiball), the gumball is lit to start *powerball mania*. Everything else except the powerfield (which uses magnets and thus won't affect the powerball) continues as normal, so you can still collect door panels and stuff. During the round, all the Greed targets are lit; the Powerball Payoff begins at 10M and goes up by 5M with each hit. Shooting the Gumball machine awards this Payoff, and begins powerball mania.

Powerball Mania is a 3-ball multiball during which all playfield switches are worth 250K for the first 24 seconds of the multiball. In addition, the Right Ramp is lit (to begin) for "Battle the Power". Shooting the ramp sends the ball to the mini-playfield, activating the magnetic flippers; each wall is worth 750K, plus 250K if the 24-second timer has not yet timed out. For each shot to the Powerfield, 5 seconds of action are awarded. The goal is to defeat the Power while in multiball, to score the 50M Mania Jackpot. If 2 balls are on the Powerfield at the time, the second can be shot in for another 50M! After a Jackpot, shoot the left ramp to relight *Battle-the-Power.*

Powerball mania points are only scored with your end-of-ball bonus or as part of your LITZ bonus if you start LITZ that ball.

4. Multiball

Multiball is achieved by locking three balls (except for first two multiballs). Shoot Gum (left ramp) and Ball (right ramp) to light lock, shoot lock to lock ball, then repeat. On the third lock, multiball starts.

For the first multiball in normal settings, only one ball has to be locked, and multiball can be started either by shooting the left ramp. Optionally, you can shoot the lock again to lock the second ball and increase the base jackpot value (which is highly recommended). Then shoot either the left ramp or lock to start multiball. For the first multiball in hard or tournament settings, two balls must be locked. Then shoot ramp or lock to start multiball.

For the second multiball in normal settings, two balls have to be locked; shoot the lock to start multiball. For all subsequent multiballs, after locking two balls, Gum-ball must be hit again to light the lock again to lock ball 3 and start multiball.

During multiball, shoot piano to score jackpot, and camera to relight jackpot. When jackpot is lit, the left spiral magnet is activated. When camera is lit, the right spiral magnet it lit.

Initial jackpot value is 40M, and increases by 5M for each GREED target hit (which is reset after each jackpot) and by 10M for each successful jackpot. It maxes out at about 75-95M. Exception: in normal settings if multiball is started with only one ball locked, you still get a 3-ball multiball, but jackpots begin at 15M. Shooting the jackpot with the powerball doubles the value of the jackpot.

If you end multiball without collecting a jackpot, the lock will be relit for a 2nd chance for 12 seconds. Shoot it to start up another 3-ball multiball. The value of the first jackpot remains what it was when the initial multiball drained. Subsequent jackpots start with a base value computed as though your initial base value was 15M.

5. Powerfield

The powerfield is lit either by hitchhikers, the spiral awards, or the *Battle the Power* door panel. Shoot the right ramp to enter the powerfield. Use the flippers to activate the magnets. Timed flips work better than random flipping. Try to flip when the ball is on the red circles (and not when it is on the black dot) for maximum movement of the ball. Powerfield total starts at 5M, and increases by 500K per wall hit. If you drain from the powerfield (the ball feeds the jet bumpers) you get that value added to your end-of-ball bonus. If you defeat the power, your bonus is doubled, the currently lit door panel is awarded, and the next battle the power is worth 750K per hit (up to a max of 1M per hit).

You have about 10 seconds to defeat the power, after which time the magnets go off, forcing the ball to drain. If the ball gets stuck on the powerfield after the magnets go off, then just wait for the ball search. That will activate the magnets and get the ball moving again.

6. Camera

Shooting the camera when lit awards the next camera award. These awards are random, but you are told before hand what the next award will be. The Status Report also tells you what is the next camera award. The camera is stackable; that is it may be lit more than once. Each shot collects the next award for as long as it is lit. There are 8 possible awards:

20 million. Collect 20M points.

Lite Greed Targets: all 5M targets lit for immediate collection. This also means that the Clock Target is immediately lit for 10M Clock bonus if you hit it before hitting any 5M target.

Hold Town Square: Hold Town Square Value for next ball.

3x Town Square: Awards 3x the current Town Square Value. This can be as high as 75M.

Clock 10 Millions: A 24-second timed round just like Clock Millions, except all clock hits score 10M.

Lite Outlanes: Alternately lites the left outlane for extra ball and right lane for special until end-of-ball or collected. The slingshots alternate which is lit. Both can be collected by starting multiball while outlanes are lit.

Collect Bonus: Awards end-of-ball bonus immediately, and still retains your bonus to count it again at the end of the ball.

10 Hitchhikers: Awards 10 Hitchhiker pickups (thus also lites *Battle the Power*). Scores a 20M bonus if you got the hitchhiker door panel previously on the same ball.

Whenever the camera is lit, the magnet on the right spiral is activated to feed the upper right flipper.

7. End-of-ball Bonus

Bonus Count can be worth a lot in TZ. Bonus is calculated as *(500K * Hitchhikers + 500K * Door Panels) * Bonus X + Special Rounds.*

Bonus X is lit on the Left Ramp for 5 seconds after rolling over the Right Inlane. Bonus X really isn't worth shooting for at the beginning of the game, as from the inlane, it's a better idea to shoot for the Left Spiral instead. Later in the game, however, when you have lots of hitchhikers and door panels, it can be worth a lot.

The special rounds that give you end-of-ball bonus are GREED, all the clock modes, powerball mania, town square madness, and powerfield scores.

8. Tournament Settings

- No extra balls or replays. Extra ball door panel is remains lit throughout game. Orange and yellow super skill shot awards 10M.
- Slot machine gives door panels in order, starting with Lite Gumball and going clockwise to the next door panel not yet awarded.
- Two balls in gumball machine instead of 3.
- Need to lock two balls before first multiball. Camera award given in same order for all players in a game.
- Collect Bonus not available as a camera award.
- 10M door panel not spotted with a yellow skill shot.
- Spiral awards begins at 2M.

9. Scoring Level

Grand Champion scores on TZ typically range between 2B and 10B. In tournament mode at PAPA-4, the top A division score was 815M, and the average score 150M. In the B division, high score was 660M, and average score 125M (note, game was setup harder in A division at PAPA-4).

10. Strategy Summary

There are lots of things that can be done on this game, but there are two basic strategies:

- *Multiball*: If you are a good multiball player, you may want to concentrate on starting multiball. If you get good at a few basic shots (right ramp, left ramp, lock to lock balls, and piano and camera for jackpots during multiball) you can get high scores this way.
- *Door Panels*: Many of the modes can be worth quite a few points, plus you work your way towards Lost in the Zone.

Remember the gumball machine. If you are aiming for multiball, then every time you light lock, you also light the gumball machine. The gumball machine is worth 15M, 20M, then 25M for the 3rd and subsequent times. Pretty easy points. You'll also get the powerball on average every 3rd time, which gives you a bonus multiball (i.e. powerball mania) which itself can be quite lucrative.