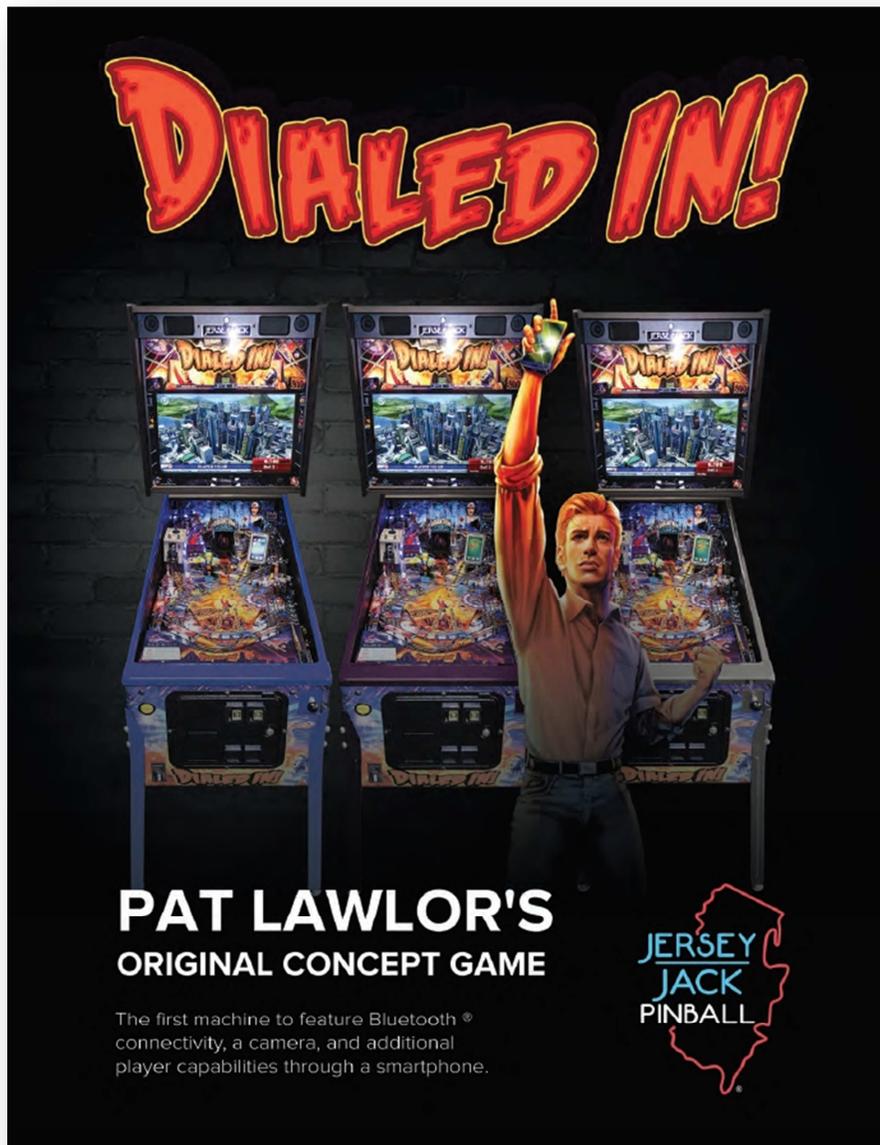


## Dialed In! Rulesheet

Version 0.4 (July 5, 2017)

*This version should be considered very incomplete and likely filled with errors. I welcome and encourage additions, corrections, and editorial suggestions to improve the document.*

**Note:** Red text indicates items for which confirmation or correction is needed.



### New To This Version

- Too many updates and corrections to list... but still likely many errors Your help updating this is appreciated.

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**QED – The Moving Target**



**Betty – The Divertor Lady**

## Notes and Disclaimers

This rulesheet is, to the extent possible (in light of the subject matter being the property of Jersey Jack Pinball), freeware. It can be modified, updated, or revised, provided only that credit to the original author(s) remains intact. It can be published or otherwise distributed, provided only that such distribution is effectively free.

This sheet is written and maintained by Scott Tiesma, *tiesmasc at yahoo dot com*. If you have any questions, comments, additions, or corrections, please forward them on to me or edit the rulesheet and update the version as a living document.

Dialed In! the pinball machine is manufactured by Jersey Jack Pinball (<http://www.jerseyjackpinball.com/>). The author(s) disclaim all interest in any trademarks or other intellectual property referenced herein. Various images were duplicated from Jersey Jack Pinball's website or manual and will be removed if requested.

## References and Special Thanks

The Dialed In! Operations Manual from June 2017 identified with 70-000003-00 has been paraphrased in a few instances.

Design credits obtained from [Pinside and the playfield](#).

Special thanks to the following contributors:

- Buffalo Pinball – Bro do you even pinball stream, Vireland, zucot, [more tbd](#)

## Machine Versions

Three versions of DI have been created by Jersey Jack. All differences between them are cosmetic (i.e. the game and software play the same).

### Standard Edition

- Stainless steel body armor
- High Gloss UV Ink cabinet graphics
- Tempered glass & Shaker
- Printed decals on theatre
- Standard ramp
- Manual on CD



### Limited Edition

- Numbered
- Quantum Mist blue clear coat body armor
- High Gloss UV Ink cabinet graphics
- Invisiglass & Shaker
- 3D Etched emblem on theatre
- Metal LE nameplate and numbering
- Lighted Ramps
- Signed game certificate
- External volume and headphone jack
- Laser etched acrylic landscape with lighting
- Comic book
- Printed manual



### Collector's Edition

- Quantum Haze clear coat body armor
- RadCals Cabinet graphics
- Laser cut side armor
- Metal CE nameplate and numbering
- Topper
- Customized Software
- Mirrored back panel
- Signed CE comic book
- Signed printed manual
- Collector's plaque affixed to game signed by Pat Lawlor, Jack Guarnieri, & John Youssi
- Special back glass
- Customized CE team jacket
- Lunch with Pat and design team at Chicago design office
- Join JJP at next Expo reveal



## Design Credits

- Original Concept, Design, and Playfield: Pat Lawlor
- Original art: John Youssi
- Animation: Jean-Paul de Win
- Software: Ted Estes, **Joe Katz**, **JT Harkey**, Keefer (Keith Johnson)
- Music: David Thiel
- **More tbd**

## Abbreviations

- **tbd**

## Bluetooth Connectivity

- **tbd**



The App Interface to control DI via Bluetooth



Someone using the App to control the flippers

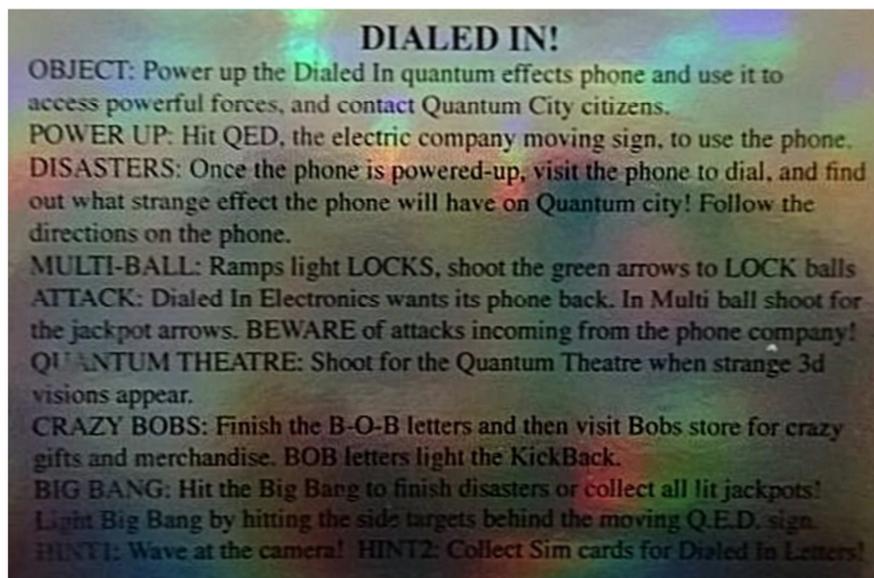
## Playfield Layout

This is a glossary of the shots and features that will be referred to during the discussion of the game. The features are, in general, described starting at the flippers and proceeding counter-clockwise around the playfield.



1. Flippers
2. Inserts above flippers: Charge Phone, Disaster, Lock w/ Lit, Under Attack, Armageddon
3. Slingshots
4. Inserts above left slingshot: D-I-A-L-E-D-I-N (Lit by collecting SIM Cards)
5. Inner Left Inlane (Lite Drone)
6. Outer Left Inlane (Hurry Up)
7. Left Outlane (Special, Kickback)
8. B-O-B Standups (Light Kickback)
9. Above and behind the standups is a display showing if Bob's is lit for a Crazy Mode, Extra Ball, and/or Quick Multiball.
10. Left Orbit Entrance (BOB, White Arrow)
  - Leads to Trap Door (Crazy Bob's) – subway to phone for exit
  - Goes around behind theatre and diverted into ~~skill shot saucer~~ and then exits into bumpers.
11. Left Standup (Spider)
12. Side Ramp Exit
13. Station 3 Ball Lock
14. Left Ramp (Train 1, White Arrow) – returns ball to outer left inlane or diverted into pops
15. To right of ramp is QED, the Electric Company moving sign/target
16. Above entrance of ramp are two stand ups (Lite Big Bang)
17. Above two standups is SIM Card Scoop (Sim Card) – subway over to phone for exit
18. Above Scoop is the Side Ramp (Lock, White Arrow)
19. Above the Side Ramp entrance is the Big Bang Standup (Big Bang)
20. Left Ticket Standup (TIC)
21. Quantum Reality Theatre (Quantum City, ?, White Arrow, Attack Lights)
  - Magnet inside can stop and release, or if not on it goes around to ...  
~~—(2 magnets or one?)~~
22. Right Ticket Standup (KET)

23. Pops Entrance → Pops Standup (Wrench, Attack Lights)
24. Three Pop Bumpers (Super Jets When Flashing)
25. Above Pops is clear plastic with hole that drops into pops or exit ... this is from a left ramp which is diverted)
26. Beyond pops and vertically above is Betty (the lady that diverts your ball into the area above the pops)
- ~~Hidden saucer?? Behind theatre (Skill shot)~~
27. Phone Scoop (Phone)
28. Right Orbit Entrance / Right Ramp (Train 2, White Arrow)
29. Upper Flipper
30. Drone Standup (Drone)
31. Drone "Rubber" Switch
32. Drone Magnet (7 Lights for Package Delivery Progress)
33. Shooter Lane (Big Points, ?Hold Drones?, Hold Kilowatts (Hold Bumpers on Proto PFs), Hold Transit, Hold Bonus, Hold Spider)
34. Right Outlane (Special)
35. Right Inlane (10k +)



## Rules

### Skill Shots

Initial skill shot is achieved by dropping ball just behind theatre. You'll get whatever the lit insert is when your ball goes over the shooter lane switch. 1<sup>st</sup> successful skill shots scores 5000 points, subsequent skill shots increase points by 500.

After collecting a skill shot the ball will shoot around to upper flipper. If you hit the SIM Card Scoop you'll be awarded a Super Skill Shot. (Seemed like the side ramp also gave a super skill shot but for lower value award? 1:00:24) First super skill shot awards ??? points, subsequent super skill shots increase points by ???.

Skill Shot	Award	Super Skill Shot Award
Big Points	10,000 points	Tbd
Hold Drones	Drone Value Held	Drone value increases +2500
Hold Kilowatts (Hold Bumpers on Protos)	Kilowatt Value Held	Kilowatt value increases +2500
Hold Transit	Transit Value Held	Transit value increases +2500
Hold Bonus	Bonus X Held	Increase Bonus +3x
Hold Spider	Spider Values Held	Spider value increases +2500



### B-O-B Targets

Each completion of the B-O-B targets lights the kickback. Stacking of kickbacks is not available by default.

Every 3 completions of the B-O-B targets will light Crazy Bob's. You can stack up the 3 of these and they are remembered from ball to ball.

### Crazy Bob's

When lit Crazy Bob will award a Crazy Mode, Extra Ball, and/or Quick Multiball. I believe every other award is a bonus multiplier increase by default.

I'm unaware of what qualifications may be required for the modes/multiballs or whether they are just random.

### Crazy Modes

- Crazy Bonus X Increased
  - o Bonus X increased
  - o Occurs every other award
- Crazy Emoji Overload
  - o Shoot Left Ramp, Right Ramp, & Phone Scoop to Clear Emoji (shots colored blue)
- Crazy Selfie Mode
  - o Frenzy: All switch hits score!
- Crazy Lottery Frenzy
  - o Shoot ticket in theatre! Wave at the camera to scratch off!
  - o Lock 3 balls to activate multiball.



## Quick Multiballs

- Quick Drones Gone Wild Multiball:
  - o Hit drone standup to drop items. 3 super jackpots to light SIM card.
  - o **Jackpots for each Drone hit. Super Jackpot is in the theatre (dropped by drone after collecting a jackpot)?**
- Quick High Voltage Multiball
  - o Hit the moving target (QED) for jackpots. 15 jackpots to light SIM Card.
- Quick Monkey Wrench Multiball
  - o Sneak past mechanic for jackpot. 3 Jackpots lights SIM Card.
  - o During this multiball you must hit the left ramp and get your ball past Betty. She will be raising and lowering her wrench throughout the multiball in attempts to block your shot.

## Combos

Combos are available by linking together ramp shots and ????. The scoring builds as you keep a combo going and then resets if there is a break. 1<sup>st</sup> combo value is 500, 2<sup>nd</sup> is 600, ...

Cumulative values from combos are applied during the bonus and that value can be held from one ball to the next by a skill shot.

**The white inserts blink to indicate possible shots for continuing the combo.**

Extra balls are also available after 25 and 100 combos. (Lit or awarded?)

## Inlane Hurry-Ups

### Theatre Hurry Up

- Tickets will qualify and increase the hurry up value
- When going through lit inlane you have X seconds to collect at the theatre

### 10k+ Hurry Up

- **Left Ramp... adds 1k each subsequent shot (per ball?)**
- **Qualify?**
- **When Inlane lit you have X seconds to collect at the left ramp**
- **Successful collections increment the value (per ball?)**
- **(can collect repeatedly for ??? time?)**

## Quantum Theatre Collections

Kilowatts, Spiders, Drones, and Transit points can be collected at the theatre whenever their associated image is displayed. Lighting the associated image and increasing values of the award occurs by hitting specific shots.

- Kilowatts are increased by hitting QED. The associated image is a **?lightning bolt?**
- Spiders are increased by hitting the Spider target. The associated image is a Spider
- Drones are increased by hitting the Drone target. The associated image is a Drone.
- Transits are increased by hitting any ramp. The associated image is an animation as if you driving a train down the train tracks.



For all of the above repeated hits prior to collection will increase their respective value and hold it until collected or increased yet again. **After collection does the value reset or is maintained?** At end of ball the built up value will be lost (unless Hold XXX was obtained).

Collecting the award you desire can sometimes be difficult as it is so easy to hit one of the other award targets before you hit the theatre. **(I don't know if you can use the flippers to cycle through what is lit for collect?)**

**Note: Cumulative values of collected kilowatts, spiders, drones, and transits are applied during the bonus. Additionally if you get Hold Kilowatts, Hold Spiders, Hold Drones, or Hold Transits then this bonus value will be held over to the next ball (does the build up value of each also hold?).**

After collecting 3 Kilowatts you will start the Kilowatt Drops feature.

After collecting 3 Spiders you will start the Spider Spinner feature.

After collecting 3 Drones you will start Drone Captive Ball feature.

After collecting 3 Transits you will start the Train Bash feature.

### ***Kilowatt Drops***

This is a **30 second mode** where a Drop Target is shown in the Theatre and hitting it will collect the Kilowatt Bonus.

### ***Spider Spinner***

This is a **30 second mode** where a Spinner is shown in the theatre and hitting it will collect the Spider Bonus? The spider standup also increases spinner value during this mode.

### ***Drone Captive Ball.***

This is a **30 second mode** where a Captive Ball is shown in the theatre and hitting it will collect the Drone Bonus.

### ***Train Bash***

This is a **30 second mode** where a Door is shown in the theatre and hitting it will collect the Transit Bonus. **(Every 3 hits opens the door to collect the bonus?)**

## **Drones**

### ***Drone Deliveries***

Throughout the game you will collect 2 drone deliveries for every Drone Standup hit and 1 drone delivery for every Drone Rubber Switch hit. After collecting all 7 **(or is it 8, i.e. one more past 7 fully lit lights)** drone delivery lights you will receive a Drone Mystery award **which can be collected at the Theatre and carries over from one ball to the next.** Note: Settings can be changed to require Drone Standup target hit to collect but that is not the default.

### ***Drone Mystery Awards***

- 1,000 points
- Bumpers at Max
- Drone Combo Lit
- Extra Ball is Lit
- Kilowatt Value +1170
- Killowatt Value Held

- More tbd

### Drone Combo

When going through a lit inner left inlane for "Light Drone" you can collect a Drone Combo if you immediately hit the Drone Target.

What is a drone combo? What does it award?

How light the "Light Drone" inlane light?

### Big Bang

Big Bang is lit by hitting the Light Big Bang targets enough times. The first time you light the Big Bang target it will require 3 Light Big Bang target hits. After that it will increment by 1 until you always require 6 Light Big Bang targets hits.

The award you get from Big Bang depends upon your game status:

- When not in a disaster mode you'll receive Big points (50k first time and increments by 10k thereafter)
- When in a disaster mode it will complete the mode.
  - o Note: SIM Card Multipliers do not apply to the Big Bang shot but rather only the mode shots made prior to hitting Big Bang. In other words if you hit Big Bang at the start of the mode you'll only get 1x mode value during bonus for that mode.
- When in Under Attack Multiball it will score all lit jackpots

Pro Tip: The above can be combined. For example when you are in both a mode and multiball you complete the mode and get all lit jackpots. When you are not in a mode and in multiball you get 50,000 points and all lit jackpots.

### Disaster Modes

There are 11 Disaster Modes in this game. The modes and their status (unplayed (green), played but not completed (beige), and completed (maroon)) are shown on the screen as city blocks at many points during the game and in the status report. Additionally, there is a 12<sup>th</sup> "block" which, I assume, represents the Armageddon Wizard Mode.

Each mode is started at the phone scoop once it has been qualified. Qualification requires charging the phone. Hitting QED will charge quickly. Hitting the Phone Scoop will charge slowly. Note: Qualification requirements progressively increase as you play modes.

During a mode shots to the Phone Scoop will add time to the mode timer.



Collecting a Big Bang during a mode will automatically complete the mode; however, the points scored will be less and your mode multipliers won't be applied to unmade shots.

If you complete a mode you will light a SIM card for collection at the SIM Card Scoop. Collecting SIM Cards is very beneficial as they multiply the points collected during subsequent completed modes. The

multiplier is equal to the number of collected SIM Cards + 1. SIM Cards also define the size of the jackpots in Armageddon (by the same multiplier amount.)

Extra ball is lit after 3 disaster modes are played.

### ***1. Alien Invasion***

Shoot roving arrow, shot value 10k

Shoot lit shots, shot value 20k (all arrow shots)

Then ?

### ***2. Eruption***

Shoot theatre, shot value = 6,000 (hurry up that counts down)

Shoot right ramp, shot value = (value based upon when you collected prior hurry up) – held for rest of mode.

Must hit right ramp X times to complete.

### ***3. Tidal Wave***

Shoot side ramp, shot value = 20,000

Then ???

### ***4. Whirl Wind***

30 second mode with 4 shots needed for completion.

- Shoot left ramp, shot value = 14,000
- Shoot right ramp, shot value = 15,000
- Shoot left orbit, shot value = 16,000
- Shoot side ramp, shot value = 17,000

If you do all 4 in sequence you'll be awarded a Whirlwind Combo **and an additional 50k points.** (Note: This is perhaps only the last two shots, I'm not sure.)

### ***5. EMP Strike***

Shoot theatre, shot value = 10,000

Magnets are going crazy? One shot completes the mode?

### ***6. Flash Fires***

5 Shots are required to complete this mode

- Shoot left ramp, shot value = 10,000
- Shoot BOB standups, shot value = 15,000
- Shoot left ramp, shot value = 15,000
- Shoot BOB standups, shot value = 15,000
- Shoot left ramp, shot value = 10,000

### ***7. Sinkholes***

Shoot either loop, shot value = 10,000

???

### ***8. Meteor Storm***

Shoot lit standups, Shot value = 6,000 (Spider, TIC, KET, Wrench)

5 or 6 hits to complete mode.

### **9. Earth Shaker**

Shoot either lit shot, shot value = 16,000

Shoot <left/right – the shot you didn't get> loop, shot value = 10,000

### **10. Acid Rain**

Shoot jets, build value = 3,000

After 6 jet hits

Shoot left ramp, shot value = ##,000

Then ?

### **11. Singularity**

Shoot left orbit, shot value = 12,000

Shoot left ramp, shot value = 13,000

Shoot theatre, shot value = 14,000

Shoot right ramp, shot value = 15,000

Then ?

### **Under Attack Multiball**

After playing at least one disaster mode you must shoot both ramps to light lock and then lock a ball via the side ramp (or Crazy Bob's for the first lock of the first multiball only).

Under Attack Multiball is started by shooting the phone scoop.

The first multiball can be started with just one ball locked. Subsequent may require additional balls to start. If you only have a few balls locked and want more you can defer the multiball by ???

Multiball – Jackpots lit in red – Left Orbit, Left Ramp, Theatre, Right Ramp. Side Ramp =2x Jackpot. After some number of jackpot are collected Super Jackpot available at QED (when he is moving).

Multiball – Phone scoop 3x = add-a-ball.

During multiball Dialed In Electronics will start attacking you from the Theatre and the Pop Bumper Target. The attacks are indicated by the lines of light that approach your flippers from those areas. If the attack makes it to your flipper it will be restricted for a brief period of time.

**Note:** If you use your real cell phone to connect to the game you can change the weather which makes the multiball easier somehow?

### **SIM Cards**

8 SIM Cards are required to spell D-I-A-L-E-D-I-N and qualify the XXX Wizard mode.

SIM Cards are lit for collection after

- Completing disaster modes
- Completing requirements of quick multiballs
- Other?

I'm not sure if anything happens should you collect >8 SIM cards.

If a lit SIM Card is not collected before end of ball the ability to collect the card is also lost (on default settings).

During a ball SIM Cards can be stacked for collection. It's a bit confusing because only one blinking D-I-A-L-E-D-I-N light will blink; however, after collection the next light will begin blinking immediately.

## Wizard Modes

### *Armageddon*

Qualified by playing all 11 disaster modes.

Started by shooting the phone scoop.

Instructions are:

- Lit Arrows Award Jackpot
- Super Jackpot via Phone or SIM Card
- 8 Modes completed = 9x Jackpot Value

### *Showdown*

Qualified by collecting 8 SIM Cards (i.e. spelling D-I-A-L-E-D-I-N)

Started by shooting the Theatre.

The display changes to show two health meters. One is "You" the other is "D.I.E."

Then a multiball with unlimited ball saves until one of you is defeated.

During this showdown the Left Orbit, Left Ramp, Theatre, Right Ramp, and Side Ramp are all lit with red colored arrows for jackpot. Hitting these will cause DIE to lose health.

YOU lose health whenever you lose a ball.

Additionally the theater and pop bumper attacks are fast and frequent to help DIE force you to lose balls.

Should you defeat DIE the multiball will stop having a ball save and any jackpot shots scored will count as victory laps until you are down to 1 ball.

NOTE: You can see the "Showdown" wizard mode from about around 9 hours and 52 minutes at <https://www.twitch.tv/videos/156334683> or <https://www.twitch.tv/videos/156417080>

## Bonus

If collected nothing worth bonus points you'll receive a Participation Award for 500 points. Otherwise bonus is calculated as the sum of:

- City Damage
- Crazy Modes
- Spider
- Kilowatts
- Transit
- Drones
- Combos
- Bonus Multiplier

## Status Report

Status Report – Page 1

Disaster Mode Map is displayed on the left showing progression.

Disaster Modes

- Played: ##
  - Completed: ##
- Armageddon
- Modes To Go: ##
  - Jackpot: ##x

#### Status Report – Page 2

- Kilowatts: Hold Value & Current Bonus
- Transit: Hold Value & Current Bonus
- Spider: Hold Value & Current Bonus
- Drones: Hold Value & Current Bonus
- Note: Hold Value = what you've built the value up to but haven't yet collected. Current Bonus is the cumulative sum of all collected values.

#### Status Report – Page 3

- Multipliers: Bonus: ##x, SIM Card: ##x
- Big Bang: Hits Needed: ##, Next Value: ##,000
- SIM Card: Lit: ##, Collected: ##
- Combos: Count: ##, Extra Ball at 25

#### Light Color Coding

Blue Lighting = Crazy Bob Mode Shots (when in an Crazy Mode)

Green = Multiball Locks

Red = Jackpot Shots (during multiball)

#### Other Misc

Hitting Phone when not lit will increase bumper values?

Voice of "Mandy" (in the phone) is the same as the lady who voiced Candy 2000 in Safecracker.

Joe from JJP is the voice of Crazy Bob



The Phone & Scoop



The Drones, Standup Target, Magnet, and Rubber Switch