

NO GOOD GOFERS



"If balls were meant to fly, they'd have wings!" ~Buzz

NO GOOD GOFERS™

- ♦ **OBJECT:** Play as many holes of golf as possible and attack **BUZZ** and **BUD**, the Gofers.
 - ♦ **GOLF:** To complete a hole of golf complete **LIT DRIVE SHOTS** then **SHOOT** for **PUTT-OUT**.
 - ♦ **WHEEL AWARDS:** The wheel award pointed at by the **WHEEL VALUE** lamp is **AWARDED** when you **PUTT-OUT**.
 - ♦ **MULTIBALL™:** **SHOOT** the **CENTER RAMP** when the **RAISE GOFER LAMP** is lit. **HIT** **RAISED GOFER** to light **LOCK**. **LOCK TWO BALLS** to **LIGHT CLUBHOUSE** for **MULTIBALL™**.
 - ♦ **JACKPOT:** In **MULTIBALL™** shoot **SIDE RAMP** for **JACKPOT**.
 - ♦ **SUPER JACKPOT:** After making a **JACKPOT** a **HOLE-IN-ONE** awards **SUPER JACKPOT!**
 - ♦ **EXTRA BALL:** Extra ball is awarded by **Completing Holes of Golf** and from the **WHEEL**, **BONUS X** and other hidden features!
 - ♦ **RIPOFF!:** Start **Ripoff** by **Hitting the CAPTIVE BALL**. While in **Ripoff** **Shoot for the Two center ramps**. Hit the **Captive Ball** to **Add another ball!**
 - ♦ **DRIVING RANGE:** When the **SLAM RAMP™** is lowered shoot the ball onto the **DRIVING RANGE** to **AWARD YARDAGE**, **HIT THE CART** or get a **HOLE-IN-ONE**.
- HINT: Complete nine holes of golf for chance at **HOLE-IN-ONE CHALLENGE!**

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The Gofers



There are two gofers that pop up occasionally named Bud and Buzz (Bud is on the left) underneath the two ramps in the middle.

While they are raised, they will comment on the action, normally to discourage or taunt you.

You can bash them with the ball, too, if you react quickly enough!

The Driving Range



There is also a raising-lowering slam ramp in the very center of the playfield. It will lower if the left inlanes are lit for a few seconds, and you can launch the ball into a plastic upper playfield near the top of the game.

The center of the upper playfield contains a loop that returns the ball to the left flipper. This will score a "range award" that will increase with either middle ramp shot. This will also spot a drive if you still need drives

To the left of this loop is a golf cart, which can activate multiple features based on how many times you hit it. The awards and how many hits to activate are:

1. 3 hits: Cart Attack
2. 8 hits: Pop-a-Gofer
3. 13 hits: Speed Golf

To the right of the center loop is the Hole-in-One. This is what to aim for on the upper playfield. Successfully scoring a hole-in-one will end the current hole with 1 stroke. You will also score a bonus for shooting a hole-in-one that starts at 900,000 and increases by 100,000 every time the side ramp is shot.

Normally, the slam ramp inlanes can be lit with every shot to the side ramp. This can also be lit by shooting the captive ball enough times to light the driving range, and you can light the driving range with every five hits to the captive ball.

Skill Shot



Plunge the ball lightly to hit the targets below the side ramp to score a skill shot which scores 750,000 and will increase by 250,000 with each subsequent skill shot.

Completing a skill shot will also instantly light the Putt-out.

Playing Golf



Playing golf is the main objective in the game. At the start of each game, the Putt-out is already lit at the putting green, which is in the upper-middle of the game.

Shooting this will complete the hole at however many strokes you had. This number can be as high as seven, and as low as two.

Shooting the Hole-in-one at any time will end the hole at 1 stroke.

Each time you complete a hole, you need to shoot drives to re-light the putt-out. The drives can be at any of the three ramps, or either of the two loops and spinners.

Each hole starts at seven strokes, but each drive and gofer hit will reduce this stroke count by one each time.

Putting out will also decrease the stroke count by one. Hitting the sand trap eject (just above the left inlanes) will increase the stroke count by one.

Hitting either outlane will also increase the stroke count by one.

For the first nine holes, you will need to shoot two drives to light the Putt-out. For the second nine holes, you will need to shoot three drives to light the Putt-out.

Each time you complete a hole, you will receive an award on the spinning whirlwheel near the slam ramp.

Each hit on the jet bumpers (far center left), or each spin on either spinner, will spin the whirlwheel accordingly.

Shooting the captive ball will spin the whirlwheel randomly.

The wheel will also spin randomly when the slam ramp is lowered. While the wheel is spinning, it can also spin the ball in erratic directions.

Here are the wheel awards you can get from the whirlwheel:

1. Hole-in-one: Replaces the stroke count with a Hole-in-one and gives the bonus as if you achieved one.
2. Bad Shot: Increases the stroke count of the just-finished hole by one.
3. Player's Choice: Allows the player to stop the wheel as it spins by pressing both flippers at the same time to select the award they get. The wheel, however, will be spinning too fast for you to actually be in control of the award, though.
4. Lite Kickback: Lights the kickback
5. Pop-a-Gofer: A timed mode where the gofers pop up alternatively. Hitting either of them will score a million points each.
6. Lite Extra: Lights an Extra Ball
7. Warp: Warps 1-3 holes forward. The stroke count for those holes will be if you shot the drives and putt-out, without hitting anything to modify the stroke count. (i.e. If you shot two drives and putt-out, the count would be four strokes.)
8. Cart Attack: A timed mode where all drives (all ramps and loops) will score 250,000 plus 100,000 for each subsequent shot. Shooting the golf cart will award a good chunk of points based on the shots you made.
9. Lite Q Jackpot: Lights the side ramp for a jackpot that can be worth between one and nine million, based on how many holes you completed. If you drain before you collect it, it will disappear. If you plunge the side ramp after locking a ball, you will get full credit for it.
10. Gofer's Choice: One of the gofers (usually Bud) will select a random award that is not on the whirlwheel.

Here are the choices that they can select:

- A. Super Jets: Maxes out the jet bumpers, and you'll get some cool lightning effects with each hit!
- B. Dance Party: A timed mode where all loop shots are worth 500,000. You also get a nice flasher light show and some really good music.
- C. Big Points: Awards one to three million points
- D. Double Skill: Feeds a new ball into the plunger. Try to score a skill shot and receive double the points that the regular skill shot would award. This will also instantly light the Putt-out.
- E. Super Drive: Instantly lights the Putt-out. The stroke count will NOT be reduced!

Awards that are seen in the animation, but are not awarded:

Turtle Wax
Extra Ball
Special
Video Mode

- 11. Ripoff: Shoot the captive ball and receive a two-ball multiball.
- 12. Speed Golf: Instantly starts the Speed Golf multiball.
- 13. Free Lock: Awards a lock towards the next multiball.
- 14. Big Spinners: Both spinners will be worth 7,500 per spin (normally 2,500 per spin)
- 15. Attack: A hurry-up called Gofer Attack that starts at a million and counts down. Shoot the captive ball to collect the hurry-up value.
- 16. Outlanes: Lights one of the two outlanes. Both awards an Extra Ball.
- 17. When complete the fourth hole, you will receive the award and an extra ball will be lit.
- 18. At the seventh hole, you will get a mode called "Short Circuit" instead of the wheel award. In this mode, you must shoot the kick targets and hit Buzz to collect a value that starts at 2 million and increases with every switch hit.

Multiballs

The main multiball can be achieved the raising the gofers and then locking balls:

- 1. Shoot the center ramp. This will raise Bud.
- 2. Shoot Bud to lower him. He will return back down if you take more than about 20 seconds
- 3. The center ramp will remain lifted. Shoot underneath the ramp to lock the ball.
- 4. After receiving another ball, shoot the center ramp again. This will raise Buzz.
- 5. Shoot Buzz to lower him. Same timer as with Bud.
- 6. The right ramp will remain lifted. Shoot underneath the ramp to lock the ball.
- 7. Shoot the putting green to start the multiball. The hole-in-one will also start it.

The multiball will start with the three balls kicking from just about everywhere. One will shoot directly at the flippers, another will be kicked into the jet bumpers, and another will be kicked to the upper flipper.

You start by trying to collect a jackpot at the side ramp. The jackpot starts at 3,500,000 and increases by a million if you collect it.

After you collect a jackpot, the left inlanes will lower the slam ramp (take as many tries as you need) and shoot the hole-in-one to collect a super jackpot, worth double the regular jackpot value.

A second super jackpot will award a regular jackpot value and an extra ball! Every 3rd super jackpot collected after that (3rd, 6th, 9th, etc.) will award a regular jackpot value and a special!

If you do not collect a jackpot when the multiball ends, you will get a chance at a restart. Shoot the Putting Green within 10 seconds to restart multiball with all three balls.

Once the multiball is over, you need more center ramp shots to raise the gofers again. The second multiball will be three shots, third will be seven, and fourth and later will be nine.

Additionally, if you shoot the center ramp three consecutive times (if the third doesn't raise a gofer), Bud will pop out and block the center ramp, until either a long enough period of time has passed, or you hit him enough times. He will also lower at the start of a new ball.

Ripoff multiball can be started by shooting the captive ball enough times. Once you light the driving range, the display will tell you how many more completions of the captive ball lights to light Ripoff. Instead of Light Driving Range, shoot the captive ball to start Ripoff. You'll know when it's ready for Ripoff, because the music will change, you'll hear a sort of alarm, and the game will urge you to shoot the captive ball.

Once you start Ripoff, shooting either middle ramp (not the side ramp), will award a small amount of points that will increase with each shot (not sure of the exact scoring). Shooting both ramps will award double the value of shooting just one of the ramps.

You can also shoot the captive ball to complete the array of lights and add another ball. You can add a maximum of two balls, meaning you can have up to a four-ball Ripoff.

Speed Golf multiball can be started by a wheel award or by hitting the golf cart 13 times. When this is active, you will receive a three-ball multiball, where the objective is to shoot anything in the driving range as much as you can.

The value for shooting anything in the driving range will increase with each switch hit. Shooting the hole-in-one will award this value twice.

Hole-in-One Challenge - Wizard Mode

Once you complete the ninth hole, you will start Hole-in-One Challenge instead of a wheel award. This is a four-ball multiball where you get the following features and awards:

1 million times the number of Holes-in-one you made up until the challenge (resets after 18 holes)

If you completed 18 holes, you will get a course completion bonus worth 10 million, AND every ball from then on (provided you don't tilt), you will receive 2.5M in bonus!

During the challenge, the Hole-in-one will be lit for a special (extra ball), shoot for that!

If you collect the special, you must shoot the side ramp to re-light the Hole-in-one for another special.

Kickback



Kickback, by default, will be lit at the start of each game at the left outlane.

The ball will be kicked back into play if it goes down the left outlane if it's lit.

To re-light the kickback, you will need to complete an array of targets to the lower-right of the playfield. There are four targets corresponding to four lights that spell "Kick". If the light is off, that means it hasn't been hit. If it's flashing, it's been hit once. If it's solid, it's been hit twice.

Essentially, shoot each target twice to light the kickback.

You can also light the kickback as a wheel award. The kickback will also be lit at the start of the regular multiball.

Cart Paths - Bonus Multipliers



Triggering the leftmost inlane or the rightmost inlane will light the opposite loop for a cart path. The awards are as follows:

1. 2X Bonus
2. Increase Cart Path (scores 100,000 for rest of the ball)
3. 3X Bonus
4. Increase Cart Path (scores 150,000 for rest of the ball)
5. 4X Bonus
6. 5X Bonus and Light Extra Ball (if this is your first time acquiring this)

Cart Paths reset at the start of each new ball. You can only light the Extra Ball from 5X Bonus once per game.

The bonus multipliers multiply the points you receive off of stroke counts, but not of course completion bonuses.

Extra Balls and Specials

Extra balls are collected at the putting green when lit. Extra balls can also be collected at the left outlane.

Completing the fourth hole lights an extra ball. Collecting the second super jackpot also awards an extra ball.

Every Hole-in-one made during Hole-in-one challenge awards a special, if you made a side ramp before or the challenge just started.

Every third super jackpot collected will award a special. Specials can also be collected at the right outlane if lit.

Perks/Cool Things

1. If the ball has hit either any jet bumper and then drained out the left outlane, the kickback will fire even if it isn't lit! The same thing also happens whenever the slam ramp has been lowered, and if the ball bounces in the kickback from the sand trap eject.
2. If the ball drains out the right outlane from a weak kick from the sand trap eject, the game will reserve another ball to the plunger.
3. If you have a ball saver in single-ball play from a fresh plunge, if you drain when it's lit, it serves another ball to the plunger, but you get to plunge it, instead of the game auto-plunging it. Use this to your advantage if you want to make more shots at the driving range.

Basic Strategies

1. Getting Multiball at least once or twice is important, because it can be worth so much. It will be difficult getting it much more than that because of all the center ramps you'll need to hit.
2. Play the modes. Some modes (like Cart Attack) hold their value throughout the game, and can be worth major points later on. Don't forget about shooting for the Cart Paths for bonus multipliers later in the game since your bonus will just keep getting bigger and bigger.
3. During Ripoff Multiball and Hole-In-One Challenge, definitely hit on the captive ball.