Three Rivers Pinball Association

Rules for *Star Trek: The Next Generation*

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Star Trek: The Next Generation (abbreviated STTNG) is a Williams pinball machine which was released in late 1993. "Star Trek: The Next Generation," multiball, and anything related to pinball or the series is most probably copyright by somebody, so watch that you're not sued.

The best comment about this game would have to be from Steve Baumgarten: This game makes TZ look like a '60s Gottlieb in terms of rule complexity!

1. Abbreviations and Acronyms

This is a list of abbreviations and acronyms used in this document.

EB	Extra Ball
HSII	High Speed 2: The Getaway
IJ	Indiana Jones
JD	Judge Dredd
K	Thousand Points
M	Million Points
STTNG	Star Trek: The Next Generation
T2	Terminator 2
TAF	The Addams Family
TZ	Twilight Zone

2. General Comments

I really like this game. It seems that Williams spent a great deal of money on this and it's well worth it. The game is very playable (except for the bloody outlanes). The centre drain is not too big (it's an atom compared to JD), the ball saver is active every ball, and for a reasonable amount of time. I, admittedly, have gone right over the top with this machine, but I'm such a fan of the show, and also enjoy pinball – a lot.

The sound is fantastic. There are quotes from all the 'guys'. The quotes suit the game too as they were recorded especially. I just wish that Picard would say 'Multiball' instead of 'Multyball' .. really bugs me. The music is also amazing. They have reproduced the STTNG theme so well, and even managed to convert it into a repeating piece of music without it sounding odd. The best part is that they got the same computer voice that is used in the show!

Game play is fast. By this I don't mean that the ball moves quickly, I mean that, as a player, I wasn't waiting long. As soon as a ball disappeared into a sink-hole, another would pop out so I could get on with the game without the hassle of mini-movies on the display. On the other hand, the animation is great, I didn't think they could top the Extra Ball animation for JD, but they managed!

Playfield toys are cool too. There were a few too many useless things lying around (like the planes on IJ). I say useless because they are just another thing to break. Terminator 2 was bad enough with things breaking because of the cannon, STTNG has *two* of them. The Borg ship is nice too. It sits up the back of the playfield, and looks really nice. It's well lit up as well, which adds to the game. The cannons are huge. During the Battle Simulation round, both cannons are constantly moving, all of this movement is great, it is definitely something new.

Modes, yes the games has modes, but it's just one of the things to go for. Unlike JD or IJ were the modes were the game, STTNG also has Warp Factors, the Neutral Zone, the Holodeck and Multiball.

The game (hardware AND software) is amazingly solid. I played for 6 hours straight, and nothing went wrong, except for the left popper failing occasionally, which the software handled beautifully - even giving me a chance at an extra ball by starting Battle Simulation at a high level when multiball finished.

The outlanes suck, and I mean that in EVERY sence of the word. The new slingshot shape is terrible, Williams should be ashamed of themselves as it brings the entire game down - I can see many people stop playing it because of this.

3. Playfield Description

I'm starting from the Left in/out lanes, and going the long way round to the right:

Left Outlane: Has a kickback. The actual outlane is a bit of a scoop because of this, but I found the kickback was really easy to light.

Left Inlane: Starts Hurry Up on the right orbit (like Terminator 2 (T2)). 'Light Hurry Up' is lit by getting to warp factor 6. The one thing I missed was the 'Return Lanes Lit' noise from T2 .. I liked this a lot! The inlanes have no roll-over switches, but they do have proximity switches. Don't worry if you don't know what a Proximity switch is, just rest assured that the machine does know when a ball goes down an inlane.

Slingshots: Finally there is a rule-sheet that doesn't say "The usual type of slings"! These slings are definitely _not_ usual. They are similar to the normal ones in that they try to bounce the ball to the opposite outlane, but they are different in that each sling has a large gun on it. The guns are used to fire at different things (see below). The shape of the slings is different too; they are no longer triangular, but quadrilateral. Yes, they have four sides, except the top side is angled so that the ball is feed to the in/out lane area. The ball usually chooses the outlane as its destination, and the rubberless posts don't exactly make saving fun. If the in/out divider was made a little longer, it would be perfect. Are you listening Williams?

Guns: Two Probe Launchers sit above each sling shot. The launches can swing out to shoot the ball into various shots, and break all the playfield plastics. The guns are big, and plastic, yet they look good too. Excellent job Steve, I must say. This rule sheet refers to the guns as cannons, launchers and guns – they all mean the same thing, so don't get confused!

Left Targets: Three yellow stand-up targets in the same place as the left ones on The Getaway (HSII). They are used to light the kickback and other things during the game. To relight the kickback, just hit the one target that's lit. <I told you it was easy!>. These targets are used to increase the Ferengi Jackpot when that multiball is running. There is no direct shot from the flippers to the lowest target, which really sucks. Even when the kick back is lit, one of these targets will be lit. Hit it to increase the bunus multiplier.

Spinner: The left orbit is similar to Fish Tales. The spinners value is determined by the warp factor, and the warp factor is increased by shooting the spinner. The spinner is lit to increase warps by the right inlane, or shooting the orbit when it's not lit. It remains lit for about 10 seconds. The Time Rift targets increase the spinners value. You are only credited warp factors if the ball comes out of the right orbit, if it falls in the bumpers then the shot is incomplete.

Time Rift targets: Two red stand-ups between the Spinner lane and the left ramp. Used during the Time Rift mode, (Naturally: more later). During normal play, the targets add to the spinner value.

Delta Quadrant: Left (or side) ramp very similar to the multiplier ramp in Dr. Who. This ramp is accessible by the full length upper right flipper. (Why do so many games have upper _right_ flippers?) The ramp normally diverts balls to a habitrail that crosses the playfield and goes to the right inlane. Undiverted balls go to the Borg ship to be locked, or for 3x Jackpot. Warp factors can also be increased here, whether or not the ball is diverted.

Command Decision: Small sink hole next to the left ramp. Similar to the train wreck in TAF (The Addams Family). When lit it lets you choose which mode you want to start next; you can even rerun modes you've already played. This can also be lit to Advance Rank, see more in the Advance Rank section.

Neutral Zone: Similar, in position, to the left orbit on Twilight Zone. This consists of two stand-up targets, with a hole in between. Three lights can point to either target, or the hole. It is used to start one of three really cool rounds. The weird thing about this is that there is no sensor in the actual hole, but rather a stand-up target behind it. Sometimes the ball just needs to hit one of the targets, and sometimes it has to hit a target, then fall into the hole. Most times the ball goes into the hole, it hits one of the targets, however if the ball just plops into the hole, the machine will credit a Command Decision shot. This is good sometimes, bad other times. On the other hand, if the ball hits some NZ targets then falls into Command Decision, the machine will credit a NZ hit. Why they did this, I don't know. I have made it clear whether the ball has to fall in the hole, or just hit a target: if hitting a target is all taht's necessary, it's ok if the ball falls in the hole. There is a green Lock arrow that points to the NZ in the playfield, but it wouldn't light for multiball, only to 'lock' balls during Battle Simulation.

Alpha Quadrant: Center ramp, in a similar position to the Left ramp on TZ. This feeds balls to the left inlane, and is used during some rounds.

Start Mission: A sink-hole like the Slot Machine in TZ, but in the centre/ back of the playfield. Hard from the right flipper, but easier from the left. It is also used for the multiball jackpot, extra ball and a few other things that will become clear soon.

Borg Ship: Sitting above the center ramp, and the Start Mission hole is a full-on model of the Borg ship. It looks really cool, as it's well lit, and looks fantastic at the start of multiball. The left ramp can feed balls into the ship, but we warned, they get shot back out towards the flippers (like the Raptor pit in Jurassic Park), except that the balls start out in the air! (This only happens at the start of multiball, or after a 3x jackpot. Balls are normally diverted off the ramp.)

Bumpers: Three bumpers in the top right corner of the playfield. The bumpers have 3 lanes at the top that are used to increase bonus multiplier (10x lights extra ball), very similar to T2. Balls put up the right orbit usually end up in the bumpers, and weak shots up the spinner lane also end up here. Bumpers advance the currently lit mode, and increase the Borg Jackpot.

Q target: A solitary stand-up below the left-most bumper. It advances the next lit mode, and is used during the mode: Q's Challenge.

Beta Quadrant: Called the Shuttle Ramp, it's the right ramp which is like a shorter version of the one in T2, yet it's very similar in shape to the lower right ramp in Dr. Who. It is a counter for extra balls, and lighting other things like the Holodeck and Command Decision.

2x Shuttle: Two red stand-ups on each side of the entrance to the Beta Quadrant (like the Lite Lock targets on White Water). When hit, they start to flash, and remain this way for about 10 seconds. The targets work independently; if you hit the ramp with one flashing, you get 2 ramps (like 2x Bear Kicks on TAF), and if you hit the ramp with both flashing, you get _4_ ramps.

Right Orbit: This is the Hurry Up, Holodeck, lock, and light lock shots. It's similar to Dracula in that at the top there is a drop target, followed by a sink-hole. When the target is up (most of the time) the ball will bounce around and go into a bonus multiplier lane to the bumpers. Launched balls get shot right up this orbit and into the hole, thus it's imperative that the launcher doesn't get weak.

Upper Right Flipper: Full length that is used to shoot the left ramp, the command decision, and can also be used to shoot the Neutral Zone.

Right Targets: Three yellow stand-up targets in the same place as the right ones on The Getaway (HSII). They are used to light the kickback and other things during the game. To relight the kickback, just hit the one target that's lit. <I told you it was easy!>. These are labeled Klingon Assistance, and are lit during Romulan Multiball. I can't confirm what they actually do, I my guess is that they raise the values collected from the lit shots. Even when the kick back is lit, one of these targets will be lit. Hit it to increase the bunus multiplier.

Right Inlane: When lit (at warp factor 6) will start Super Spinner. A cool round that lights the spinner for 10 million a spin for a while. The inlane will always light the left orbit to increase warp factors.

4. Missions

There are seven missions, and an eighth 'Final Frontier' is started when the others are completed. The modes aren't really _that_ repetitive, no where near as bad as Indi. The good thing is that every shot has a STTNG emblem at the entrance that lights when the shot needs to be hit.

Totals from each mode are added to your score when the mode ends, not during the bonus count.

The lit mode is advanced by the bumpers, and the Q target.

Time Rift: Timer starts at 20 seconds. You have all shots lit, shoot them for 10 million each. The Time Rift targets add 5 seconds to the time, 5 Million to the payout, and Troi says, "We have gone back in time."

Worm Hole: Timer starts at 20 seconds, payout value starts at 40 million. The spinner adds to the value, which can be collected from the left or right ramp; then shoot the other ramp (i.e., if you shot the left ramp, now shoot the right) to collect the value + 10 million.

Search the Galaxy: This was a great round, with excellent quotes. Timer starts at 40 seconds, and you are told by Riker to plot a course for the Alpha Quadrant. Shoot the center ramp for 10 million, Picard will say "Beyond Belief", "Excellent", or "Brilliant". There are probably more. You will now be told to plot a course to the Beta Quadrant – shoot the right ramp for 10 million. Now you'll be told to plot a course for the Delta quadrant, and (you guessed it), shoot the left ramp for 10 million. Finally you'll be told to shoot the Gamma Quadrant, which is the Neutral Zone (target), for 50 million. You can do it out of order but you don't get the 50 million.

Battle Simulation: Another favorite of mine. The timer starts at 20 seconds, shoot any hole (right orbit, Start Mission, Neutral Zone, or Command Decision) to load a launcher. The launcher will swing out, and you have to pull the trigger to launch the ball into Start Mission or the Neutral Zone. Note that the timer stops while the guns are loaded; so if you make quite a few successful shots, then miss, you have quite a while to get back into the swing of things! You start at level 1, and each successful shot will advance you one level. Each level is worth 10 times in millions (ie: level 3 is worth 30 million), and Level 6 is the last level, often awarding Extra Ball if you get it. When you shoot from the right cannon (into the Neutral Zone) you don't have to get that ball into the hole, just hitting one of the targets is enough, although getting it in the hole is a bonus, as the left launcher will be loaded. Excellent animation, especially during level 6.

Q's Challenge: Some shots will be lit, when you hit one shot it will be replaced by another one. The Q target adds a new shot. The first shot is 10 Million, then 20 million, then 30 etc. – maxes at 100 million. There is no fixed timer for this round. Each shot times-out after about 10-15 seconds if it's not hit. The mode ends when all shots time-out.

Rescue: You have 30 seconds to rescue 50 people. Each time a switch closes, another person is added to the shuttle, so the bumpers would be the best place for the ball. Shooting one of the two ramps (center or right) then rescues that many people. Shooting Start Mission rescues 5 people, regardless of the contents of the shuttles.

Asteroid Threat: 20 Million counts down. Start Mission collects value, all shots light to recollect the same value. You can only hit each shot once. Once the 20 million reaches 5 million, you automatically start the second part with all shots worth 5 million. There is 20 seconds to hit all seven shots. Listen carefully to the music during this round. It's the Imperial March from Empire Strikes Back ... the very theme played when Vader's star destroyer chases the Falcon through the asteroid field.

Final Frontier: This is yet another six ball multi-ball. Note that the guns are loaded at the start of this round, if you do nothing the machine will kick the balls out itself. The only reason it loads the guns is because it has to get the balls out _somehow_. Every shot will be lit (like in Time Rift) and when any of them are hit, you get an obscene amount of points. The amount of points is determined by the amount of Artifacts you have – to find out how to get Artifacts, see the section 'Artifacts' in this rule sheet. At first you will be awarded 100M for each Artifact you have, as well as this, each shot is worth 25M * number of Artifacts. If you have four Artifacts, you get a bonus of 1 billion at the start of the round. Note: Older Roms are slightly different. Every shot is worth a flat 25M, regardless on how many artifacts you have, and you don't get any bonuses.

5. Artifacts

Artifacts are collected during the game and are used for the Final Frontier round. Each artifact is worth 50 million, and the computer will tell you when you have collected one. See 'Final Frontier' in Section 4 for information on how artifacts are used. You can collect each artifact more than once. Artifacts can be collected:

Battle Simulation: Completion of level 5 awards an Artifact.

Worm Hole: Shoot the Beta then Delta quadrants for an Artifact.

Rescue: Add 20 (i think) people to the Shuttle.

Shuttle Simulation: The ninth cavern contains an Artifact.

Asteroid Threat: After five shots have been hit.

6. Plunger Choices

While waiting for the player to launch the ball, the display shows 5 choices which light up alternatively. Launch the ball when the one you want is lit. You can speed this up with the flipper buttons, an excellent feature. The ball is normally plunged into the hole at the top of the right orbit, but if it doesn't make it, there is no software compensation – so you'll have to really start hassling techs to get them to fix problems with the plunger or drop target. Plunger choices are:

Start Mission: Will start the currently flashing mission.

Flipper Skill Shot: The ball gets launched into the sink-hole at the top of the right orbit, and the display tells you what to shoot for, and what you'll get. The ball gets popped to the left flipper. Shoot the right ramp to collect the award. The awards I've seen are extra ball, special, 10 million, hold multipliers, advance rank, light extra ball, warp factor x.

Launch Probe: The ball goes into the sink-hole and a launcher is loaded. A shot will be lit (ramp/sink-hole etc) and if you get the the shot, you are told your award (similar to the flipper skill shot awards). If you miss, you hear Data say "The probe has discovered nothing, sir.". The funniest was when I got 25 Mil Data said "The probe has discovered big points!" Note: When the right ramp is lit, you only need to trigger the gate at the entrance. If the left orbit is lit, you only need to trigger the spinner.

Light Lock: Lights, and locks the ball. You can only use this twice, the third time it is replaced by Light Holodeck.

Warp factor 4: Starts you off at Warp factor 4. See the section on warp factor for more detail. If you have already been at warp 9, this will be Warp Factor 2.

7. Warp Factors

This is a great feature. Every ball starts at Warp 1 (unless you start at another Warp because a plunger choice, or flipper skill shot). The right inlane will light the spinner to increase warp. A shot to the spinner will also light it for advance warp. (Note: Warps are only advanced if the ball goes right around the left orbit, past the bumpers. If the ball dribbles into the multiplier lanes, you will not be credited.) The left ramp will always increase warp value unless you have been to warp 9. Each factor has it's own award:

factor 2: Awards 5 million, and sets the spinner value to 1000 a spin.

factor 3: Sets jets at 1 Million-a-bop for the rest of the ball, and increases the spinner value to 2000 a spin.

factor 4: 'Spinner' is lit, value becomes 300,000 a spin.

factor 5: Bonus held is lit. Spinner value remains the same.

factor 6: Return lanes lit. Spinner value remains the same.

factor 7: Double spinner, values becomes 600,000 a spin.

factor 8: Extra ball is lit.

factor 9: Start Factor 9 mode. (See below)

7.1. Factor Nine Mode

This is great. Each shot to the spinner or left ramp increases the warp factor by .1. (You can always use the left ramp during factor 9 mode.) The first shot (to get it to 9.1) is worth 20 million, 9.2 awards 25m, 9.3 awards 30m and so on until 9.9 which is worth 60 million. You have 10 seconds to make each shot (which Geordi counts down), but it is quite hard.

Once you have finished Factor 9 mode, any warp shot recollects the last value collected during factor 9 mode (after the time runes out, or when you reach factor 9.9). This is true for the rest of the ball. The next ball starts at factor 1, you can no longer advance factors with the left ramp, and the plunger choice is now Warp factor 2. (Note: that the left ramp can still be used during subsequent factor 9 modes.)

8. Neutral Zone

Hit the Neutral Zone three times to light it [Note: The ball doesn't have to fall into the hole to register a hit. Just as long as one of the three targets are hit]. Once this is done, all three lights will flash. Shoot the NZ (the hole) again, and one of three modes will start:

Ferengi: The right cannon will be loaded, shoot the NZ (targets) to start 3 ball multiball. Any shot to the Neutral Zone (targets) will add another ball (max of Four balls) for 10 seconds. (So if you drain, you can get more balls by shooting the NZ.) The jackpot (Start Mission hole) is 10 million * balls in play, and any of the yellow stand-up targets (on the left) add 2 million to the next jackpot only. Ends when less than 2 balls remain in play.

Romulan: Three shots will be lit, and they correspond to the three Romulan ships on the display. When a shot is hit, the ship on the display cloaks (disappears), and is replaced by a timer. If the timer expires then the shot relights. The mode ends if you can cloak all ships simultaneously. You get 30 million for doing this.

Cardassian: This is a complex 2 ball multiball. The jackpot (at the Neutral Zone <targets>) starts at 50 million, however the Enterprise is being shot at. The lower the shields, the lower the jackpot, right down to 5 Million when the shields are 0%. Shoot the spinner to increase shield strength (and thus, the jackpot value).

9. Hurry Up

Like T2. It is lit at warp factor 6 and started by the left return lane. 50 million counts down to 10 Million, shoot the right orbit to collect. Nice taunting quotes too! When it's started, the Computer says "Hurry Up, activated." – cool.

10. Holodeck

This is lit by right ramps (First at 3 then 9..) or skill shot. Once lit, a shot to the right orbit will let you choose 25M (note older ROMs are 10M), or Shuttle Simulation. These are the only choices. (Hold the trigger in, and hit the right flipper button to play poker with Riker!)

The Shuttle Simulation is a hard video mode similar to escape in the mine cart on IJ. The shuttle is travelling down a tunnel, fast. It starts off in the center, and the flipper buttons can move it left or right or back to the center, (Like HSII video mode). There are awards that appear (10 Mil) in the center, and obstacles (that appear anywhere) that you must avoid. At times the tunnel divides into two, and if you're in the wrong place, you quickly become acquainted with the wall. The animation is really quick, but the layout doesn't change. You are awarded 1 million per cavern, and there are 10 caverns. In the nineth is an Artifact that you must run into, for 50 million. There is a caver counter in the top right of the screen. It really gets easier the more you play it, stick to the side, as this is the safest place to be when it divides. The trick is not just survival, but picking the right way to go. Most of the time the caverns divide, one way will have 30 million (three 10 millions) and the other way will have only one 10 million. The point remains that the simulation never changes. Williams should have designed it to make a entire new cavern system every time the high-scores reset. There is an extra ball in there too. Greg Dunlap found that if you go: L-L-R-R-L-L-R-R-L-L- (L= Left, R= Right) there is an EB in the 5th or 6th cavern; there are also heaps of 10 millions. Note that this may not be true for all ROMS, and the Extra Ball only appears if you haven't already received many.

11. Multiball

Modes stop during Multiball, but continue again after.

Lock can be lit by shooting the right orbit (if you didn't light it when you launched the ball). Lock balls in the right orbit, or left ramp. The NZ also has a lock light, but it didn't come on. (No, it wasn't broken, I checked it after!). You get 10 million for locking a ball, a pretty animation and a quote (see below for the quotes/animations). When you lock the third ball, the playfield goes dark, except for the Borg ship, which looks spectacular the way it's lit.

The jackpot is collected from Start Mission, it starts at 20 million (at the beginning of the game) and the bumpers increase it. When multiball starts, the left cannon will be loaded, and Start Mission will be lit for jackpot. If you shot SM you will be rewarded the jackpot, and the cannon will be reloaded for double jackpot. The same goes for triple. After triple, or if you miss, you start three ball play. The first Start Mission awards regular jackpot, the second shot awards double, and the third shoot awards triple; like White Water. The jackpot is always lit, and after a 3x jackpot, it goes back to single and starts again. The left ramp always awards 3x jackpot.

12. Ramps

The ramps behave the same was as they do in T2, except it's called Explosive Millions and it only involves the Center and Right ramps. For successive ramp shots, you are awarded 5-10-20-30 to 50 million. The bad thing is that after one ramp is hit, both are lit to collect the millions. It is possible to just keep hitting one ramp, I hope this is changed.

13. Ranks

Completing the bonus Multiplier lanes lights Advance Rank at Command Decision. The ranks and corresponding values are the following:

Ensign:	5M
Lieutenant	10M
Lieutenant Commander	15M
Commander	20M
Captain.	25M

If you are captain, and shoot Command Decision (when lit for Advance Rank) you will get 100 million. The values listed above are awarded during the bonus count (note: 100 Millions are awarded instantly). How cool having something that *just* adds to your bonus.

14. Combos

There is only really one combo in this game, but it's so amazingly cool, I decided to give it a whole section! The Pikard Maneuver is the left orbit, left ramp combo and get good at it!

- Builds Warp factors. The first time to factor 9, this combo increases warp factor by 2. (As long as the left orbit is lit to advance warp.)
- Always adds .2 during factor 9 mode.
- Awards triple jackpot. It seems that the ramp is much easier to hit after the left orbit shot.
- Awards the Pikard Maneuver after you have been to warp 9. I don't think it awards any points, but the display shows the famous shot of the Enterprise hooning off into space, while Riker says: "The Pikard Maneuver! Nicely done."

15. Saving

Get good at saving. As I've stated many times, the outlanes are terrible. If the ball decides it's going to outlane drain, you have little hope of changing its mind. The kickback on the left helps a lot, but sometimes the ball was moving so quickly that the kickback missed it! (This has happened 3 times to me!)

Bang Backs were not possible on Judge Dredd because of the way the drain area was constructed – STTNG is the same, so I doubt Bang backs will work.

Death Saves are possible but *hard*, as the machine is really heavy. I've seen people death save a lot and I can do it semi-regularly, but it often uses a lot of tilt warnings (my machine is set to 5). It seems that the legs are thicker than the old type because of the weight of the machine. If you are going to Death Save . . . wear heavy shoes.

Sometimes I've found that the ball falls out of the Borg Ship during a Death Save <provided there is a ball up there!>. This is especially good if the Death Save didn't work, as you get another ball to play with. The machine realizes what has happened, and copes beautifully.

16. Extra Balls

Extra balls can be earned the following ways:

- Warp Factor Eight
- 10x Multiplier
- Light (or collect) Extra Ball from Skill Shot
- Light (or collect) Extra Ball from Launch Probe
- Shuttle Ramps
- Level Six of Battle Simulation
- Shuttle Simulation: L-L-R-R-L-L-R-R-L-L-. (L=Left, R=Right). {This may not be true on all ROMS}

Note: You cannot always get extra balls from Shuttle Simulation and Battle Simulation. It seems that if you are doing well, Battle Simulation stops after level 5 (regardless on how much time is left); and the EB in Shuttle Simulation becomes a 10 million. It would, therefore, be worth while going for these two EBs as early as possible.

17. Easter Eggs

Some Easter Eggs, bugs and other cool things:

- Poker with Riker: In the Holodeck when you are presented with the choice of 25 million or Shuttle Simulation, hold in the trigger and press the right flipper button to play poker with Riker.
- The music during Asteroid Threat: It's the Imperial March from Empire Strikes Back ... the very theme played when Vader's star destroyer chases the Falcon through the asteroid field.
- Frozen Timers: When you have Hurry Up and Factor 9 mode running at the same time, the timers will stop. This is really nice if you start hurry up when factor 9 is already running, as the 50 million doesn't count down. When you finish factor 9 mode, or collect the hurry uo, everything starts up again.
- Secret Mission: Greg Dunlap saw a guy playing and the display said "Secret Mission" with a point counter that incremented whenever a switch was hit - ie: a frenzy. They have no idea how this started, so start searching!

18. Misc Things

- Flipper bonus: At anytime during play if you hear Data say, "Had you propelled the ball along the proper trajectory, you would have been rewarded"; press both flippers and Picard will interrupt with "Thank you Mr. Data", and you will be awarded 10 million. This happens during regular game-play and Fun With Bonus.
- Bonuses: Totals: 1 Million per mission
- 1 million per warp factor (eg: factor 5 gets 5 million)
- Associated value for your rank (see Ranks).
- Multipliers: Completing the three lanes above the bumpers increases the multiplier, and lights Advance Rank. Multiplier goes 2x, 4x, 8x, 10x with extra ball lit. After 10x, you get an increasing 10 million each time you complete the three lanes. The bonus multiplier can also be increased by hitting the lit light kickback target while the kickback is lit.
- EB Buy-In: A bought extra ball will give you Command Decision before launching; that is you get to choose which Mission to start. The normal skill shot doesn't happen. Buy-Ins can be set from Off, to 1, 2 or 3 - the default is for 1 buy-in only.

19. Strategies

I usually never worry about the Missions, although on my machine there are a lot of other things that are worth the points. (My ROM is only 50 Mil per shot in Final Frontier.)

Go for the holodeck often. Once you get good at it, can be worth an easy 100M or so.

Multiball can be HUGE! Go for it as much as possible. If the choice is between starting Final Frontier and starting Multiball, take Multiball. Chances are you will light extra ball with the multipliers and be able to play FF as well.

Starting at Warp Factor 4 can be very lucrative as it makes lighting extra ball (at warp 8) a lot easier. The one million-a-bop bumpers are also nice as you can let the ball drain (ball saver) and it will be re-launched into the bumpers. This is _especially_ nice at the start of multiball when the ball saver is on far a beautiful length of time! Personally, I *always* start with warp factor 4 as it's easy to get all the goodies from the higher warp factors. I also sometimes hold back from factor 9, mainly to make it easier to reach factor 5 (multipliers held) which makes it easier to get to 10x and light extra ball.

Shoot the right orbit. A lot. A lot lot. Really. This locks the ball if it's lit, lights the lock if it isn't (and sometimes locks it anyway; the ball bounces off the target blocking the lock, off the top of one of the lanes, and back up into the lock), and feeds the ball into the lanes and bumpers, which rack up millions (if you chose Warp 4), advance the multipliers, light extra balls, build your Borg jackpot to ludicrous levels, and generally make your life worthwhile.

Shoot the left orbit. A lot. It gives warp factors, big spinner points (if you chose Warp 4), sometimes feeds the bumpers (see above), and otherwise feeds the left ramp for more warp factors and ball locks.

During multiballs, don't forget about the other nifty things you can still be doing besides the object of the multiball; hitting the lanes and bumpers, and relighting the kickback. (Whenever the Neutral Zone is lit, make a note of which target is lit for kickback; during multiball that light may be off or the whole bank may be lit, but the target that was lit before will still relight the kickback.)

Launching a probe is also good as the awards are often quite nice (extra balls or hold multipliers etc.) Although sometimes the machine would be a real bitch and light the center ramp for the probe shot.

As for the flipper skill shot, I rarely chose it, but it often gave away specials, and for the better players can be very awarding.

Try and go for that 10x bonus multiplier .. it multiplies the whole bonus, and if you've managed to get the multipliers to 10x, chances are you already have a nice big bonus, which can become _huge_!

Make sure the kickback is lit, you'll need it A LOT!

When you enter your initials, use the trigger to lock in the letters, not the start button. It looks cooler.

Let me stress again, don't worry about the missions. On a good game you will start lots of modes when you collect Extra Balls.

20. Contributors

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