

THE BIG LEBOWSKI™ PINBALL



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OPERATIONS MANUAL



This manual is written for firmware release 1.00

CONGRATULATIONS WITH YOUR **THE BIG LEBOWSKI™ PINBALL MACHINE!**

Launch the ball and enter the world of The Dude!

- ▶ **More than 200 quotes and clips from the movie**
- ▶ **Brunswick™ Bowling Alley with 10 controlled pins**
- ▶ **3 Flippers and multi-level playfield**

We hope you will enjoy this game. Our mission is to bring fun to the world, and we believe we have succeeded in designing and building the best pinball machine ever, using high quality animations, music, light and SFX, immersive gameplay and love for the details.

We hope you will love it as much as we do.

Team Dutch Pinball



CONTACT DUTCH PINBALL

If you have any questions, you can contact us via our website www.dutchpinball.com.
For support requests you can use support@dutchpinball.com

DISCLAIMER

- Dutch Pinball B.V. is not liable for damages resulting from non-compliance with the instructions in this manual, or from modifying the machine.
- When setting up the pinball machine, the backbox must be secured with the backbox latch and the two provided wing screws as described in the Game setup instructions further in this manual.
- Repairs, maintenance, and electrical connections must only be carried out by a qualified technician.
- Never remove warning or information stickers from the machine.
- Never use the machine during a thunderstorm. In that case, immediately disconnect the plug from the power supply.
- Do not leave pieces of the packaging lying about (plastic bags, carton, etc.), keep this out of reach of children as it poses a danger to them.
- Do not insert objects into the air vents.
- Do not expose the machine to shocks and vibrations. Do not use excessive force when installing or operating the machine.
- Do not turn the machine on and off in rapid succession, this can shorten the longevity of the machine.
- Only use the machine indoors and prevent contact with water or other fluids.
- Only use the machine if you are familiar with its functions.
- Prevent exposure to fire and do not place the machine near inflammable fluids or gasses.
- The housing must remain closed during usage.
- If the machine is not in use or when it must be cleaned, you must disconnect the plug from the power supply. Always use the plug to disconnect the power cord from the power supply. Never remove the plug from the power supply by pulling the power cord.
- Make sure the machine is not exposed to extreme heat, moist or dust.
- Make sure the power cord does not get entangled and do not use the cord if it is damaged.
- Do not immediately turn on the machine after it has been exposed to large temperature fluctuations (such as after transport). Condensation can damage the device. Let the machine gradually reach room temperature before turning it on.
- For adult use only. Children can only use the machine under supervision of an adult. Never leave the working machine unsupervised.
- When replacing the fuses, only use fuses of the same type and class.
- The user is responsible for correct installation and use of the machine. Dutch Pinball B.V. is not liable for damages resulting from misuse or an incorrect installation of the machine.
- WARRANTY: valid until one month after purchase date.
- If this machine is used in a manner not described in this manual, the product can be damaged, and the warranty will be voided.
- Any other use can lead to hazards such as short circuit, burns, electrical shocks, constriction, jamming, etc.
- Do not place objects, food, or beverages on the pinball machine.
- Do not kick, push, or hit the pinball machine. Playing pinball is a lot of fun but can be frustrating and trying too. Not everybody is as cool and relaxed as The Dude.
- The pinball machine must never be tilted. There is risk of crushing and even death!
- The pinball machine can only be connected to a grounded power supply. Any other use can lead to hazards such as short circuit, burns and electrical shocks.

SAFETY WARNING

- In general: use your common sense. Do not experiment. Do not be a nihilist.
- The maintenance of this machine or the replacement of parts can only be carried out by a qualified technician.
- Always use utmost care when maintaining the machine and always consult the manual for replacing or maintaining parts. The manufacturer accepts no responsibility for injuries caused by unauthorized operation.
- Use only original spare parts. Modifications may only be carried out with prior written permission of Dutch Pinball B.V. The use of unauthorized parts voids the warranty.
- Never tilt the machine! There is risk of crushing and death!
- This product is protected by copyright. Do not copy the Dude, be original!
- Keep long hair, fingers, jewelry, etc. away from turning parts of the system.
- The power supply shall be installed near the equipment and shall be easily accessible. The main plug shall be connected only to a power supply provided with a protective earth contact.
- Do not allow liquid to get into the machine.
- Always unplug the machine before you open the playfield because of the high voltage and/or damage that you can cause to the system.
- Do not install or store in rooms subject to extremes of temperature and/ or humidity. The system should always be transported with the backbox DOWN.
- A small percentage of the population can be prone to seizures when exposed to certain images, such as flashing lights or patterns. Also, persons without any medical history of epilepsy can have an underlying condition which can cause an epileptic seizure when exposed to flashing lights.
- Also, people with epilepsy and/or balance disorders should stay away from this game.
- Do not play this game too long. It might cause pain in your arms, hands, fingers but also in your legs. In fact, in your whole body including your eyes and other senses. Also, people with heart or brain problems should not play this game. Dutch Pinball will and cannot be held liable for any harm or damage. Play or look at this game at your own risk. You may enter a world of pain.
- For adult use only. Children can only use the machine under supervision of an adult.
- This system contains explicit and sexual language. The factory default setting mode is family. Do not change this setting unless you want to be offended.
- When people under 21 years old are within 100 meters of this system, the system must be set on family mode.
- People under 21 years old are not allowed to play this system without explicit permission and guidance of one of their parents.
- The manufacturer accepts no responsibility for any harm done to children, adults and/or seniors nor to any pets or objects in the house or from outer space.



WARRANTY AND RETURN POLICY

Warranty terms

- The electronic system, the mechanical parts, and the software of this Dutch Pinball B.V. pinball machine are designed to work with original accessories and machines of Dutch Pinball B.V. Any alteration, reparation or modification with parts not produced by Dutch Pinball, the warranty will be voided. Also, any alteration, reparation or modification by a non-authorized person will void the warranty.
- A warranty period of 1 calendar month applies to most parts, unless specified otherwise in the description.
- The warranty does not apply to wearing parts, such as rubbers, silicone rings, stickers, and the glass plate. The sole liability of Dutch Pinball B.V. concerns the replacement or repair of parts which have been returned during the applicable warranty period.
- Open the packaging and inspect the pinball machine immediately upon receipt. If the packaging shows obvious signs of transport damage, do not accept the package, or only under strict reservation.
- When returning the pinball machine, use the original packaging. The shipping costs are at the expense of the buyer.
- Unless specifically agreed otherwise, no other warranties, either explicit or assumed, apply to the pinball machine.
- The maintenance of the pinball machine or the replacement of parts can only be carried out by a qualified technician.
- This document and the information contained therein may not be reproduced or used, partially or in its entirety, without express written permission of Dutch Pinball B.V. The products in this manual, the company name and the designs are protected by design registrations, trademarks, and copyright. In case of infringement or imitation, legal action will be taken. Dutch Pinball maintains the right to change specifications without prior notice.

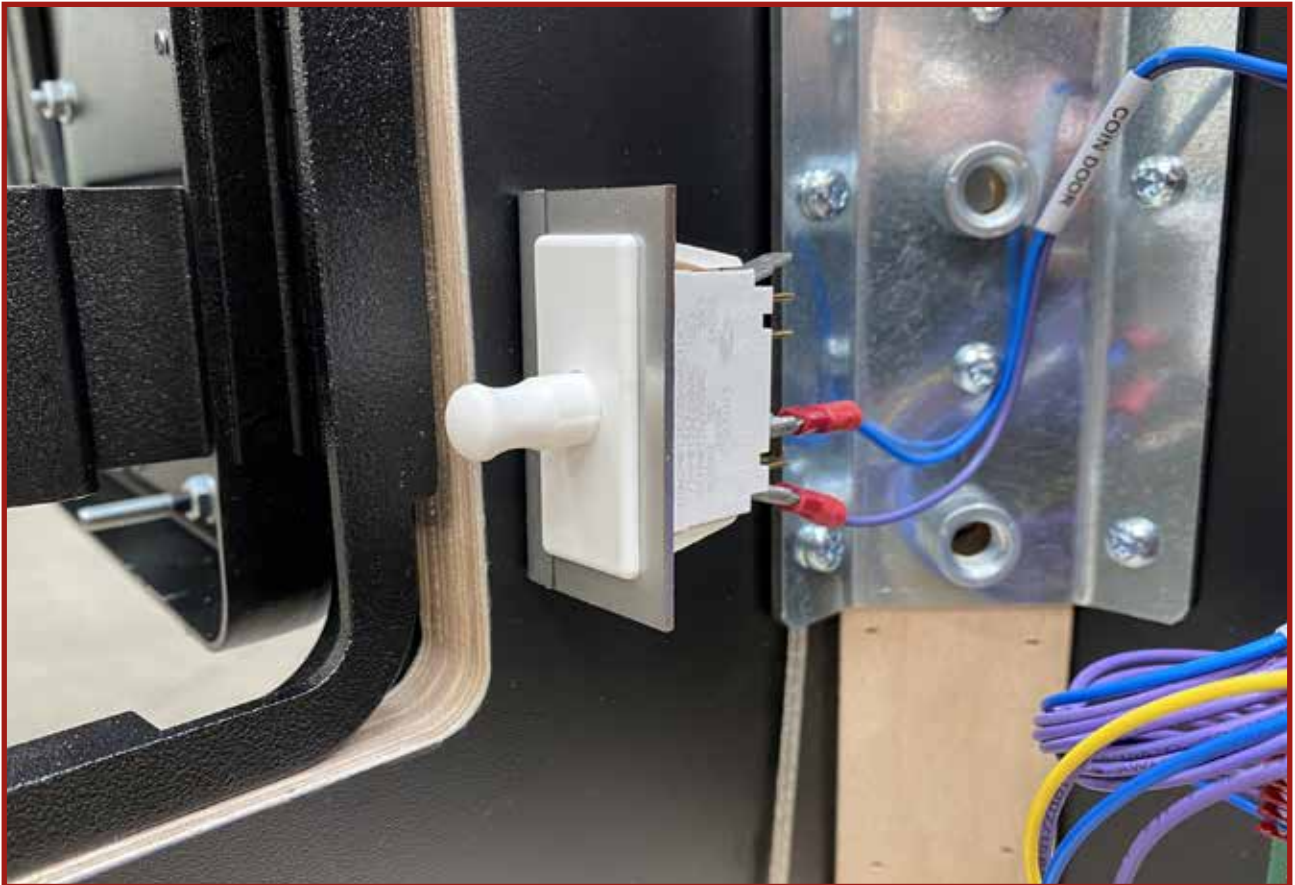
Return policy

- Only new, unused, and unmodified parts and accessories can be returned or exchanged. The parts or accessories must have been purchased with Dutch Pinball B.V. or one of its authorized distributors. Parts or accessories which have been used or show wear and tear will not be accepted.
- All return requests must be submitted within 30 days after purchase. This can be done by sending an email to support@dutchpinball.com. You will then receive instructions for further processing.
- All shipping and additional costs are at the expense of the buyer.
- If the complete machine must be returned, use the original packaging. Parts must be properly packed. Dutch Pinball B.V. is not liable for any transport damage or loss of shipments during transport.
- A purchase receipt must be submitted.
- If it is determined that a restitution will take place, it will be done with the same payment method as the original payment.
- Exchange options depend on availability.
- Dutch Pinball B.V. reserves the right to reject the request to restitution or exchange.
- Dutch Pinball B.V. reserves the right to change the provisions of this policy at any moment.

IMPORTANT NOTICE

Before you start enjoying the machine, you should be aware that TBL comes with a protection mechanism which takes off the High-voltage (48 VDC) and the 12 VDC from the playfield when the coin door is opened. This will, for instance, disable the stepper motors and coils. This is to ensure your safety.

The switch responsible for this protection can be found on a bracket at the left side of the coin door. If you want to disable this protection during testing, you have to pull the pin on this switch till you feel it click. The protection circuit is now disabled! It is important be aware of this when you touch parts at the bottom of the playfield. If you close the coin door, the protection is re-instated for the next time.



ABBREVIATIONS

TBL – The Big Lebowski

MPF – Mini Play Field

MMB – Middle Main board (the big PCB under the playfield)

FMB – Front Main Board (the smaller PCB at the front near the flippercoils)

DP – Dutch Pinball

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INTRODUCTION: THE BIG LEBOWSKI

THE
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PINBALL

THE BIG LEBOWSKI

The Big Lebowski is a 1998 crime comedy written, produced, and directed by Joel and Ethan Coen, starring Jeff Bridges as Jeffrey “The Dude” Lebowski, a Los Angeles slacker and avid bowler. He is assaulted as a result of mistaken identity, after which The Dude learns that a millionaire (also named Jeffrey Lebowski) was the intended victim. The millionaire Lebowski’s trophy wife is kidnapped, and he commissions The Dude to deliver the ransom to secure her release; the plan goes awry when the Dude’s friend Walter Sobchak (John Goodman) schemes to keep the ransom money. Julianne Moore, Steve Buscemi, David Huddleston, John Turturro and Philip Seymour Hoffman also appear in supporting roles.

PLOT

In 1991 Los Angeles, Jeffrey “The Dude” Lebowski, a middle-aged bachelor with a penchant for cannabis and bowling, is assaulted by two goons hired by pornographer Jackie Treehorn, demanding money owed by the wife of another Jeffrey Lebowski (the eponymous “Big Lebowski”). Realizing they have the wrong man, they leave after one of them urinates on the Dude’s rug.

On the advice of his bowling partners Donny Kerabatsos and Vietnam veteran Walter Sobchak, the Dude seeks compensation from the other Lebowski, a wealthy, disabled philanthropist who refuses his request. Leaving Lebowski’s mansion, the Dude takes a valuable rug and meets Bunny, Lebowski’s young trophy wife.

Days later, the Dude is told that Bunny has been kidnapped, and Lebowski wants the Dude to deliver the ransom money to find out if the kidnappers are the same people who soiled his rug. The Dude informs Walter and Donny about the kidnapping and suggests that Bunny may have staged her own kidnapping to use the ransom money to pay off her debts; Walter is immediately convinced of this and becomes incredulous at her greed. That night, another pair of thugs knock the Dude unconscious and take his new rug.

The kidnappers arrange a meeting, and Walter accompanies the Dude. Still convinced that Bunny “kidnapped herself”, he enacts a plan to give them another briefcase, containing Walter’s “dirty undies”, so he and the Dude can keep the ransom money. To the Dude’s horror, Walter gives the kidnappers the fake briefcase. After another game of bowling, the Dude’s car is stolen with the real briefcase inside.

Lebowski’s daughter Maude calls the Dude, explaining that she took the rug and inviting him to visit her. She plays him a pornographic video revealing Bunny was one of Treehorn’s actresses. Confirming the Dude’s theory that Bunny staged her own abduction, Maude asks the Dude to recover the ransom which her father withdrew from the family’s personal foundation. Lebowski confronts the Dude, angry that he failed to deliver the ransom, and shows him a severed toe presumed to be Bunny’s. Three German nihilists threaten the Dude, identifying themselves as the kidnappers, however Maude says they are friends of Bunny.

The Dude’s car is recovered by police, minus the briefcase, but inside the Dude finds the homework of a high school student named Larry Sellers. Walter and the Dude confront Larry at his family’s home, and Walter uses a crowbar to wreck a new sports car parked outside which he believes Larry bought with the stolen money. The car’s real owner rushes outside and wrecks the Dude’s car in revenge, thinking it to be Walter’s.

The Dude is forcibly brought to Treehorn, who is seeking Bunny and the money she owes him. Treehorn drugs the Dude's white Russian cocktail, causing him to dream about starring in a Treehorn film about bowling with Maude. Awakening in police custody, the Dude is assaulted by the Malibu police chief. After being kicked out of a cab for hating the Eagles, the Dude is unknowingly passed by Bunny, revealed to still have all of her toes. The Dude returns home to find his bungalow ransacked by Treehorn's goons. He is seduced by Maude, who hopes to conceive a child but wishes him to have no involvement in its upbringing. She explains that her father has no money of his own, as her late mother left everything to the family charity.

Having had an epiphany, the Dude has Walter drive him to the Lebowski estate, where Bunny has returned, and the truth of her disappearance is revealed: When Bunny left town on an unannounced trip, her nihilist friends faked her kidnapping to extort money from her husband; Lebowski, who hated his wife, withdrew the ransom from the foundation but kept it for himself, instead giving the Dude a briefcase containing phone books. Walter and the Dude confront Lebowski, who refuses to admit responsibility, so Walter picks him up and throws him out of his wheelchair, thinking he is also faking his paralysis.

The Dude and his friends return to the bowling alley, where they are confronted by the nihilists. Learning there was never any money, the nihilists try to rob them but Walter violently fends them off. During the scuffle, Donny suffers a fatal heart attack and dies.

Some time later, after delivering an informal eulogy to Donny at the beach, Walter accidentally scatters Donny's ashes onto the Dude. They go bowling, and the Dude encounters the film's cowboy narrator, who tells the audience that Maude is pregnant with a "little Lebowski" and hopes that the Dude and Walter will win their upcoming bowling tournament.

"A way out west there was a fella, fella I want to tell you about, fella by the name of Jeff Lebowski. At least, that was the handle his lovin' parents gave him, but he never had much use for it himself. This Lebowski, he called himself the Dude..."

THE STRANGER



GAME SETUP INSTRUCTION

THE
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GAME SETUP INSTRUCTION

UNBOXING THE BIG LEBOWSKI™ PINBALL

Safety regulations

Please make sure you set up the game with at least 2 persons. A pinball machine is an extremely heavy machine and not setting it up correctly may result in injuries.

Tools needed

- ▶ Wire cutters or scissors
- ▶ Bubble level
- ▶ 5/8" wrench, or 16 (metric) wrench
- ▶ Utility knife

Box contents

After opening the box, check if all parts listed below are in the box. These can all be obtained after the box has been opened at the top.

- ▶ 4 Pinball legs
- ▶ 4 Pinball Leg levelers with tightening nuts
- ▶ 8 Leg bolts
- ▶ The 'Rug' (rolled up)
- ▶ 3 Plastics for key chain
- ▶ 6 Steel pinballs (5 for the playfield, and 1 for the Bowling Alley)
- ▶ 1 Line power cable (based on your country)
- ▶ 2 Butterfly bolts
- ▶ 2 keys for backbox
- ▶ 1 key for coin door
- ▶ 1 Plumb Bob (for the tilt mechanism)

Envelope contents

The envelope in the box contains:

- ▶ Letter with information about software updates and support.
- ▶ 2 Score cards

STEP 1

Remove all shipping bands and identify the "TRUCK THIS SIDE ONLY" side of the machine.

The "TRUCK THIS SIDE ONLY" of the box.



*Remove accessory box,
cable and envelope*



STEP 2

Open the top of the box by carefully removing the tape and/or staples and fold the flaps to open the box.

STEP 3

Remove accessory box, cable and envelope.

STEP 4

There are two ways to remove the box. If you have enough space, you can lift the box up to remove it.

If you don't have enough space you can use a utility knife to cut along the dashed lines on the "TRUCK THIS SIDE ONLY" side of the box and then remove it.



ATTENTION: Don't cut the strap that is holding the backbox!!

STEP 5

Remove the legs from the carton fixation on top.

STEP 6

Carefully remove the carton fixation on top.



PREPARE THE LEGS AND LEG LEVELERS

STEP 7

The tightening nut on the leg levelers should be all the way to the bottom for the two front legs and approximately two-thirds from the top of the leg leveler.

Thread the leg leveler into the legs until the tightening nut is against the underside of the leg and tighten it with a standard 3/8" (or 10 mm) wrench.



Front legs



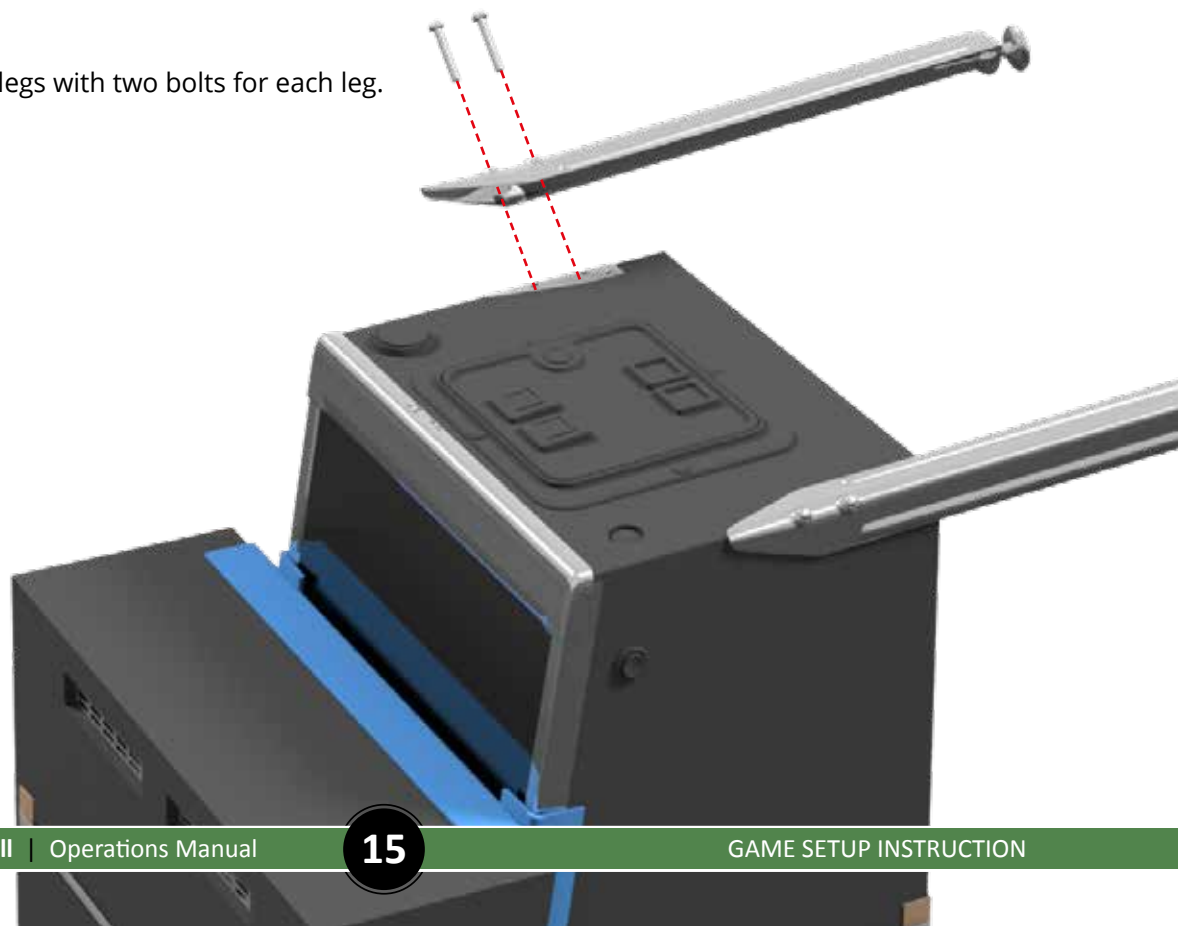
Rear legs



Mounted on the leg

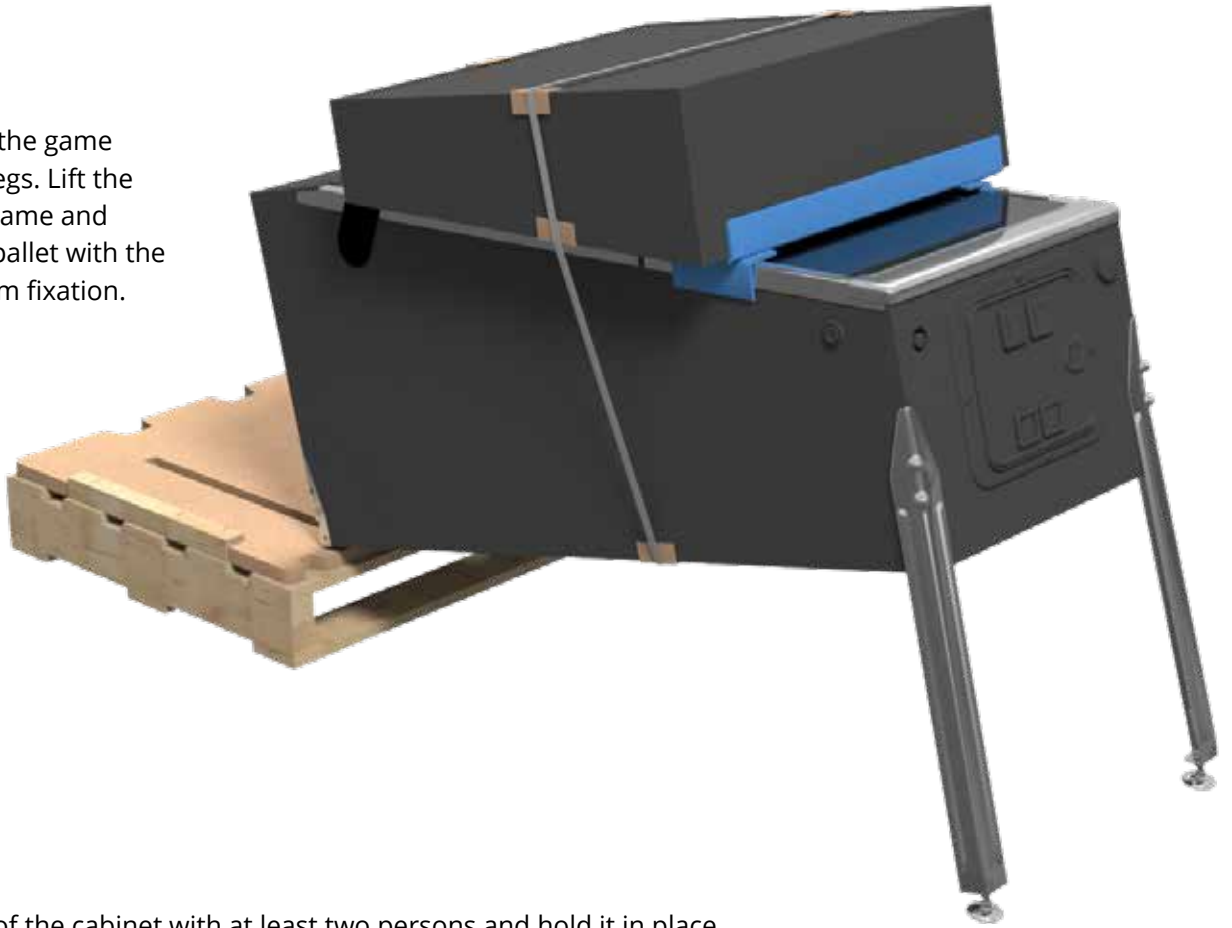
STEP 8

Mount the two front legs with two bolts for each leg.



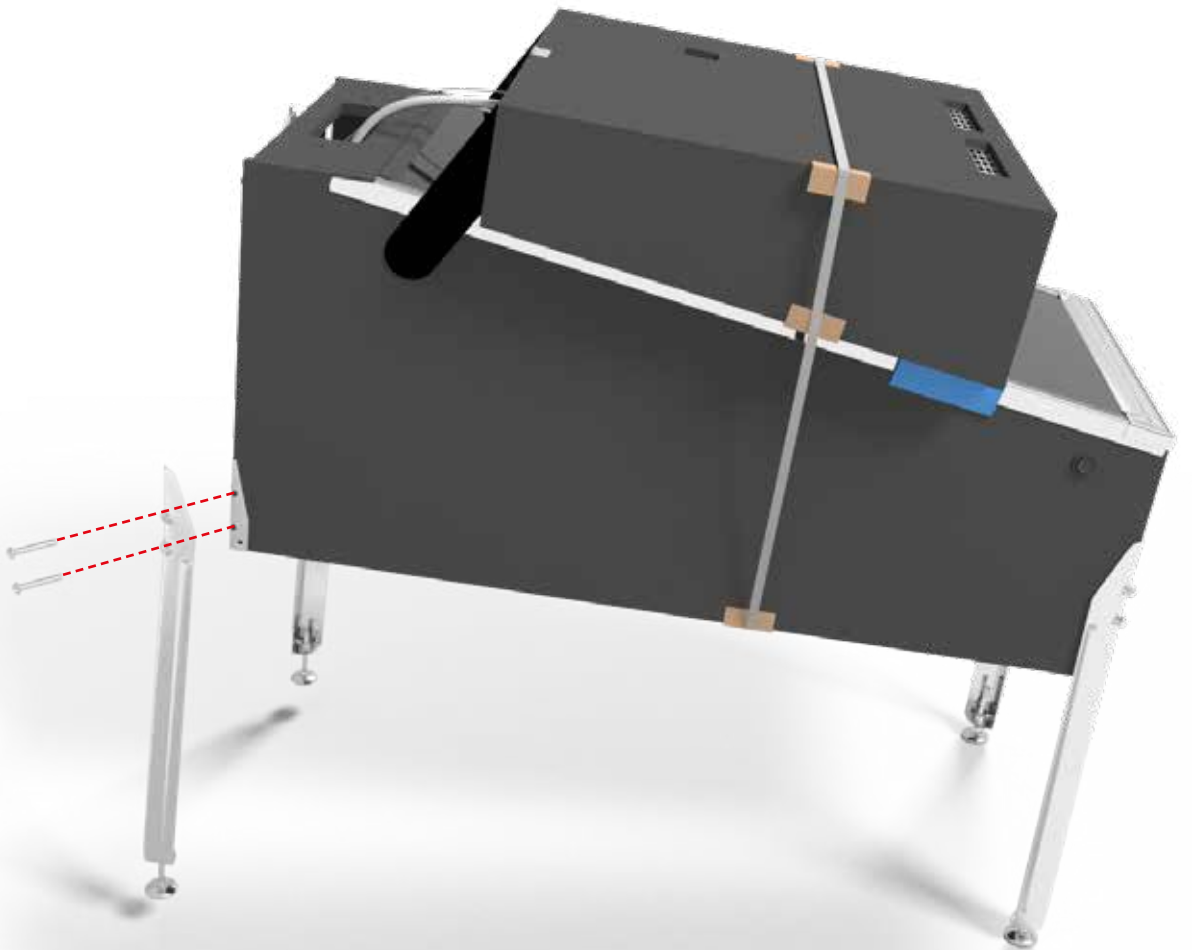
STEP 9

Carefully tip the game on its front legs. Lift the back of the game and remove the pallet with the carton bottom fixation.



STEP 10

Lift the rear of the cabinet with at least two persons and hold it in place. Mount the rear legs with the remaining four bolts. Carefully lower the game on its legs.



STEP 11

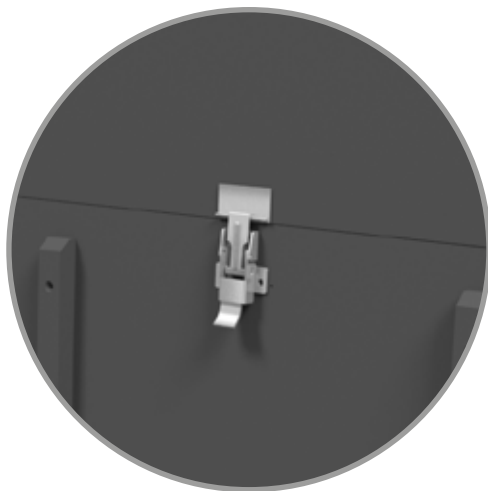
Cut the nylon strap that holds the backbox down and remove the remaining packing material.

STEP 12

Lift the backbox in its upright position. Please be careful with the wires so they don't get pinched between the cabinet and backbox.

STEP 13

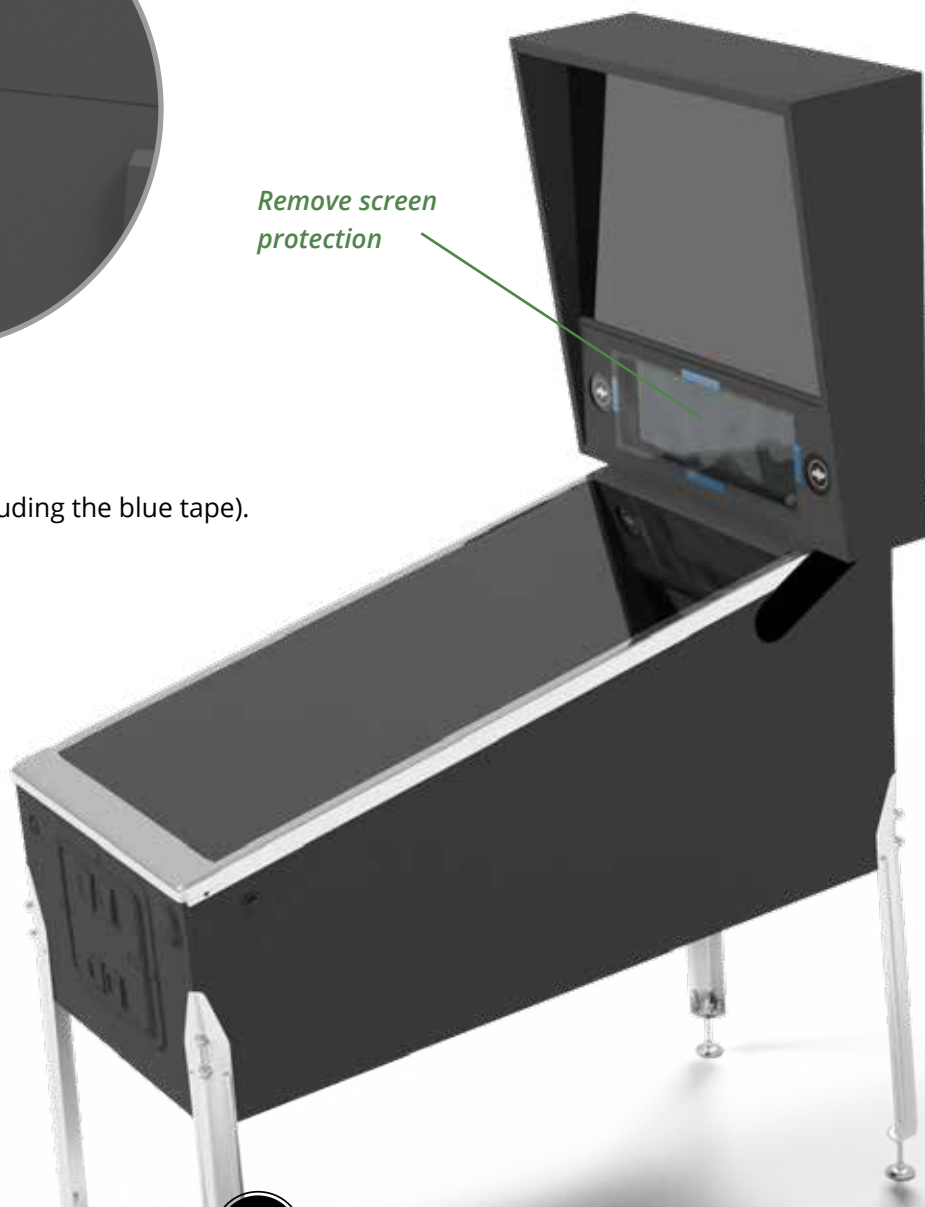
Lock the backbox in place with the backbox latch.



Remove screen protection

STEP 14

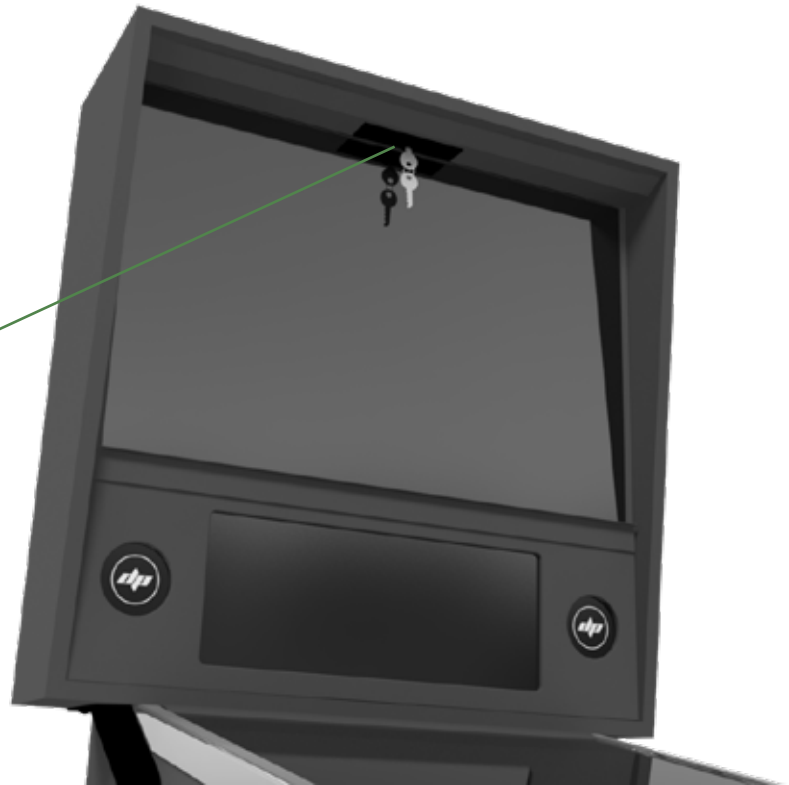
Remove screen protection (including the blue tape).



STEP 15

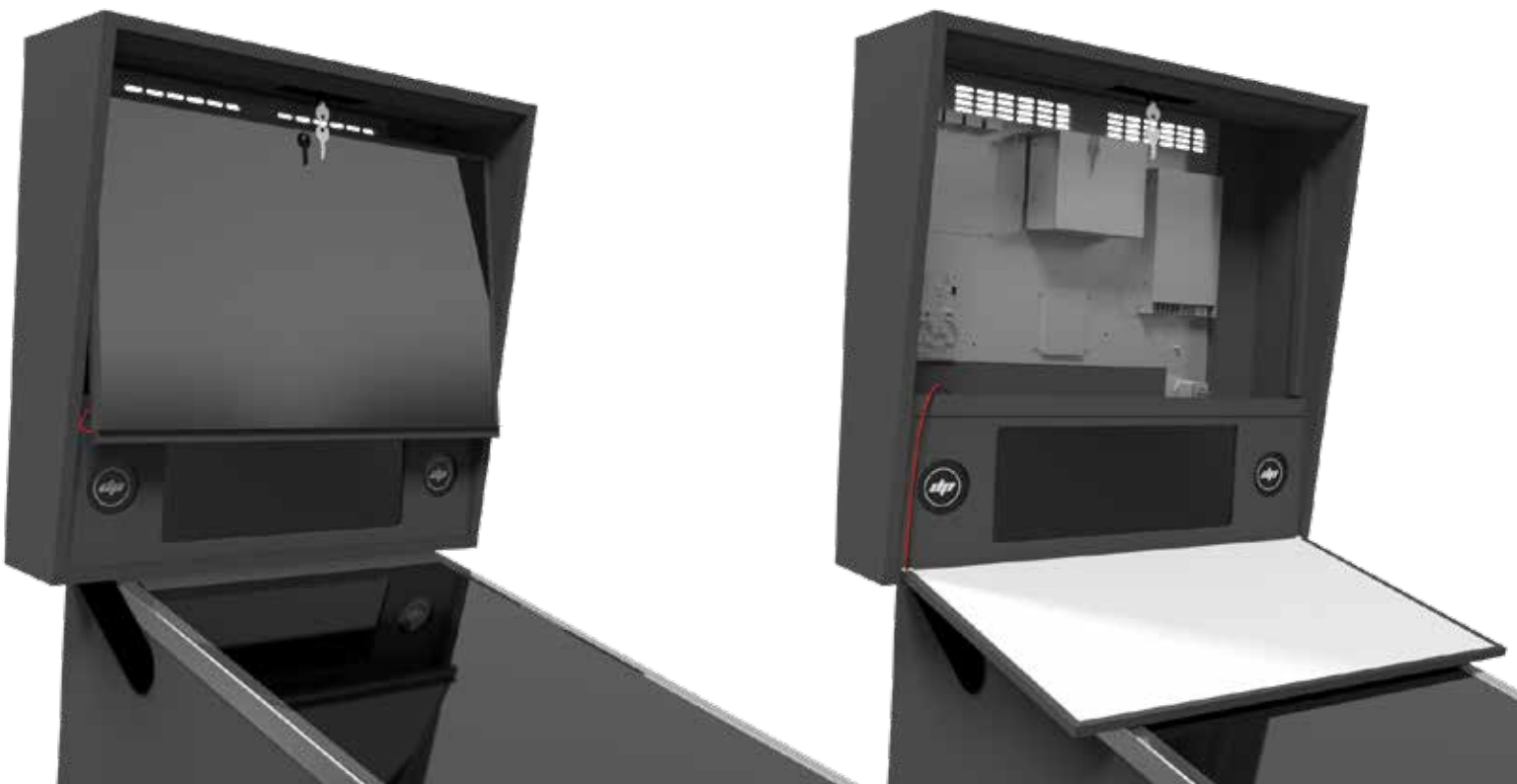
Use the keys to open the backbox lock.

Open backbox lock



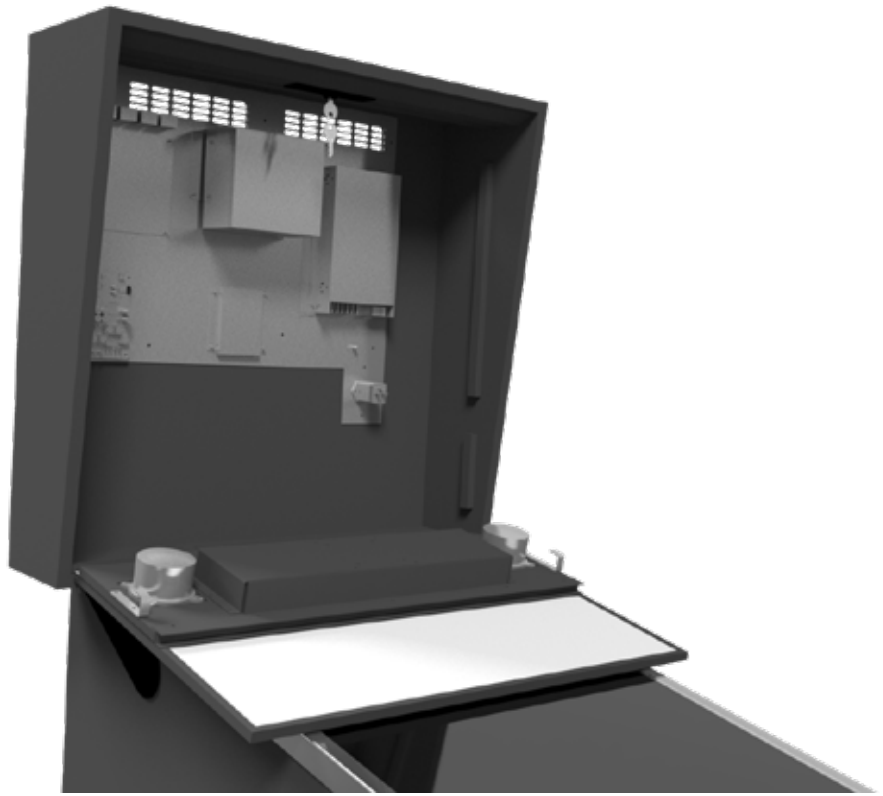
STEP 16

Carefully lift the Backbox LED Panel, and take it out of the H-channel. ATTENTION: The Backbox LED Panel has a wire attached to it to power the LED's. Disconnect the connectors to remove the Backbox LED Panel, or carefully place the Backbox LED Panel on top of the cabinet (see picture).



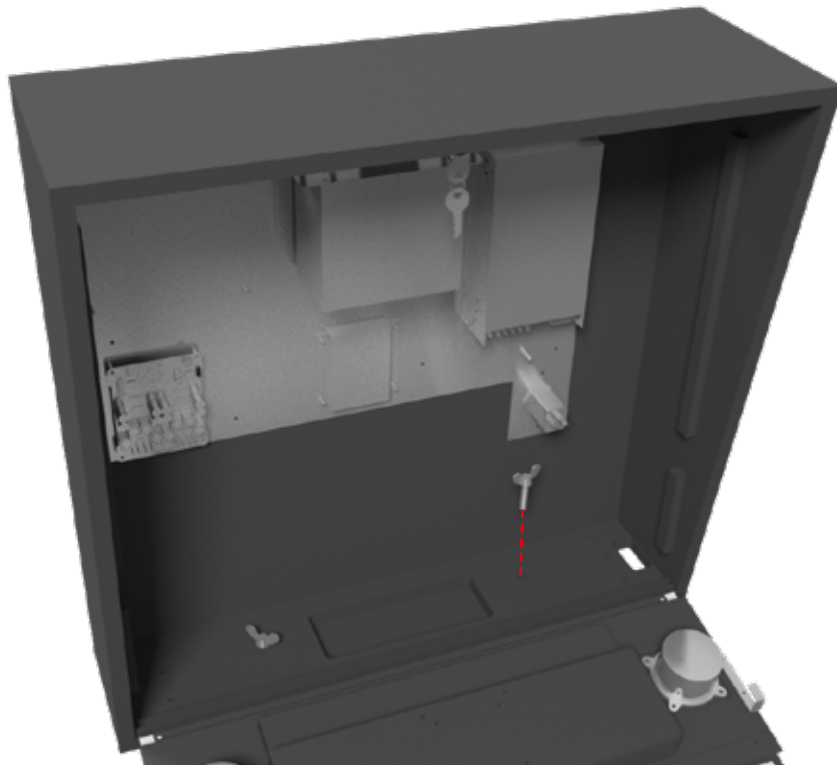
STEP 17

Carefully lift the Speakerpanel out of the backbox and carefully lay it down.



STEP 18

Tighten the two butterfly bolts in the bottom of the backbox to secure it.



STEP 19

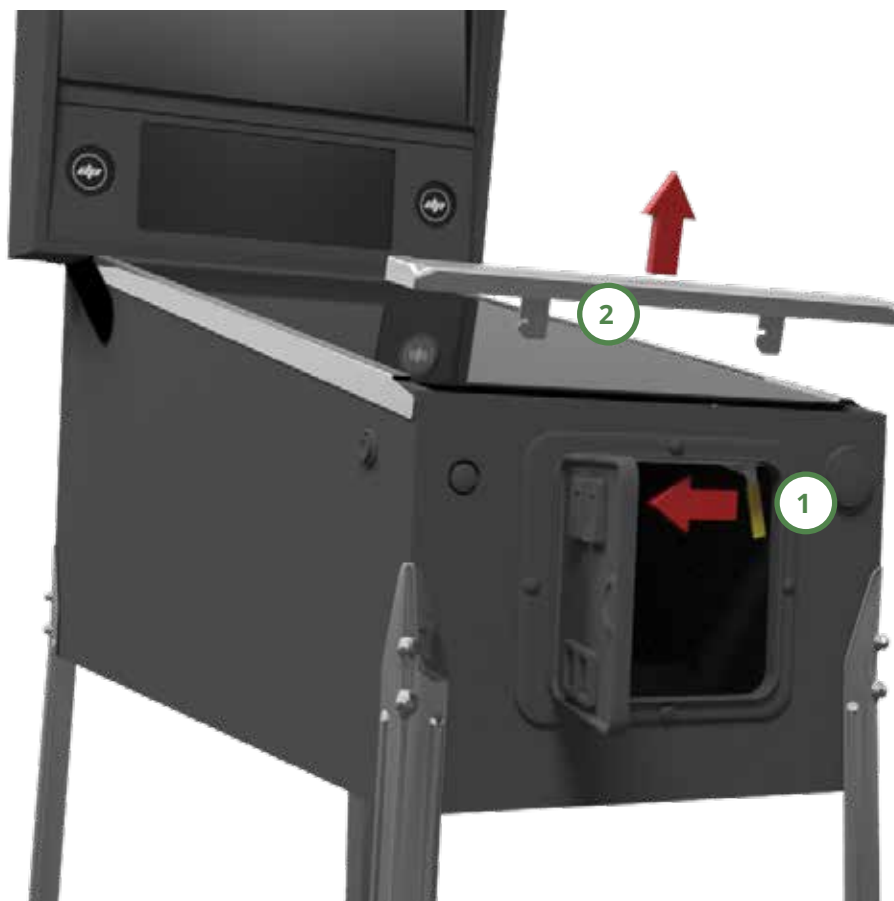
Put the Speakerpanel and Backbox LED Panel back in the backbox and close the backbox lock (don't forget to re-connect the cable).

STEP 20

Use the coin door keys to open the coin door.

STEP 21

Pull the yellow lever to the left (1) and lift the lockdown bar (2).

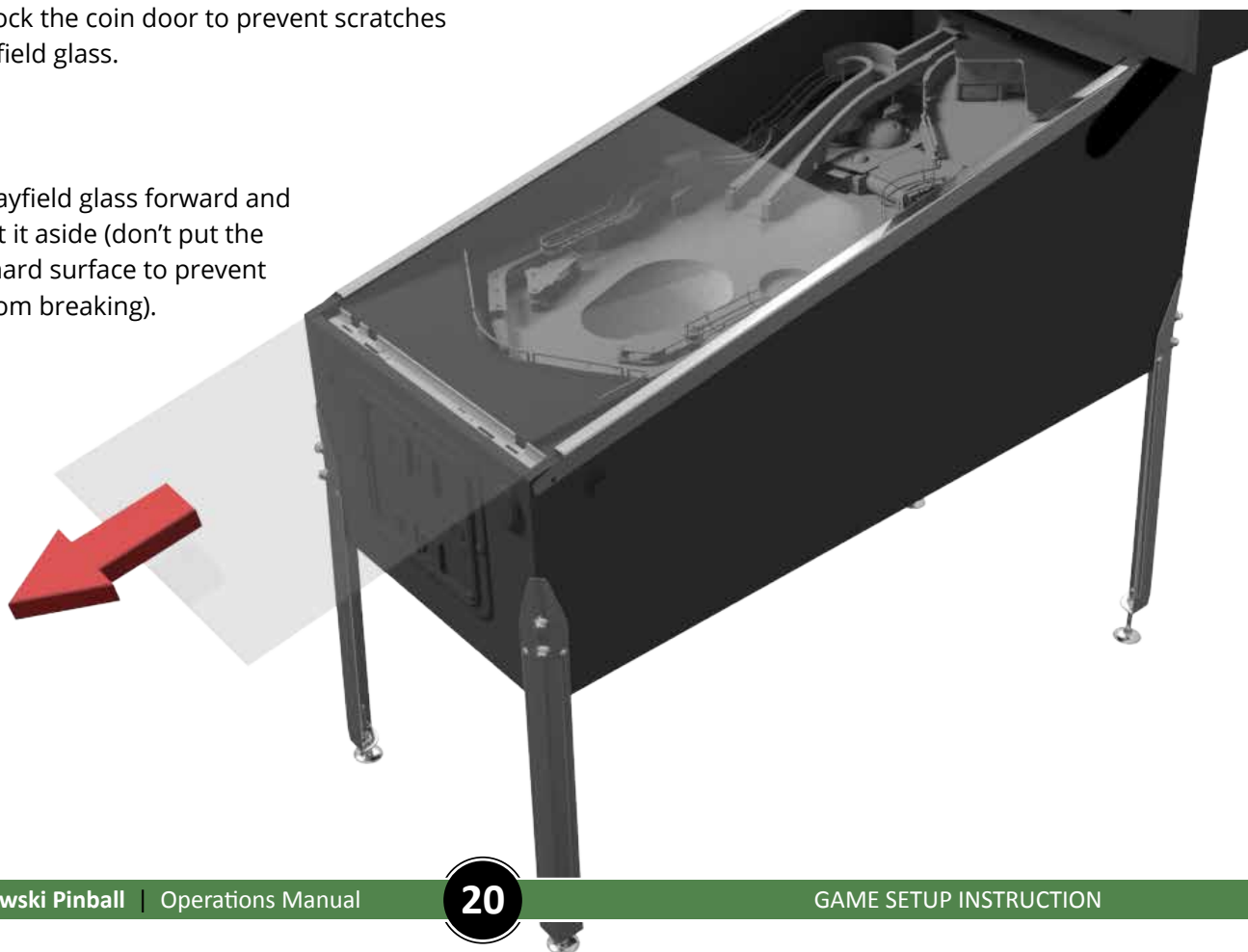


STEP 22

Close and lock the coin door to prevent scratches on the playfield glass.

STEP 23

Slide the playfield glass forward and carefully set it aside (don't put the glass on a hard surface to prevent the glass from breaking).



STEP 24

Remove the blue tape from the 'Dude's Car Door' on the Mini Playfield.

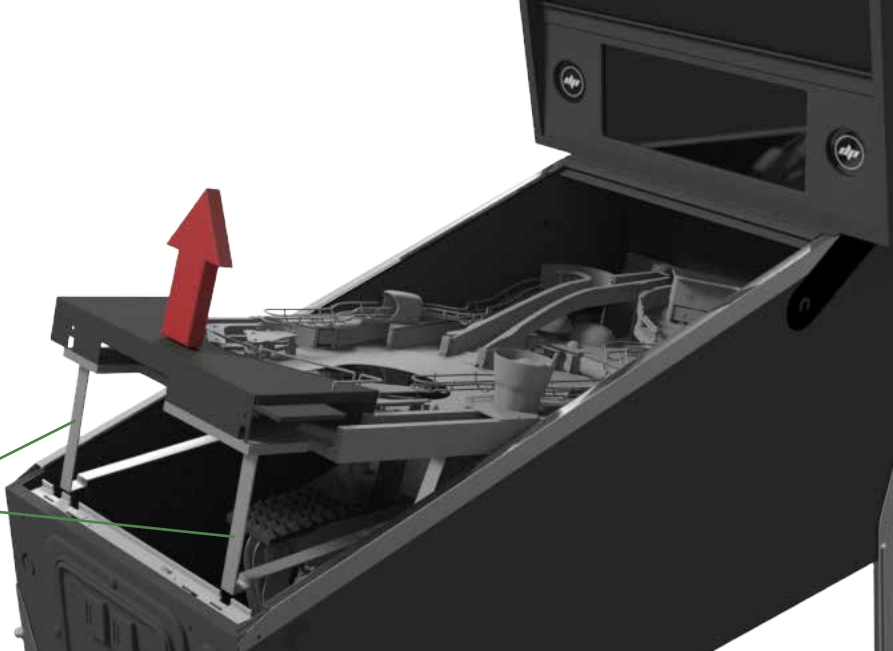
Remove blue tape



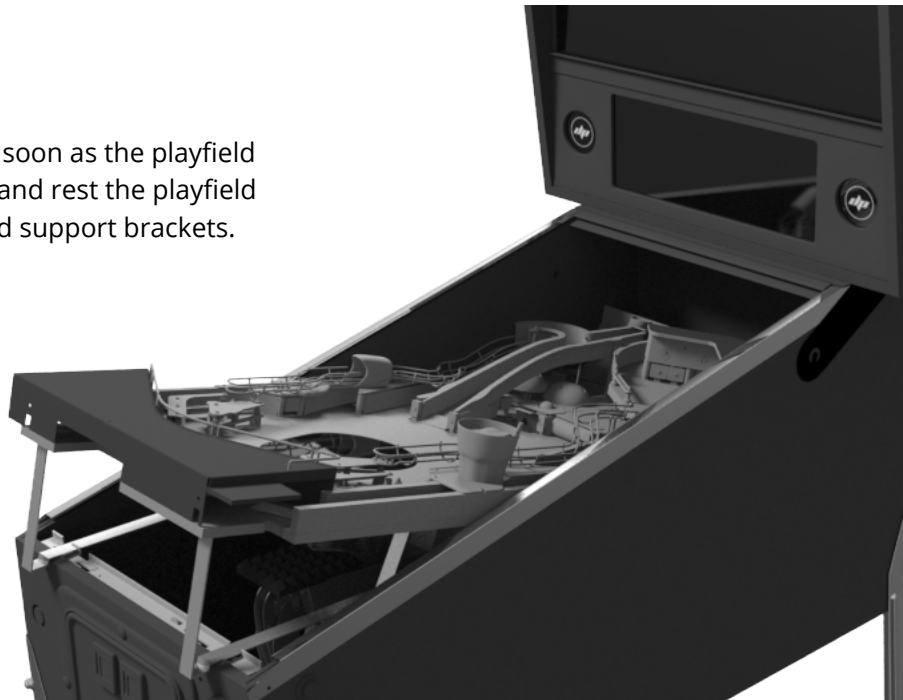
STEP 25

Pull the playfield up with the bottom arch, or apron.

Playfield support brackets



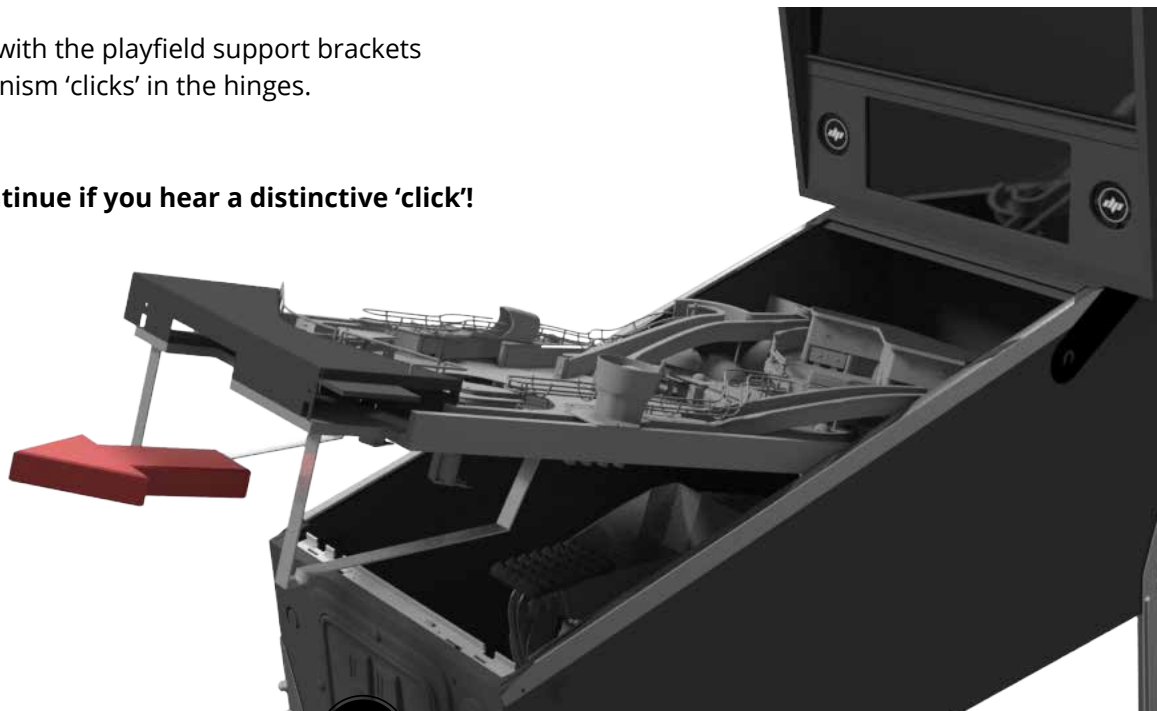
Next, pull the playfield a bit towards you as soon as the playfield support brackets are high enough to do so and rest the playfield onto the front of the cabinet on the playfield support brackets.



STEP 26

Pull the playfield back with the playfield support brackets until the sliding mechanism 'clicks' in the hinges.

ATTENTION: Only continue if you hear a distinctive 'click'!



STEP 27

Now tilt the playfield carefully in an upright position to the backbox.



Next, remove the packing material from the Bowling Alley and drop one ball onto the Bowling Alley playfield.

The ball will roll down the playfield into the Bowling Alley mechanism.

The tilt mechanism

Remove packing material

Drop one ball in the Bowling Alley

STEP 28

Install the plumb bob in the tilt mechanism:



The higher the plumb bob is mounted, the more sensitive it is.



STEP 29

Carefully lower the playfield again and slide it back in the cabinet. Make sure the playfield holders drop into the lever guide (see picture).

STEP 30

Drop 5 balls carefully on the playfield to drain them into the balltrough.

ATTENTION: before lifting the playfield remove all balls, or slide the blocker up on the balltrough and hold it until the playfield is in its upright position to prevent the balls from falling out.

STEP 31

Reinstall the playfield glass and lockdown bar.

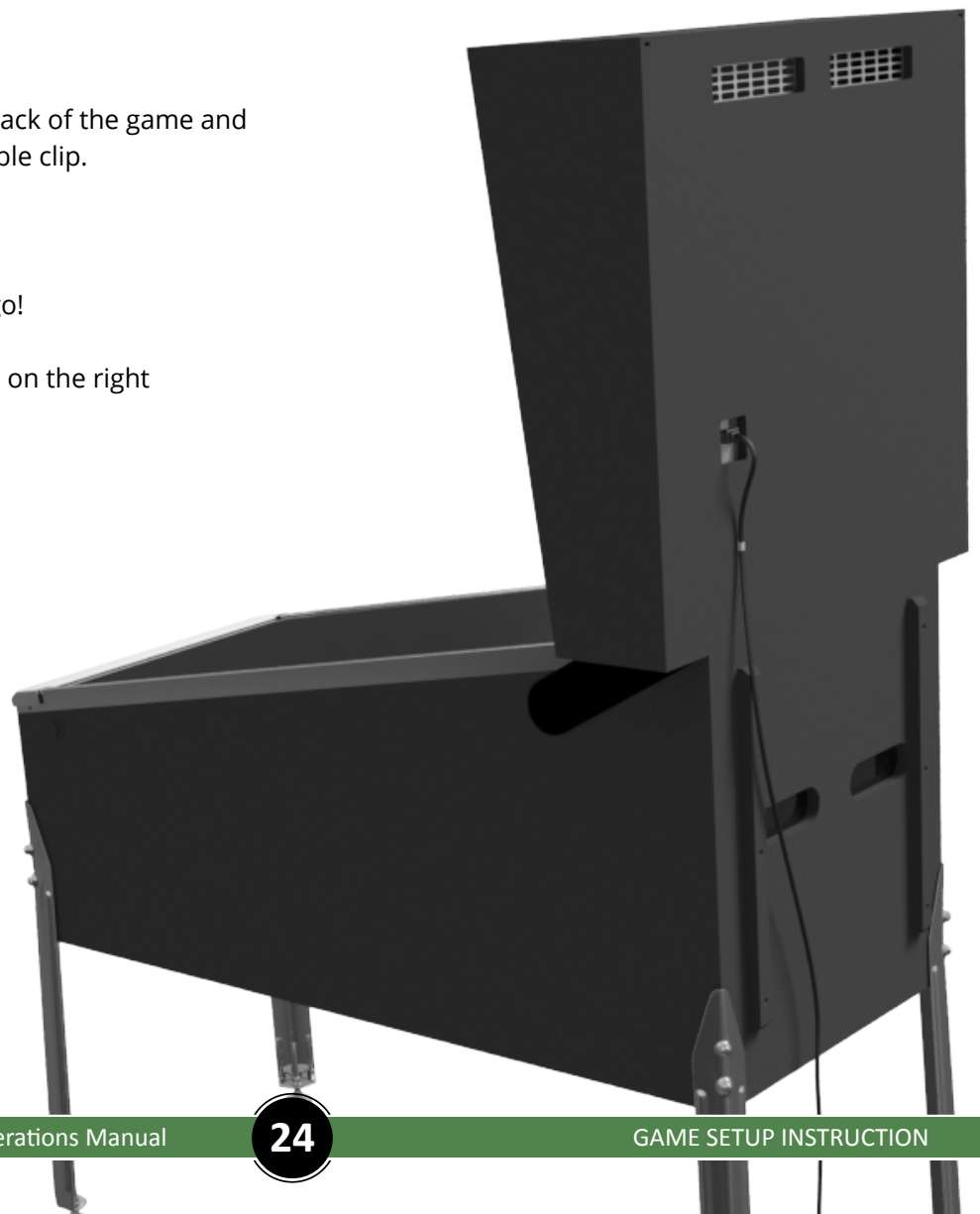
STEP 32

Plug the power cord in the back of the game and pull the cord through the cable clip.

STEP 33

Your game is now ready to go!

The power switch is situated on the right bottom of the backbox.



“THAT RUG REALLY TIED THE ROOM TOGETHER...”



To really tie the (game) room together you can put your game on the specially designed rug. Please keep in mind that the rug wears quickly. We therefore advise you not to stand, walk or pee on the rug.

If you play pinball we advise you to remove the rug and put the game directly on the floor.



GAME CONTROL LOCATIONS

THE
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GAME CONTROL LOCATIONS

CABINET SWITCHES

The On-Off switch is located at the bottom of the backbox at the right side.

To start a game, use the Start button located at the left side on the front of the cabinet. The Ball launch button is located at the right.



If you hold the Start button for a few seconds when a game is started, it gives you the opportunity to cancel a game. In a multiplayer game, you can also press and hold the Start button to remove a player.

If you push both flippers at same time when a game is started, you can select a player profile or create a new one. With the flipper buttons, you can make selections and the Start button acts as the Enter key.

COIN DOOR BUTTONS

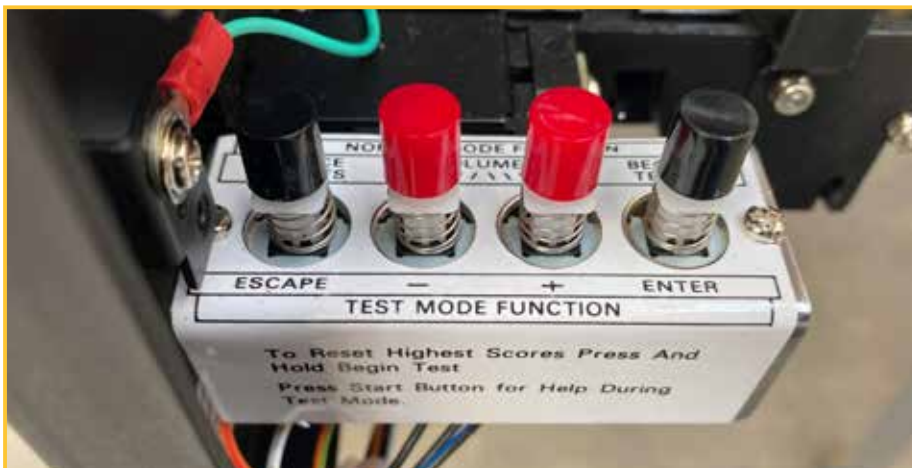
Normal function

If you open the coindoor a message will appear on the display alerting you have opened the coindoor and explain what the functions of the coindoor buttons are. Also, it will inform you that the High Voltage and Motors are disabled.



With the coin door buttons (located at the inner side of the coin door to the left), you can make all game adjustments you desire as well as carry out tests if needed.

In normal use, the two inner buttons function as volume up (+) or down (-). The most left button functions as Escape and the most right as Enter button. As there are two coindoor styles there are two appearances of the coindoor buttons, both are here displayed.





MENU FUNCTION

THE
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PINBALL

MENU FUNCTION

Push the Enter button to open the Main menu. In the Main menu, you have submenus which will lead you to subsections with a variety of possibilities:

- ▶ Test menu. You can carry out any test you desire to check if something is working properly.
- ▶ Adjustment menu. You can adjust settings or customize gameplay to your needs.
- ▶ Audits menu. Here you see what the earnings are, how many times a flipper was activated, etc.
- ▶ Player profiles. With the TBL, you can give players a profile. If they select this profile when playing a game, they can see their statistics later, such as high score, average score, ball times, etc.
- ▶ Install presets. Here you can set a pre-defined set of adjustments.
- ▶ Software menu. Here you can find software related options, such as version check & select, and update.

You can use the + - keys to select the item of your choice and when pressing the Enter key, this choice will be activated. The Escape key will return you to your previous choice or close the test menu.

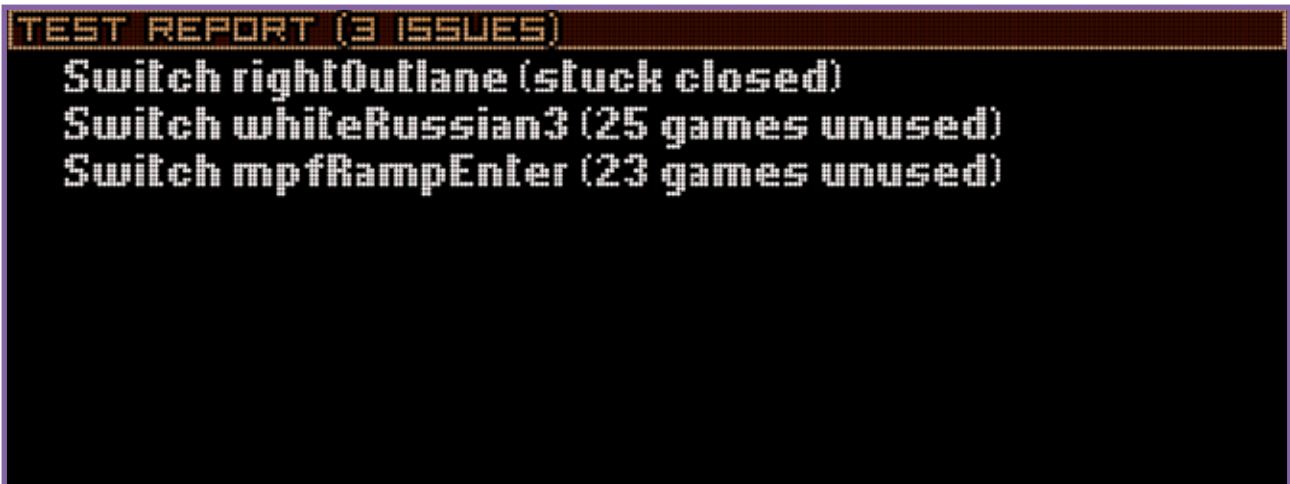


TEST REPORT

PLEASE DO NOTE THAT THIS MENU WILL ONLY BE VISIBLE IF THERE ARE ISSUES TO REPORT.

In this menu you can see if the TBL has noticed any issues. This is checked when TBL boots and when opening the Menu. Noticed issues are stuck switches or any unused switches during a certain number of games. This number can be set by user in the Adjustment section.

If during booting an issue is seen it will be reported on the Attract screen. If the Menu is opened to have a further look again a check is done. If that second check doesn't see an error the Test Report menu will not be displayed.

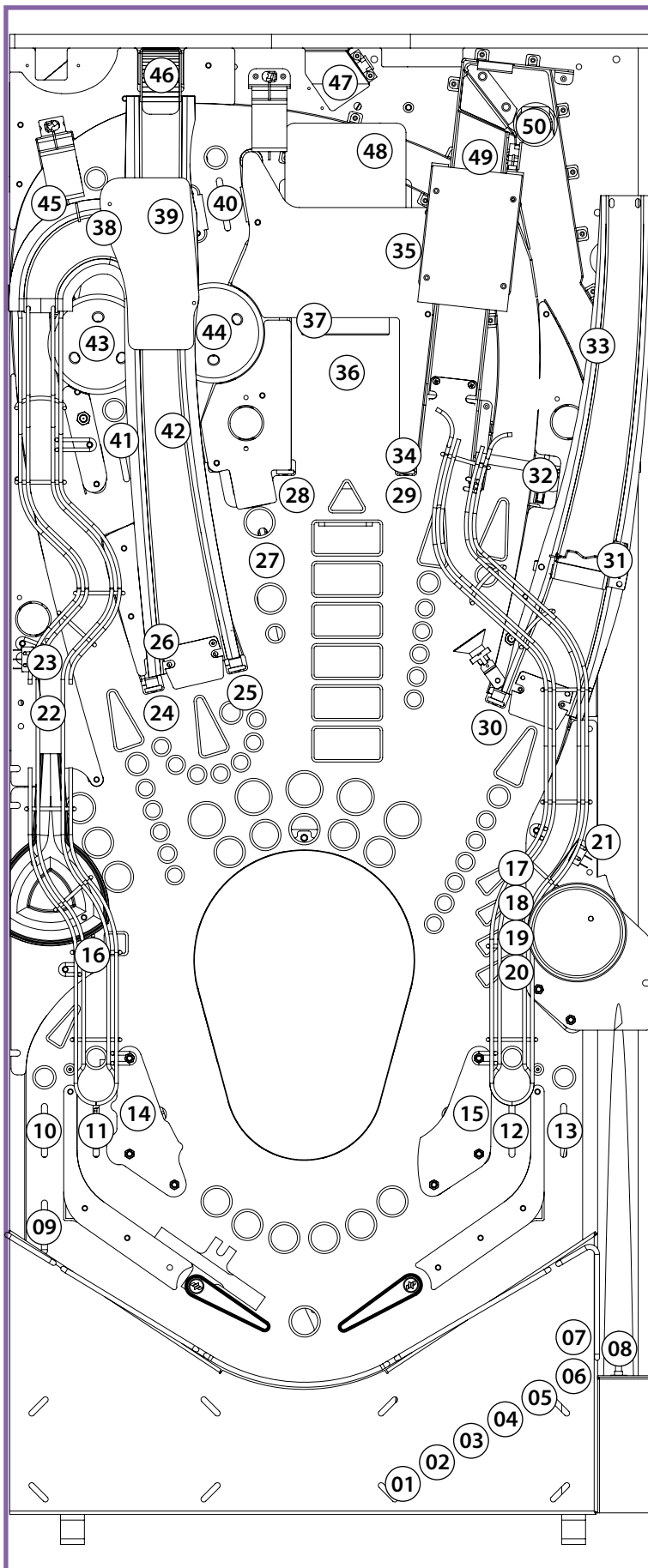


If a problem is noticed, you are notified of this during the attract screen plus you get an audio warning.



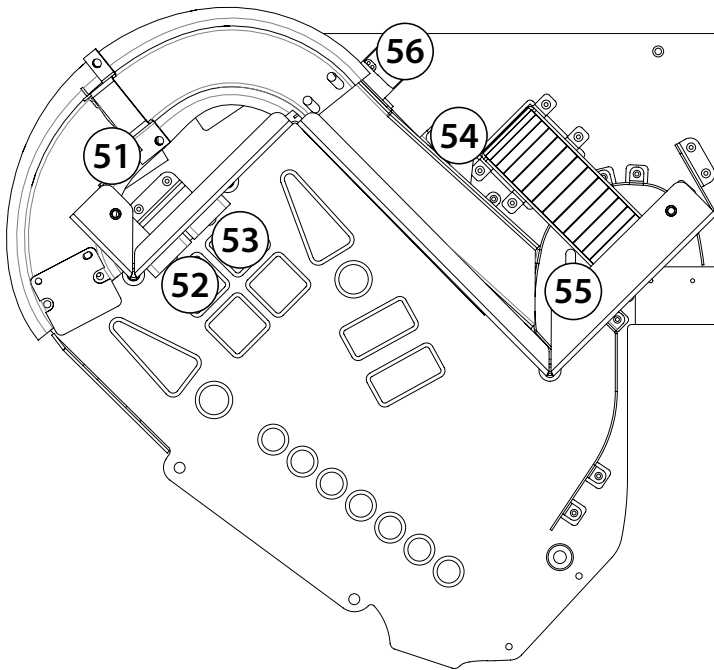
Some switches, like for instance the coindoor switches, are excluded from the Unused switch test. If an error is noted here, you can find where the mentioned switch is located in the following diagram.

SWITCH OVERVIEW MAIN PLAYFIELD



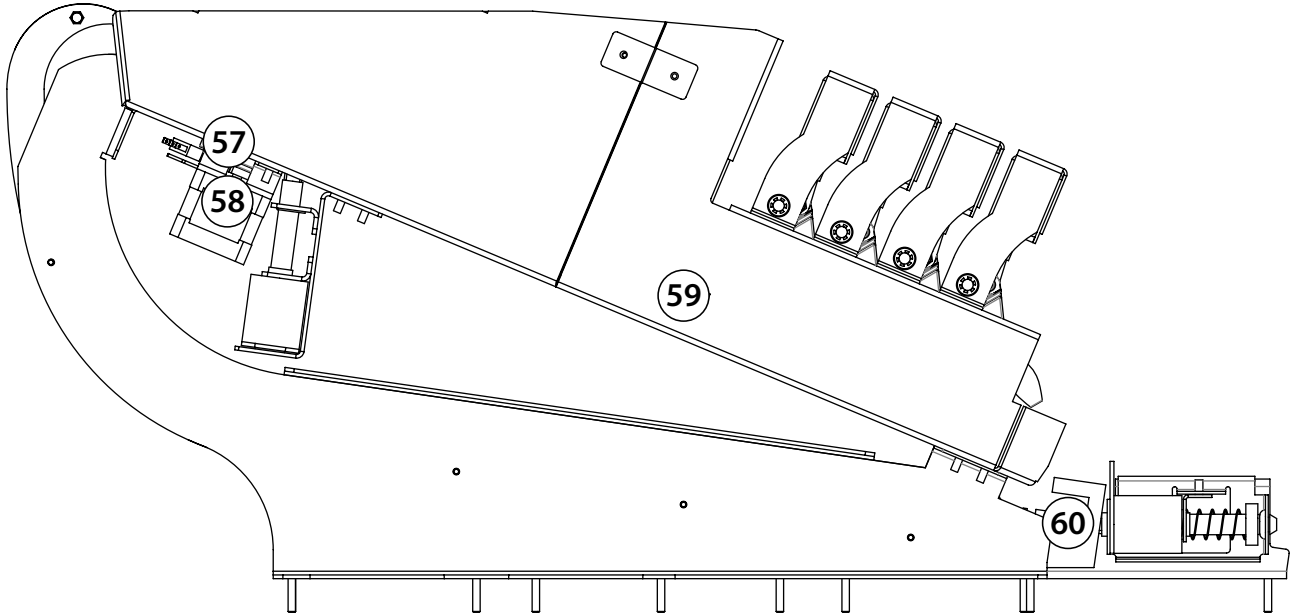
01. Balltrough 1	Opto
02. Balltrough 2	Opto
03. Balltrough 3	Opto
04. Balltrough 4	Opto
05. Balltrough 5	Opto
06. Balltrough 6	Opto
07. Balltrough Jam	Opto
08. Shooter Lane	Rollover
09. Kickback	Rollover
10. Left Outlane	Rollover
11. Left Inlane	Rollover
12. Right Inlane	Rollover
13. Right Outlane	Rollover
14. Left Slingshot	Leaf
15. Right Slingshot	Leaf
16. Light Kickback	Target
17. White Russian 1	Target
18. White Russian 2	Target
19. White Russian 3	Target
20. White Russian 4	Target
21. Mini Playfield Exit	Microswitch
22. Saucer	Microswitch
23. Left Ramp Made	Microswitch
24. Left Light Lock	Target
25. Right Light Lock	Target
26. LeftRampEnter	Opto
27. Scoop	Microswitch
28. Left Nihilist	Target
29. Center Nihilist	Target
30. Right Nihilist	Target
31. Right Ramp Enter	Microswitch
32. Spinner	Microswitch
33. Shooter Lane Exit	Opto
34. Rug EOS Front	Microswitch
35. Rug EOS Back	Microswitch
36. Rug Hit	Microswitch
37. Rug Made	Opto
38. Maude1 M	Rollover
39. Maude2 A	Rollover
40. Maude3 U	Rollover
41. Maude4 D	Rollover
42. Maude5 E	Rollover
43. Left Jet	Leaf
44. Right Jet	Leaf
45. Left Loop	Rollover
46. Left Ramp Lock	Opto
47. Mini PF Scoop	Opto
48. Loop Top	Opto
49. Center Ramp	Opto
50. Vertical Upkicker (VUK)	Leaf

SWITCH OVERVIEW MINI PLAYFIELD



- 51. Mini PF Ramp Enter..... Microswitch
- 52. Left Parking..... Target
- 53. Right Parking..... Target
- 54. Car Close..... Microswitch
- 55. Right Ramp Made..... Rollover
- 56. Mini PF Ramp Made..... Rollover

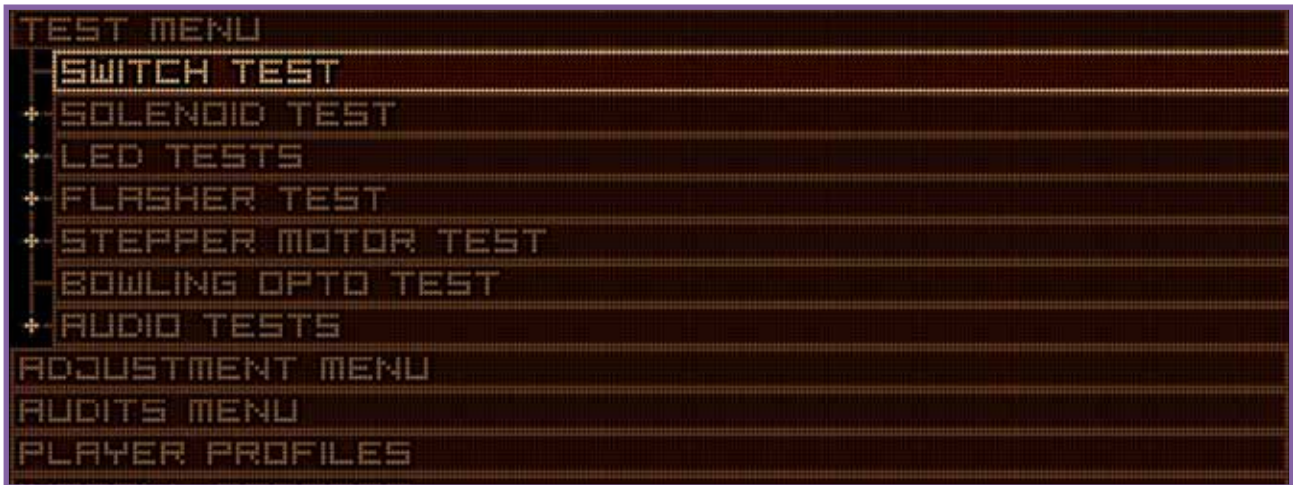
SWITCH OVERVIEW BOWLING ALLEY



- 57. Bowling EOS R..... Microswitch
- 58. Bowling EOS L..... Microswitch
- 59. Bowling Opto..... Opto
- 60. Bowling Return..... Rollover

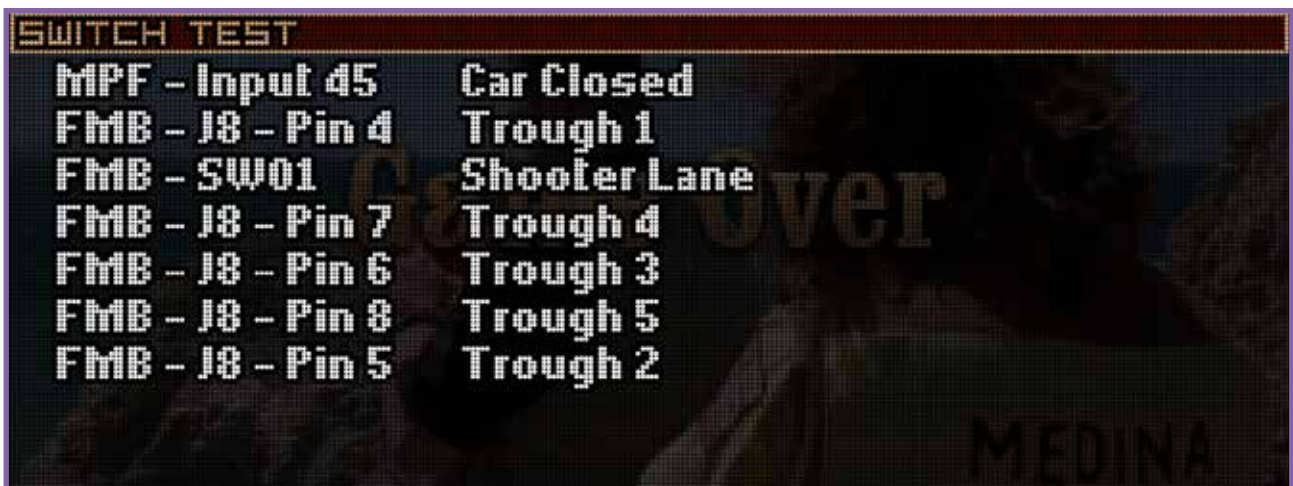
TEST MENU

In this menu, you can carry out any test you desire to check if something is working properly.



SWITCH TEST

If you activate this test, it will display all switches which are active at that moment.



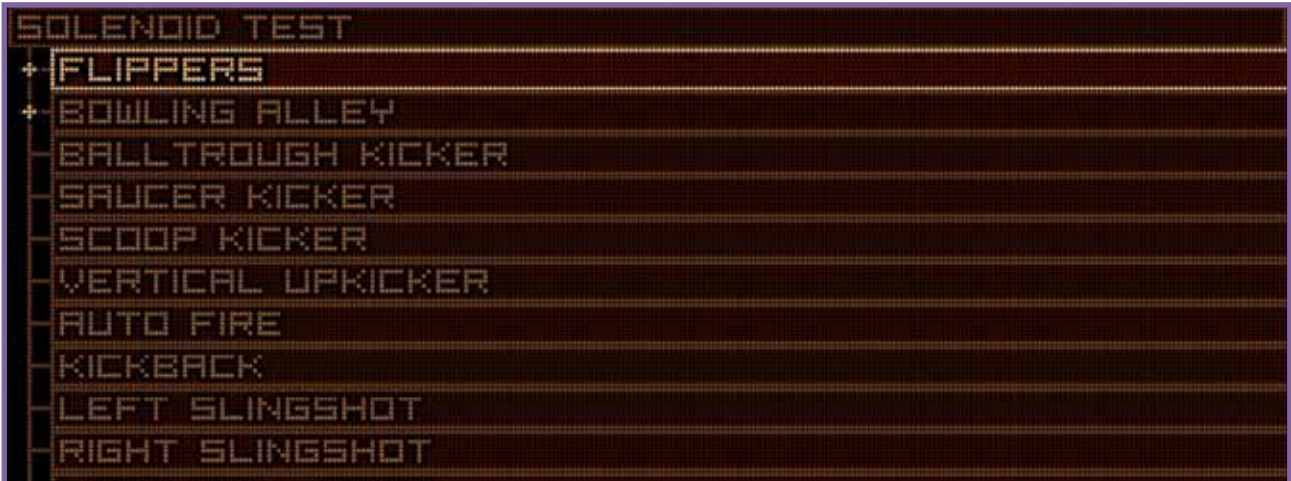
If you have doubts about a certain switch, you can check the correct working here. Push the switch, or even better, roll a ball over it, and see if this switch pops up on the display here. Also, a sound can be heard when a switch is activated and you can also see if there are no switches active when they should not be.

The displayed screen is a typical example without a game started. You will always see Car Closed plus the balls in the ball trough 1-2-3-4-5. Shooter lane will only be active when a ball is present in the shooter lane.

SOLENOID TEST

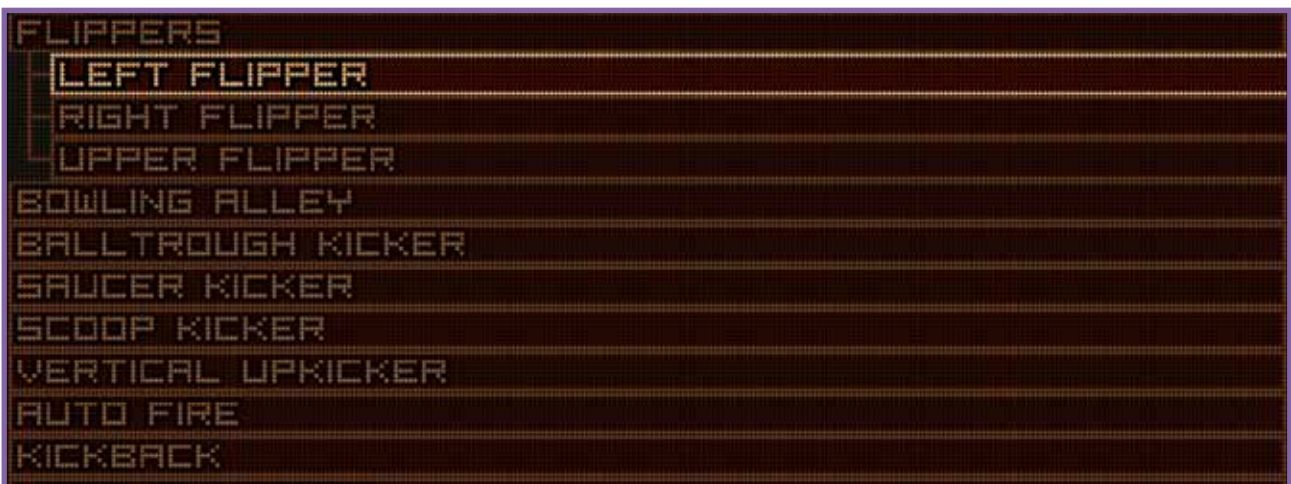
If you activate this test, it will show you first which coils (solenoids) are available for testing.

Important notice: the stepper motors are operated at 12VDC and coils are operated at 48VDC. With an open coin door, these voltages are disabled so the coils and stepper motors will NOT work. You have to pull the pin of the white interlock switch located on a bracket at the left side of the coin door to supply the desired voltage to the playfield and to be able to test the coils and stepper motors.



With the + - buttons, you can select the coil you want to test.

If you select Flippers you will get the choice which flipper you want to test.



If you select Bowling Alley you get the following choices:



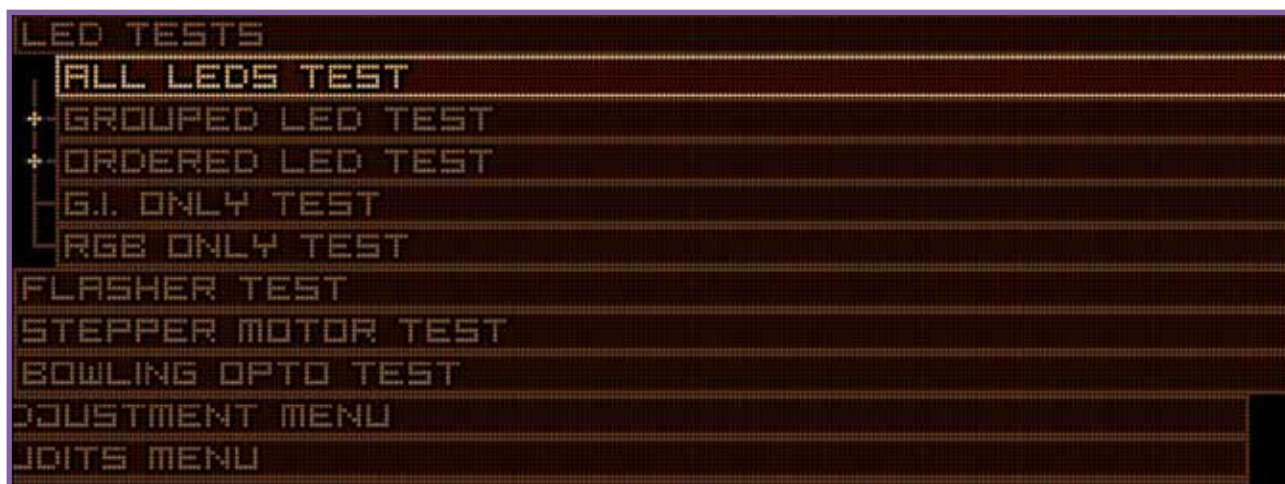
All coils can be activated by pushing the Enter button. You will hear and/or see the coil being activated. If not, something is faulty. Some coils will remain active longer if you push and hold the Enter button.

LED TESTS

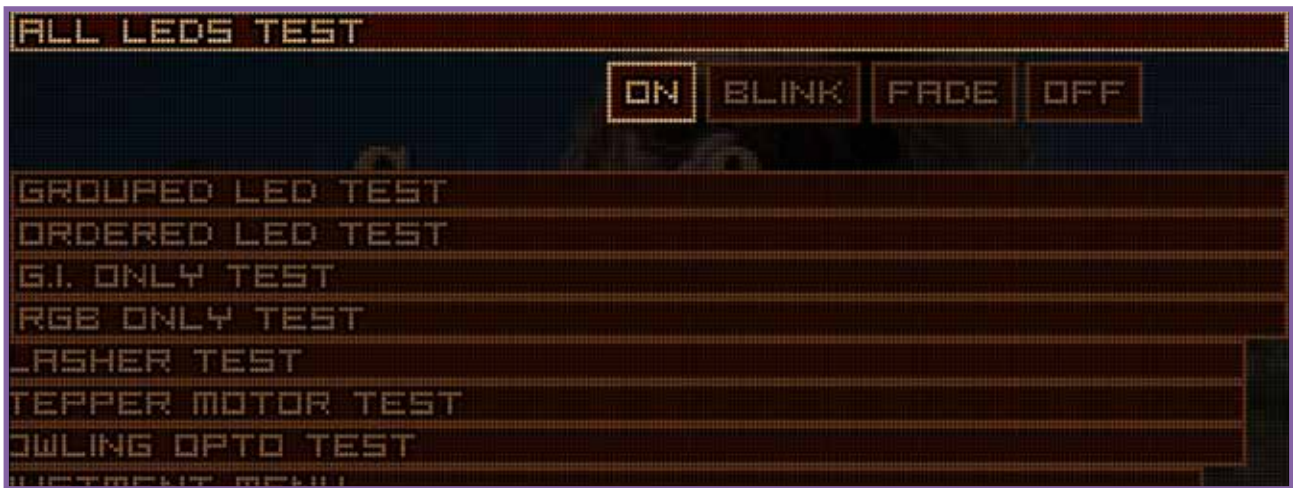
If you select LED test, you can check the proper working of all LED's and if the multi-color LEDs are displaying all colors correctly.

All LEDs test

The easiest and most straight forward test is the All LEDs Test.

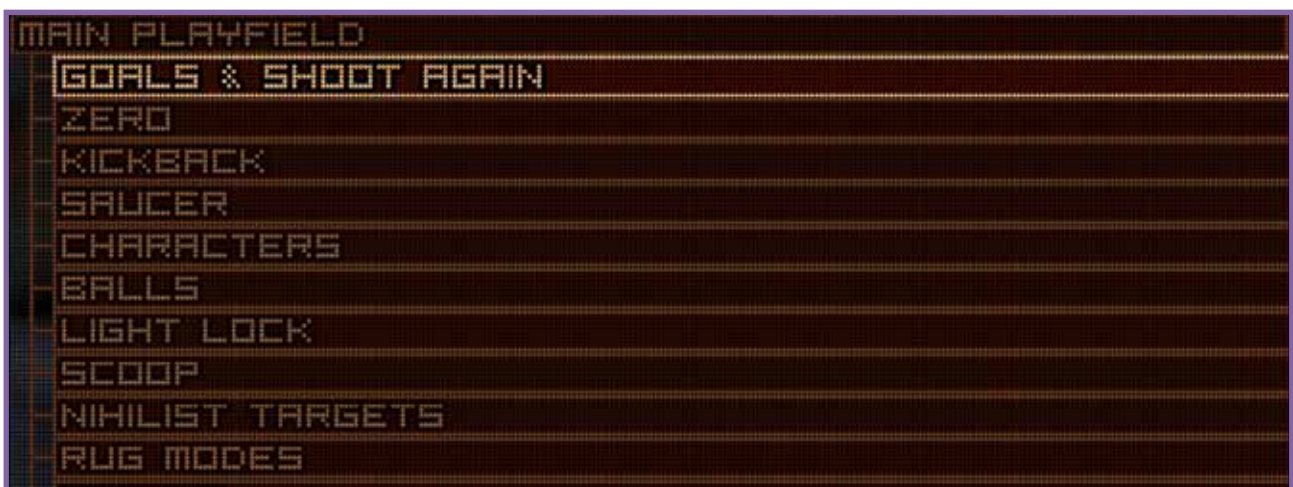
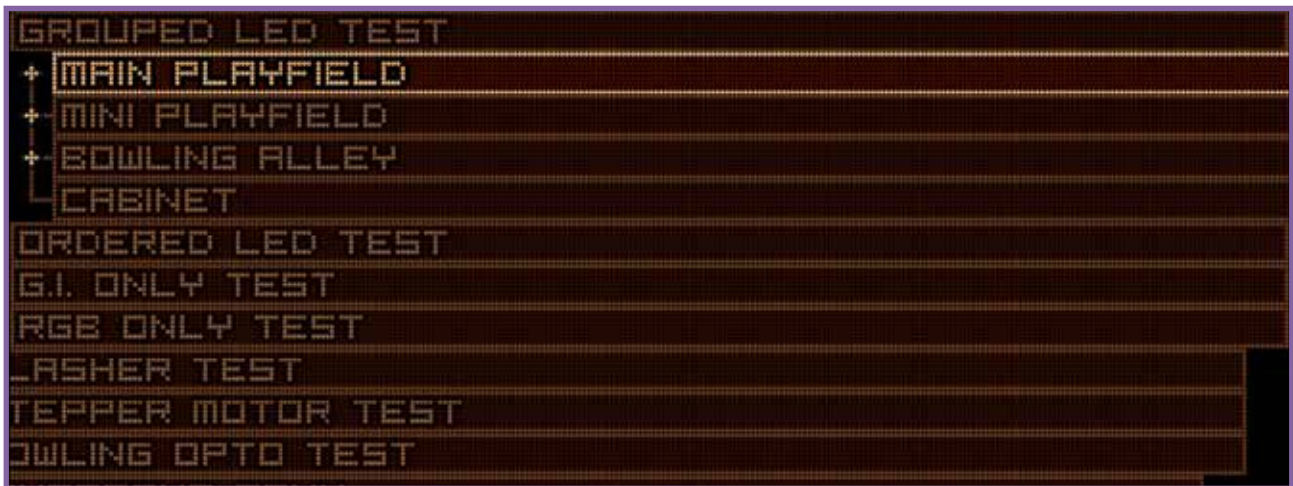


All LEDs will light up. The multi-color LEDs will cycle through different colors. You can select the following test patterns, which all speak for themselves.



Grouped LED test

In Grouped LED test, you can select to light up only a certain group of LEDs.



Only the selected LEDs will light up. In this example, the Goals and Shoot Again LEDs will light up.

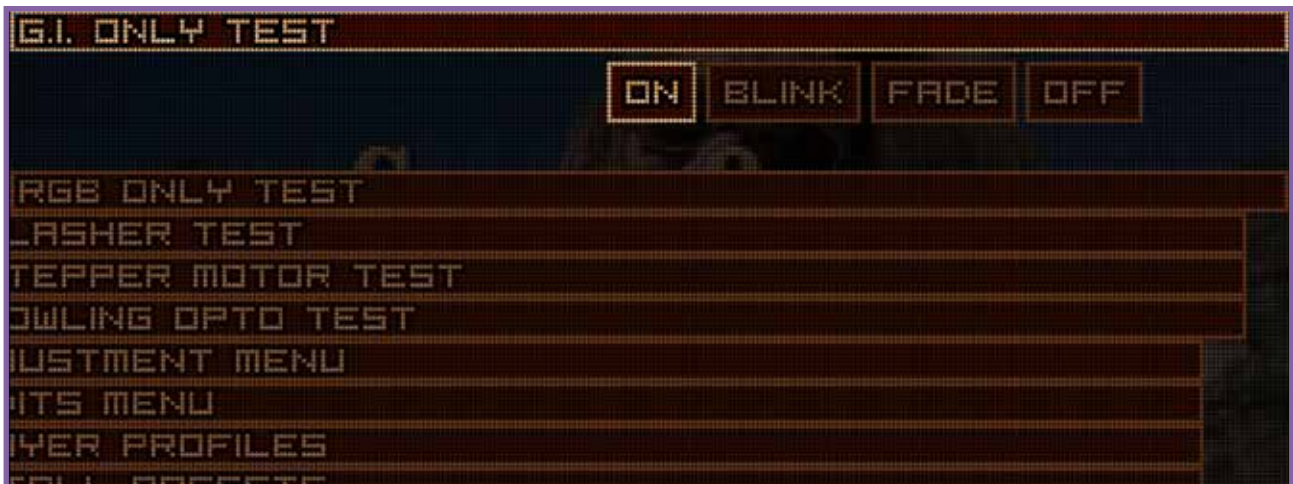
Ordered LED test

In Ordered LED test, you can select just the one LED you want to test



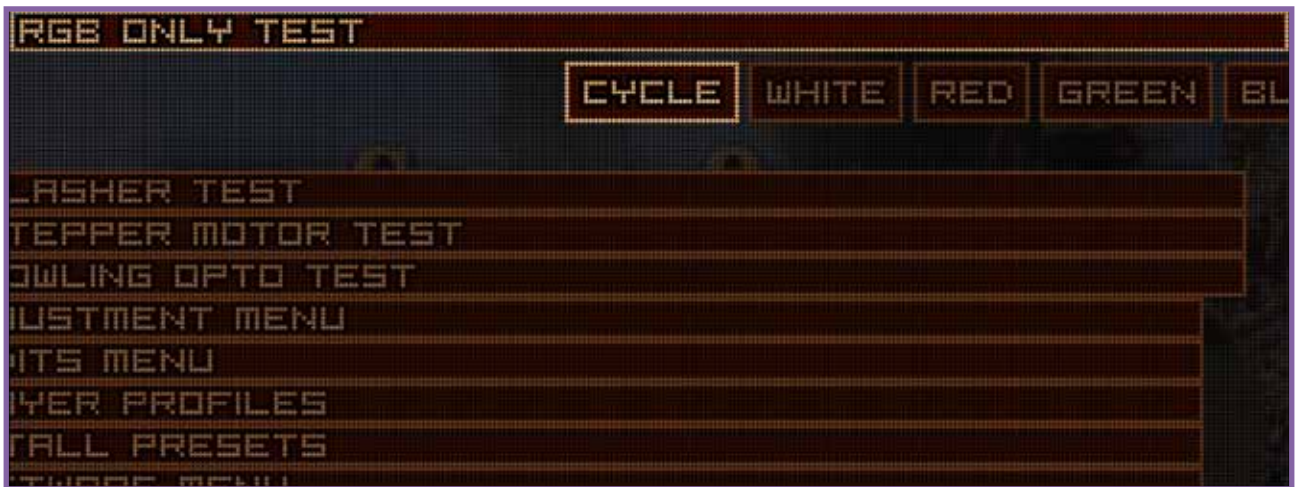
GI Only test

In GI, only led test only the GI will be lit up.



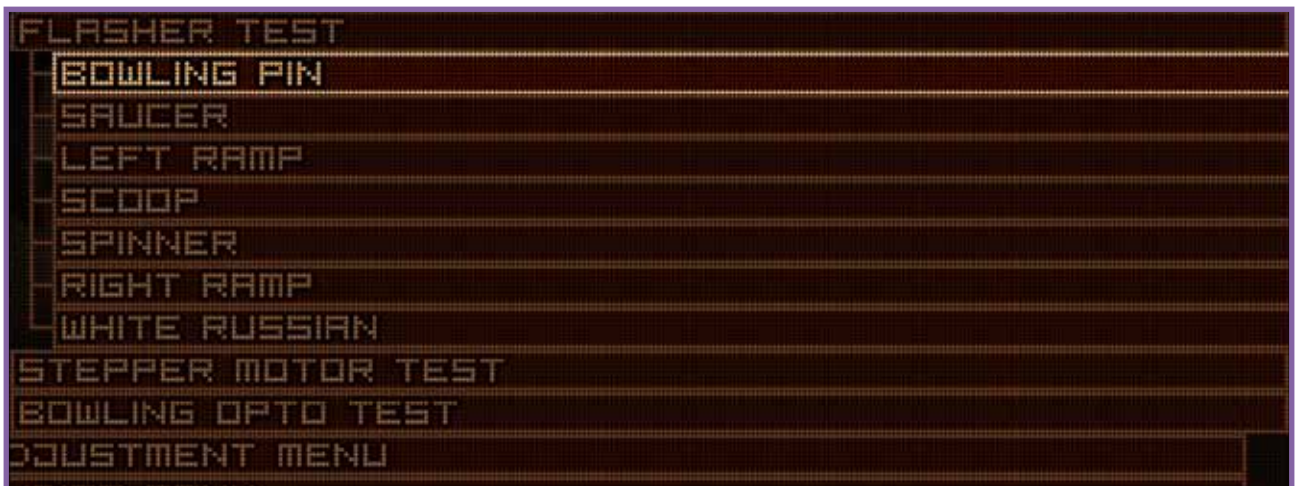
RGB Only Test

If you select, RGB LED test you can activate all the RGB LEDs and see if they are displaying the proper color. You can cycle through all colors or just select a color you want to test specifically.



FLASHER TEST

In the Flasher Test, you can check proper working of all flashers



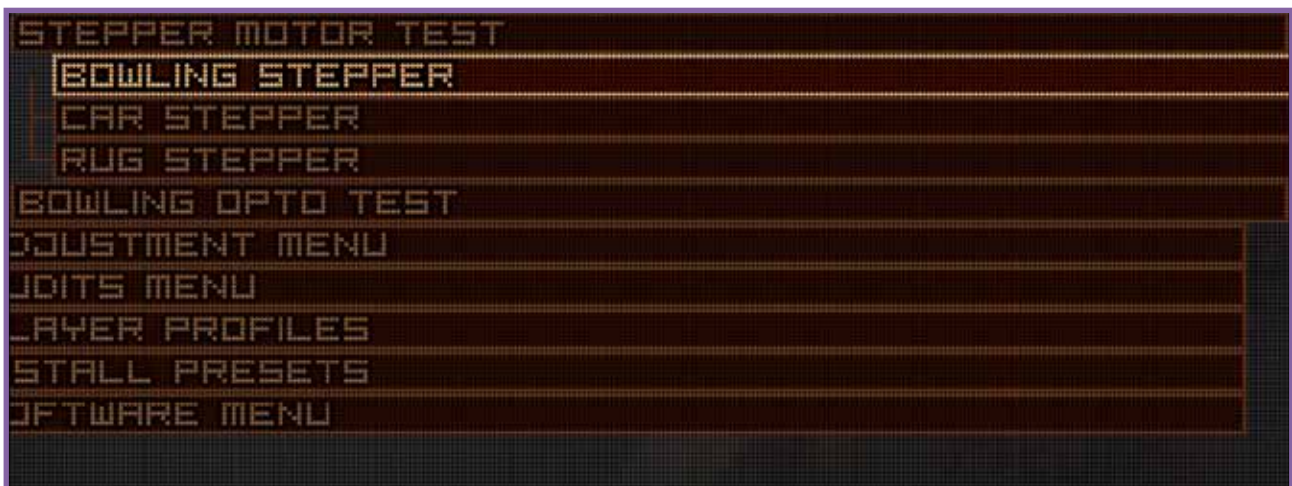
Select the flasher you want to test, and it will light up.

STEPPER MOTOR TEST

The TBL has three stepper motors:

- ▶ In the Bowling alley below the playfield, which moves the ball launcher left and right.
- ▶ On the MPF, you will find a moving door behind which the car is placed. This Car Door is moved by a stepper motor.
- ▶ The rug on the playfield is also controlled by a stepper motor.

Remember that for the stepper motors to work in the Test Menu, the switch which enables power supply to the 12 & 48 VDC circuits must be enabled!



Select the stepper motor you want to test. As an example, we take the Car Stepper.

If you select it, you will get the following.



In this mode, the door will move only once. Pushing + will open it, pushing - will close it.

Also, the status of the involved switches is clearly shown. If it is activated it's highlighted. Also, the square box at the left and right side indicates if a switch is activated (in which case it will be filled).

However, if you push Enter it will go to the looping mode.



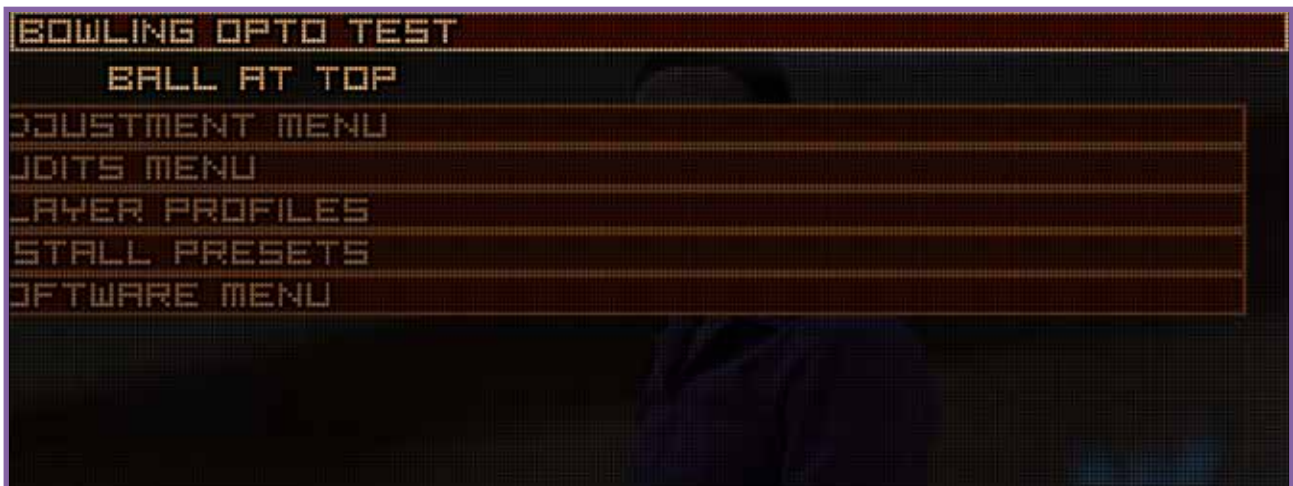
In this mode, the motor will run continuously. If you suspect any intermittent problem, this can be useful to diagnose it or to adjust a switch.

The Rug and Bowling stepper work similar to this.

BOWLING OPTO TEST

This tests if the switches in the Bowling alley are working properly. It will show if there is a “Ball at Top” or “Ball at Bottom” and the word OPTO will light up if the ball crosses the OPTO beam. It will start with Ball at bottom. If you push Enter now, the coil will be activated which will fire the ball up. Status will now be Ball at Top. If you push Enter again, the ball will be released and will roll down over the bowling playfield. You should see **OPTO** appear briefly on the display.

Remember that for the coils to work in the **Test Menu**, the switch which enables power supply to the 12 & 48 VDC circuits must be enabled!



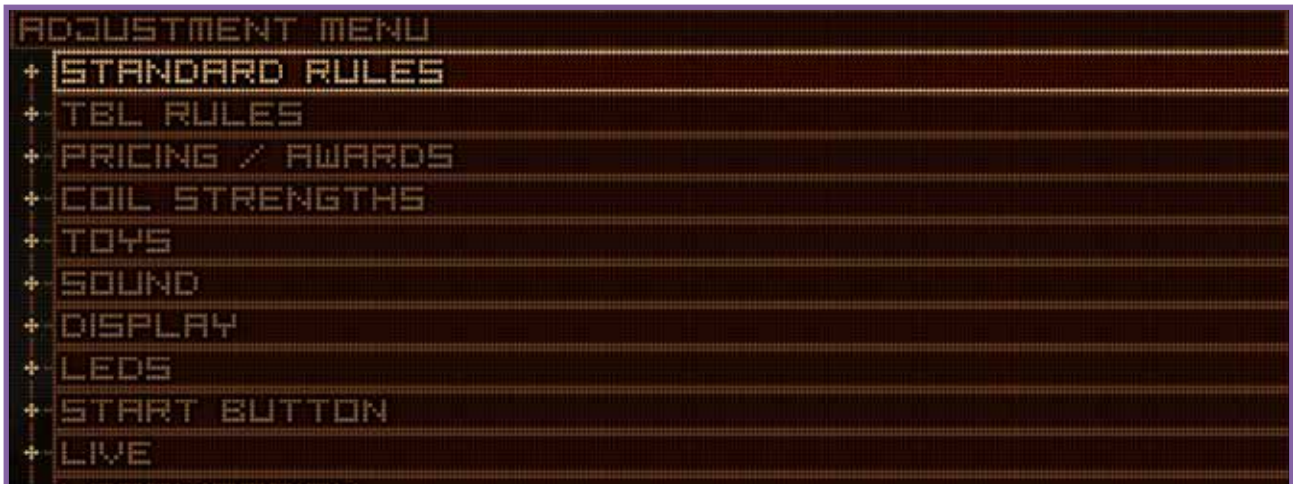
AUDIO TEST

In this menu you can easily check if the audio system is working properly. Several sound samples can be selected and played.



ADJUSTMENT MENU

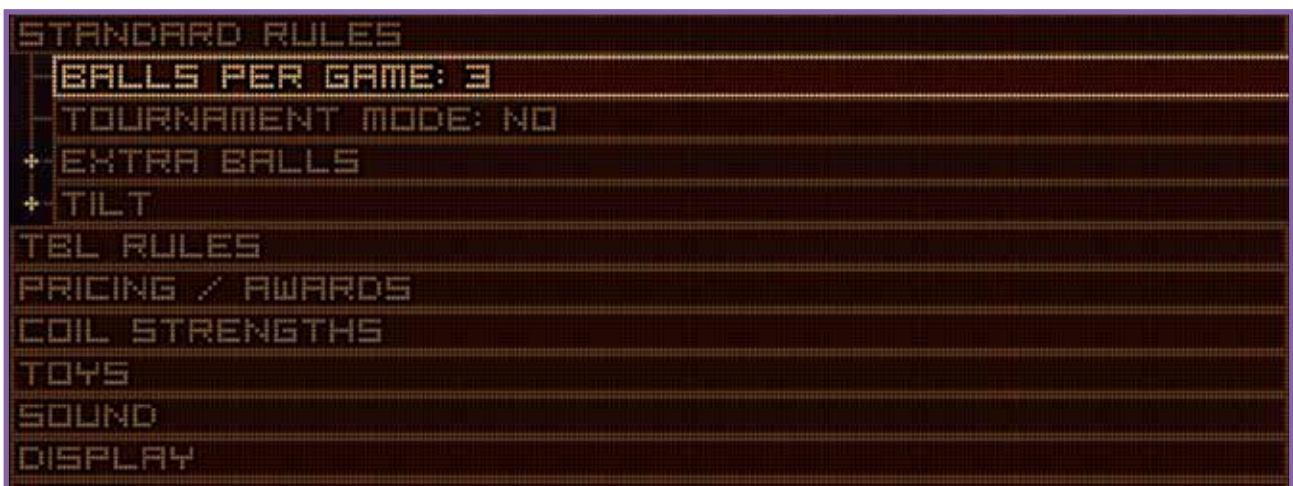
In this menu, a lot of settings can be adjusted to make the TBL fit your personal requirements. This varies from setting how many balls you want per game, how difficult you want it to be to collect your characters to 'mechanical' settings like coil strength.



STANDARD RULES

Here you can set the most important and most straightforward rules.

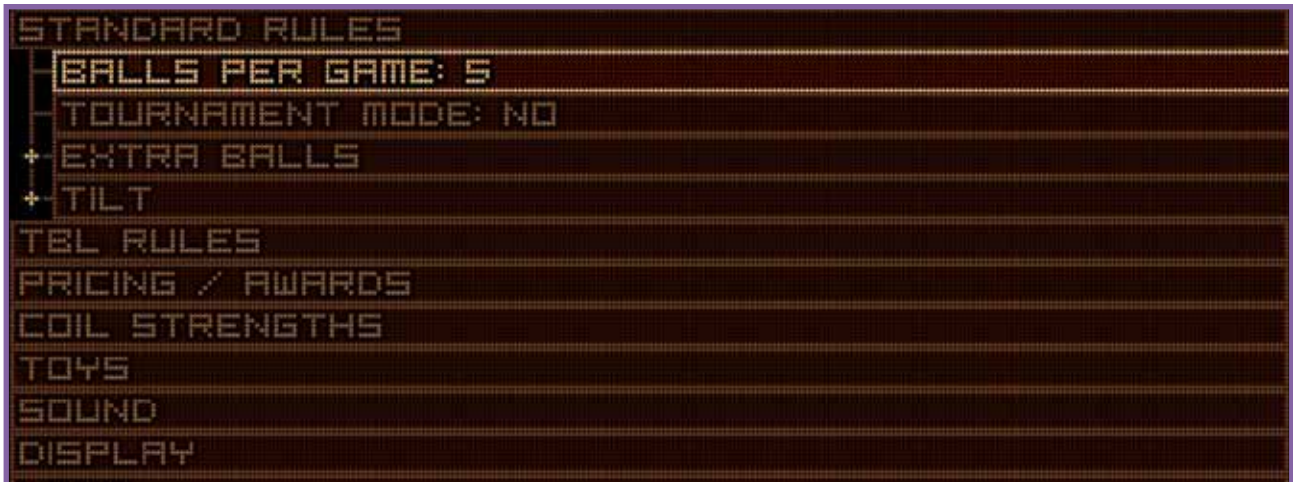
As an example, we take the Balls per game setting.



If you select this setting and push Enter, you will get a list of choices. With the + - buttons, you can select the choice you desire. Push Enter to activate that choice. Please note that one setting mentions Factory Default. This means that in this example, "3 Balls" is the factory default setting.

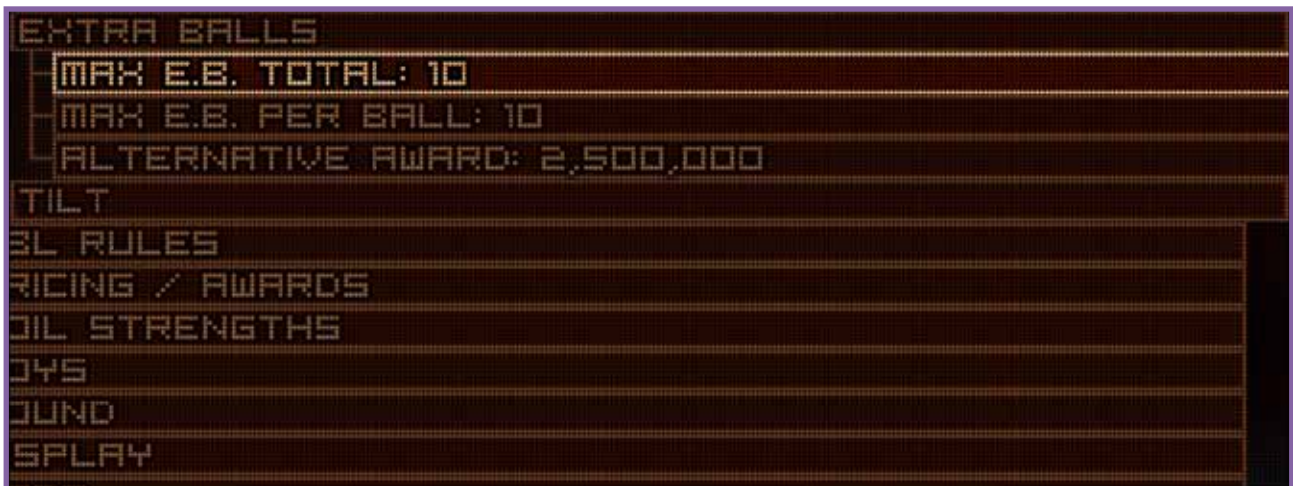


In this example we have set the TBL to 5 balls. After selecting that choice and pushing the Enter button, it will return and display the selected choice



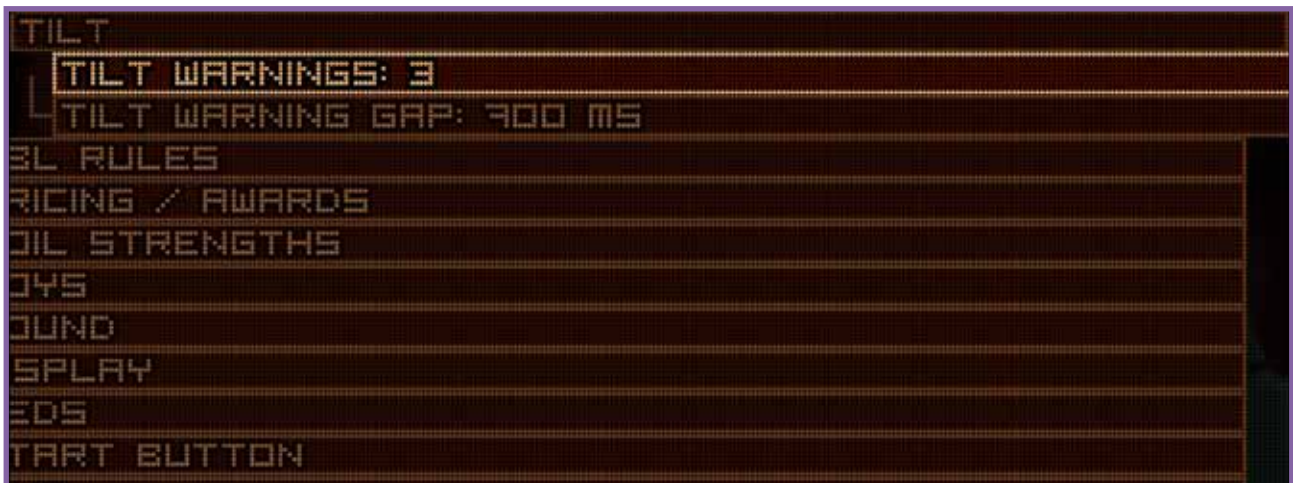
Tournament mode means that when collecting Mysteries, all players get the same Mystery awarded.

In the Extra Balls menu, you get several choices.



- ▶ Max E.B Total means the number of extra balls you can get during the entire game.
- ▶ Max E.B. per Ball means the number of extra balls you can get per ball in play.
- ▶ Alternative award is what you get when you earn an Extra ball while your limit has already been reached.

In the Tilt menu, you can set how many warnings a player gets before the TBL is tilted. The warning gap is the time between the tilt plumb being activated twice. If it is less than 700 ms, such as in this example, it will be seen as the same tilt and not counted extra.



TBL RULES

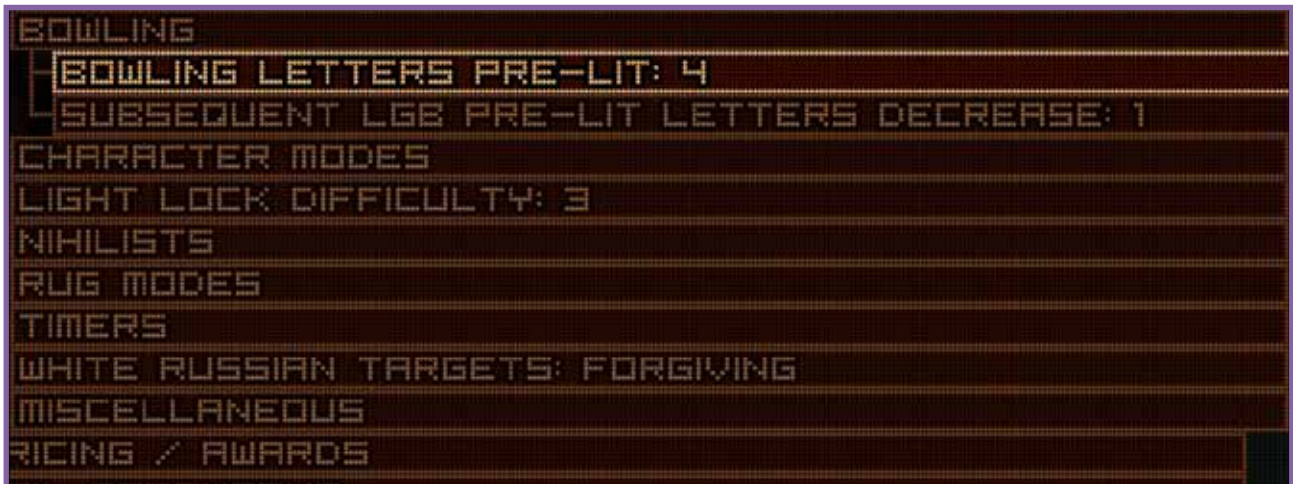
In this mode, you can adjust TBL specific rules, to make it easier or more difficult to progress through the gameplay of the TBL.

There are chapters for the different parts of the gameplay.



BOWLING

In this menu, you can set the difficulty of when Let's go Bowling will be lit.



In this example, 4 Bowling letters will be lit when the TBL is turned on. Furthermore, each time when Bowling alley is played, the number of pre-lit letters will be decreased by 1. So, when TBL is turned on 4, letters are pre-lit, and when the Bowling alley is activated for the first time, then 3 letters are pre-lit. When the Bowling is activated again, 2 letters are pre-lit, and so on.

CHARACTER MODES

In this menu, you can set the difficulty of how many Character letters will be pre-lit when the game is started.



In this example, 2 Donny letters will be pre-lit when the game is started.

The next time a Character Multiball is played, the set pre-lit letters will be one less for the Character(s) played during the Multiball.

LIGHT LOCK DIFFICULTY

This setting determines the difficulty of how many times the lock targets must hit to light them permanently and be able to lock.

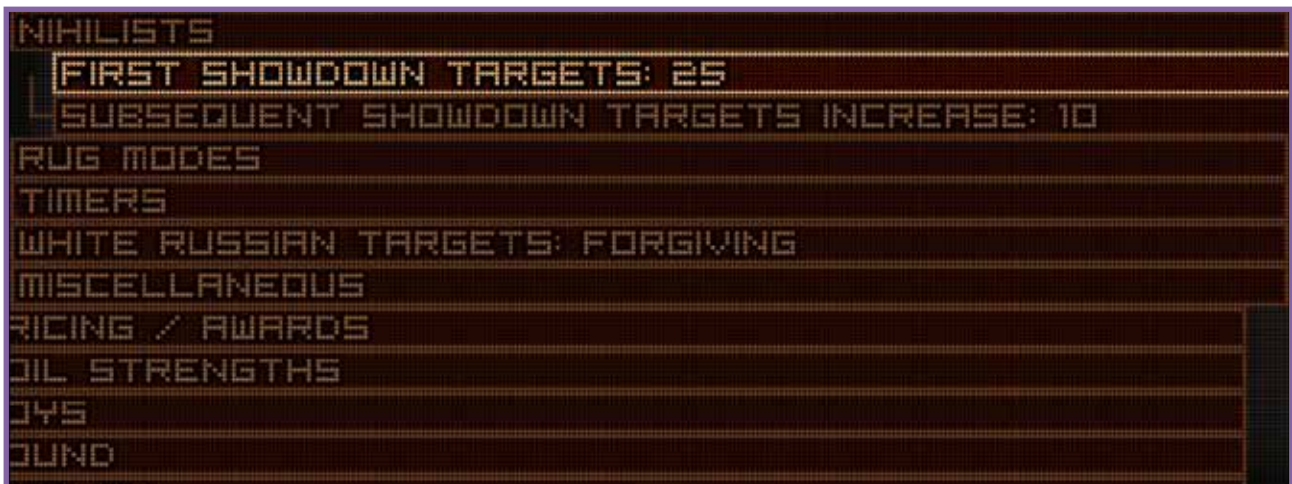
- ▶ Setting 1: if you hit one of the standup targets, both targets will be lit permanently and you can lock
- ▶ Setting 2: you have to hit a standup target twice (it does not matter which target) to light permanently and be able to lock
- ▶ Setting 3 (standard): you need to hit each target once to lit solid and to be able to lock
- ▶ Setting 4: you need to hit each target twice to light permanently and to be able to lock
- ▶ Setting 5: you need to hit each target three times to light permanently and to be able to lock
- ▶ Setting 6: you need to hit each target four times to light permanently and to be able to lock



NIHILISTS

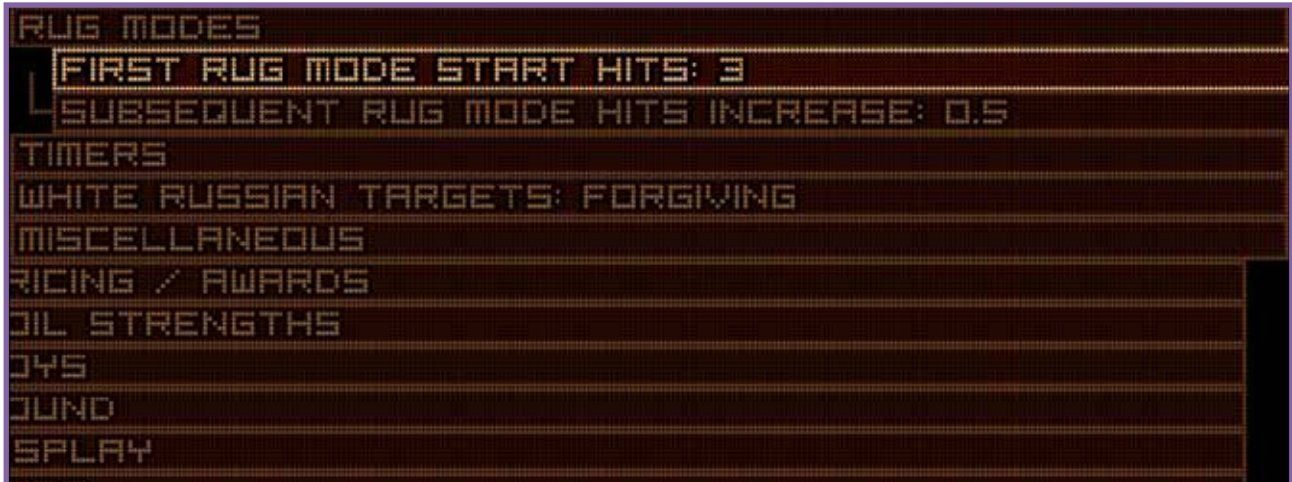
In the menu, you can set how many times a Nihilist target (the standup targets left and right of the Rug; the standup target on left side entrance Walter ramp) must be hit to light up Nihilist mode at the scoop. In this example, it is 25 (factory setting is 20 in rel 0.54).

If a Nihilist showdown is played next time, it will be each time 10 more hits are needed to the standup targets to reach Nihilist mode.



RUG MODES

Here you can set how many times the rug must be hit to be able to play a Rug mode and also how many times it takes to play a Rug mode the next time. In this example, the first Rug mode requires 3 hits, next Rug mode requires 3,5 (which is rounded to 3), next Rug mode requires 4 hits and so on. So, like 3-3-4-4-5-5-6-6-....



TIMERS

The TBL has several timers, which you can adjust here.



As follows:

- ▶ Skill shot length: 6. You have 6 seconds after the ball is launched to make one of the 3 available skill shots.
- ▶ Ball saver length: 15 s. If you lose your ball during the first 15 seconds of play, it will be returned (once per ball in play).

- ▶ Multiball ball saver length: 15 s. If you lose your ball during the first 15 seconds of Multi ball play, it will be returned.
- ▶ Grace period time: 3 s.
This is a general grace period setting, which is used at the moment for:
 - Mark it Zero
 - Rug modes
 After the timer reaches zero, you will notice that this timer remains at zero for three seconds. This is the grace period.
- ▶ Zero countdown length: 12 s. This is the time you have to collect Mark after spelling Z-E-R-O.

WHITE RUSSIAN TARGETS

Here you can define the difficulty for completing the White Russian targets.

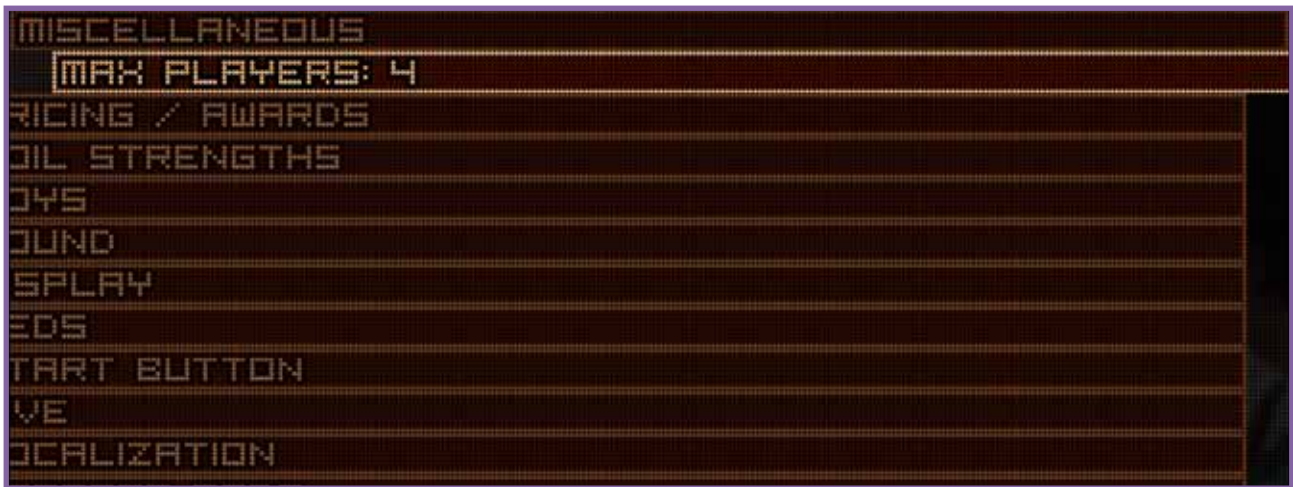
- ▶ Precise: every target only lights the corresponding ingredient.
- ▶ Forgiving: if the corresponding ingredient is already lit, the target will light an adjacent ingredient if possible.
- ▶ Always add ingredient: the target will always light an ingredient, as close to the target as possible.

This setting determines exactly how precise you have to hit a White Russian target.



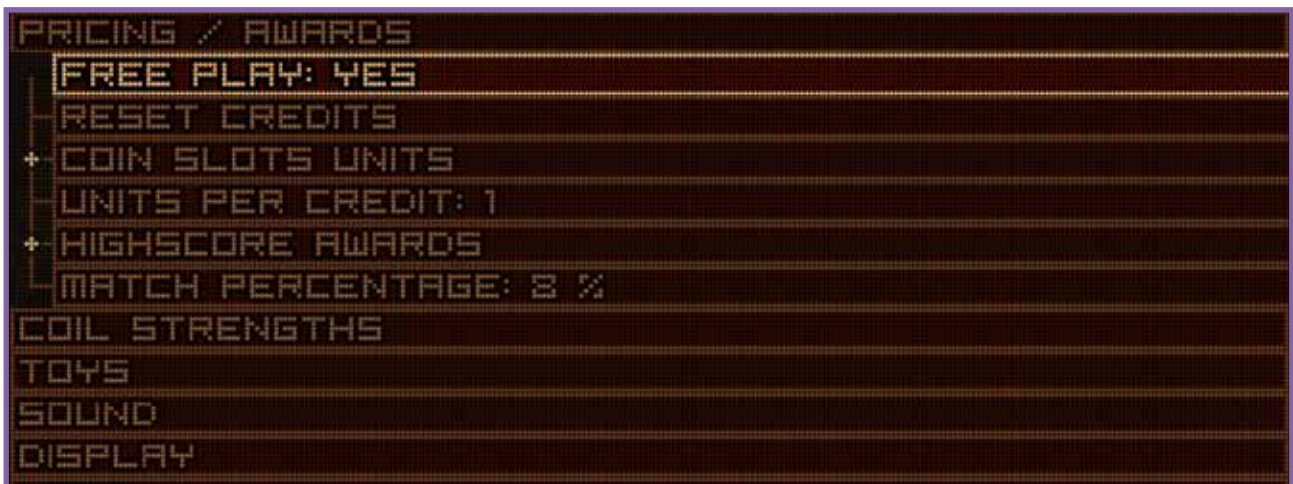
MISCELLANEOUS

Here you can set the maximum of allowed players playing together. Max is 4.



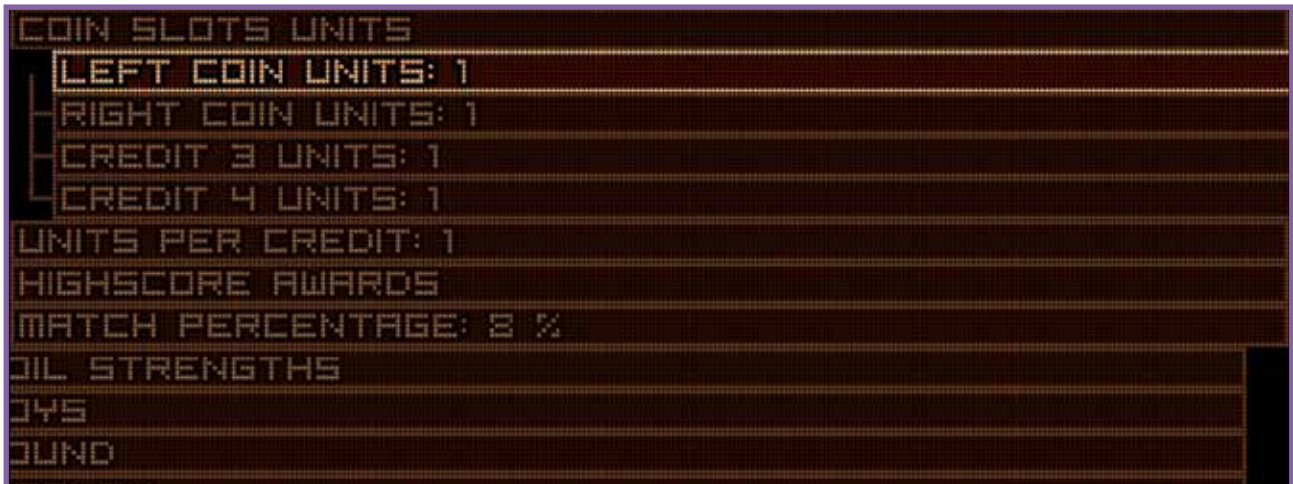
PRICING/AWARDS

In this menu, you can set everything which has something to do with how much it will cost to play a game (or set Free play) and to set the percentage of Free plays awarded to players for matching the last 2 digits of their score to the random number drawn after the game ends.



As follows:

- ▶ Free Play. Select Yes to set the game in Free Play mode. Select No to make it coin operated.
- ▶ Reset credits. The TBL keeps track of how many credits were played. You can set this to zero here (for instance when you empty the coinbox).
- ▶ Coin Slot units. The standard Coin Door of TBL has two coin slots. Here, you can program the machine to add a certain number of credits when one coin is inserted in a slot.



- ▶ High score Awards. Here, you can set how many credit(s) a player earns when a High score is reached. This is adjustable from 0 to 5.

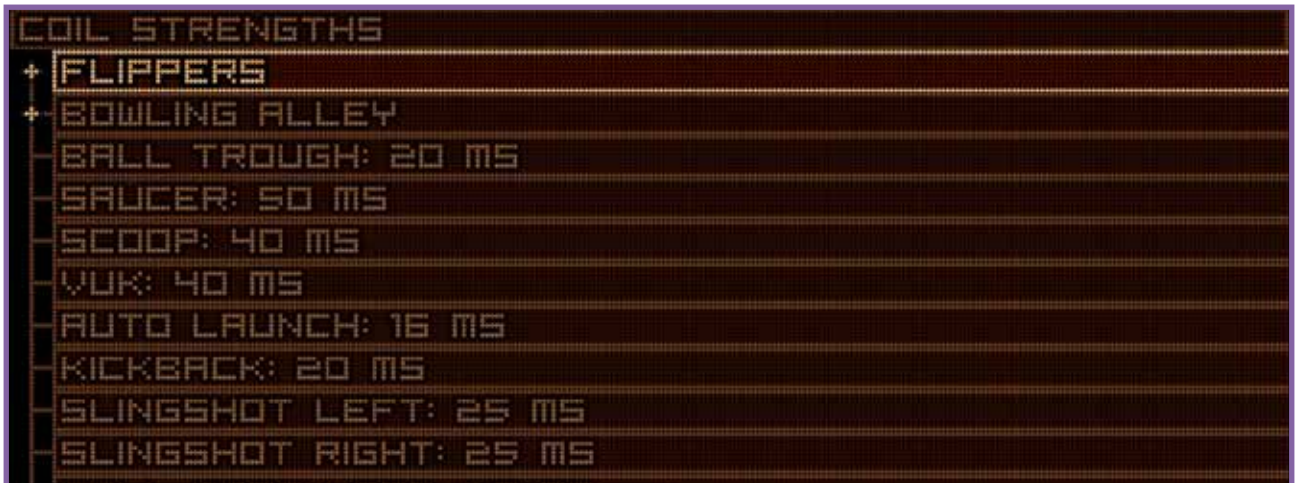


COIL STRENGTHS

Here, you can set the strength of each coil independently.

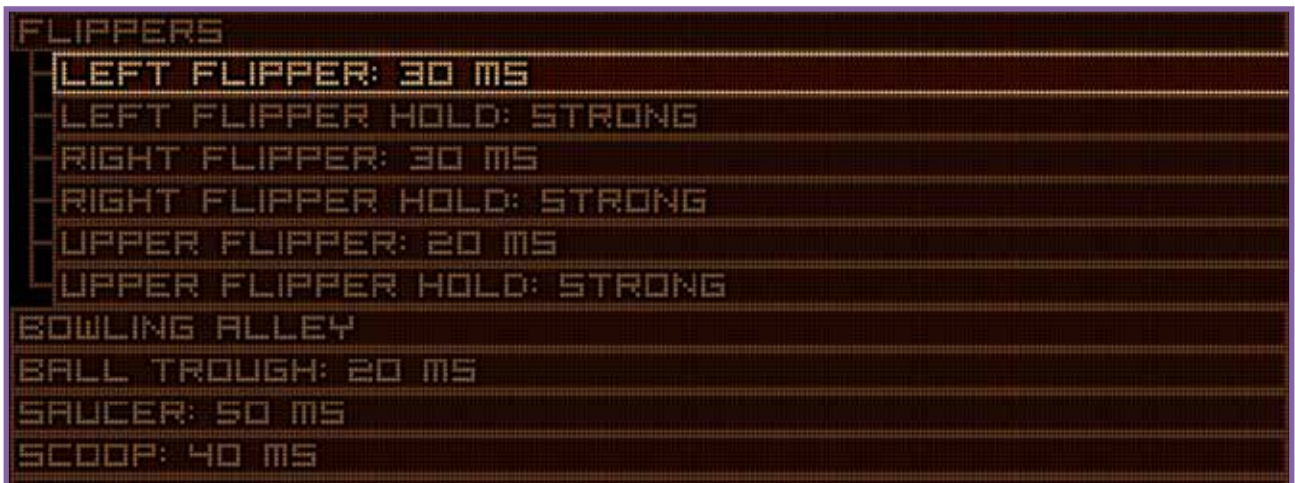
Select the coil you want to change with the + - buttons and increase power (longer time) or decrease power (shorter time) to get the desired strength.

Typically, these values do not have to be adjusted. When you feel the need to adjust them, make sure you are not increasing the strength to overcome a mechanical issue. The solution is then to fix the mechanical issue, not to increase the strength.



As an example, we look at the settings for the flippers.

- ▶ **Left Flipper: 30ms.** This specifies the time the power coil will turn on when it flips. After 30ms the hold coil will take over.
- ▶ **The standard setting for Flipper hold (is the hold coil) is Strong.** This means hold coil gets full and continuous power. If you experience weaker hold coils after intensive long games you can try Normal setting as this heats the coils less.

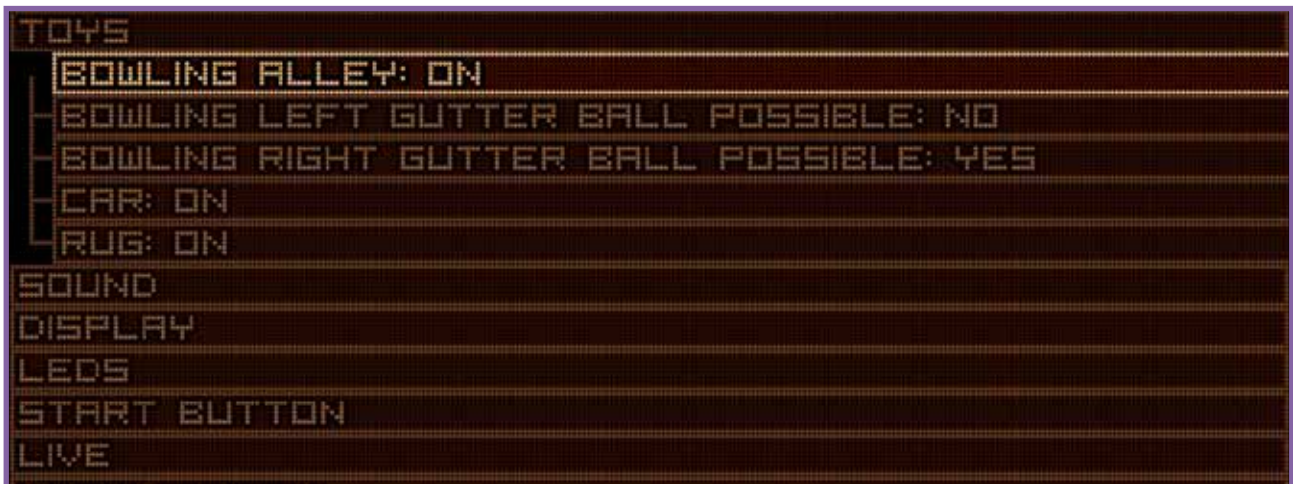


The same principle is applicable to the other coils.

TOYS

Here, you can switch off or switch on the Toys in the game, case they are malfunctioning.

The Bowling Alley toy has an extra feature which can increase the accuracy of the aiming. Check if you can make a gutter ball left and right and put the result of this test here.

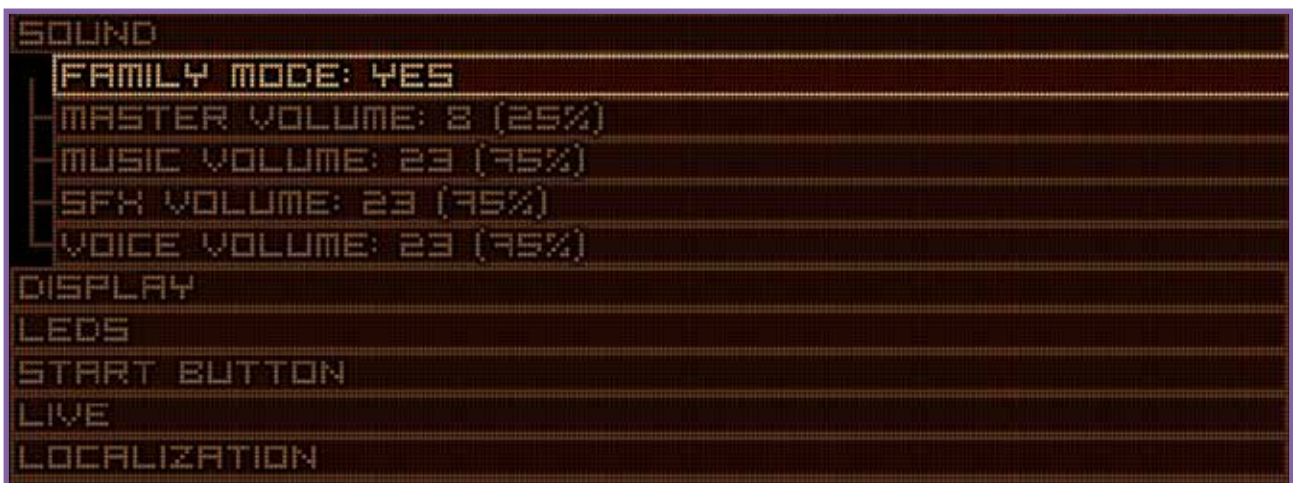


SOUND

Here, you can adjust the audio settings to your liking.

As follows:

- ▶ Family mode can be set to Yes or No. Yes means 'bad' language will be muted. This is factory setting. If you want to hear the full audio including the 'bad' language, set to No.
- ▶ Master volume is the general set volume. This can also be adjusted during gameplay with the volume buttons inside the coin door.
- ▶ Music - SFX - Voice volumes is how these sounds relate to each other. For example, it is possible to increase or decrease the volume of all music clips compared to the SFX (special effects) and Voice. The same principal is also applicable to SFX and Voice volume.



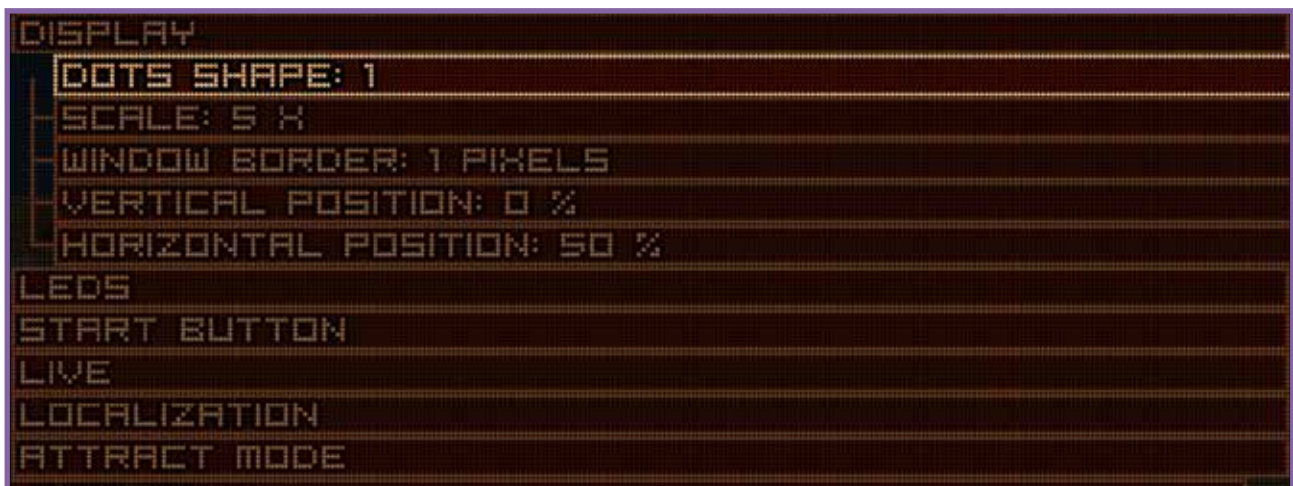
DISPLAY

Here you can select your preferred dot-style. Please do note the differences are subtle and perhaps not easily noticeable.

1-5: Circle big to small

6-10: Pillow big to small

11-15: Rectangle big to small



LEDS

Here, it is possible to change the brightness of the GI LEDs, flashers and the inserts.



START BUTTON

If you set Remove Player to Yes, this means that when starting a multiplayer game, you can remove a player if you by accident added too many players when starting a multiplayer game.

If you are in single player mode and set Stop Game to Yes, the game will be stopped.

In both cases, you will have to press the Start button for several seconds to activate this.



If you have set both options to Yes, and you push the Start button for several seconds, you will see a player is removed if it is a multiplayer game, or the game is stopped if it is a single player game.



LIVE

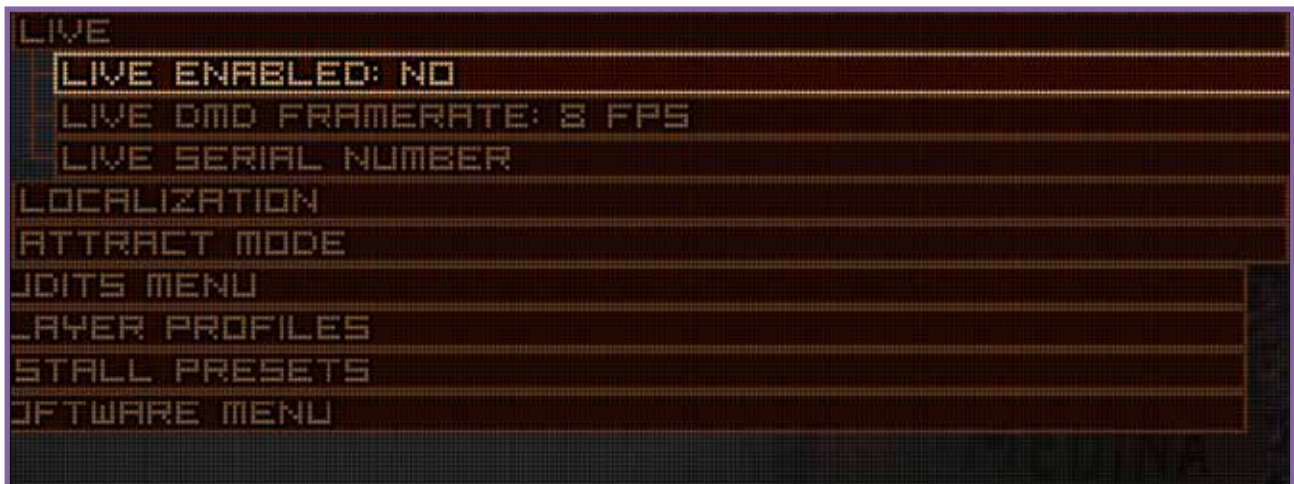
This feature is still under development.

The TBL has the possibility to connect to Internet and share the results of the played games via a DP server.

To do this, you have to set Live Enabled to Yes.

Not only the results will be put on the Internet, but also the animations shown on the LCD display during gameplay. Here, you can set the framerate. The higher the number, the more fluent the images will appear on the Internet, but it will also be a higher burden on your Wifi network and DP server.

To be able to connect to the DP server, DP must grant access and this is done via the serial number (view it as a password) which has to be entered here. To obtain access, please email DP.



EURO SCORE FORMAT

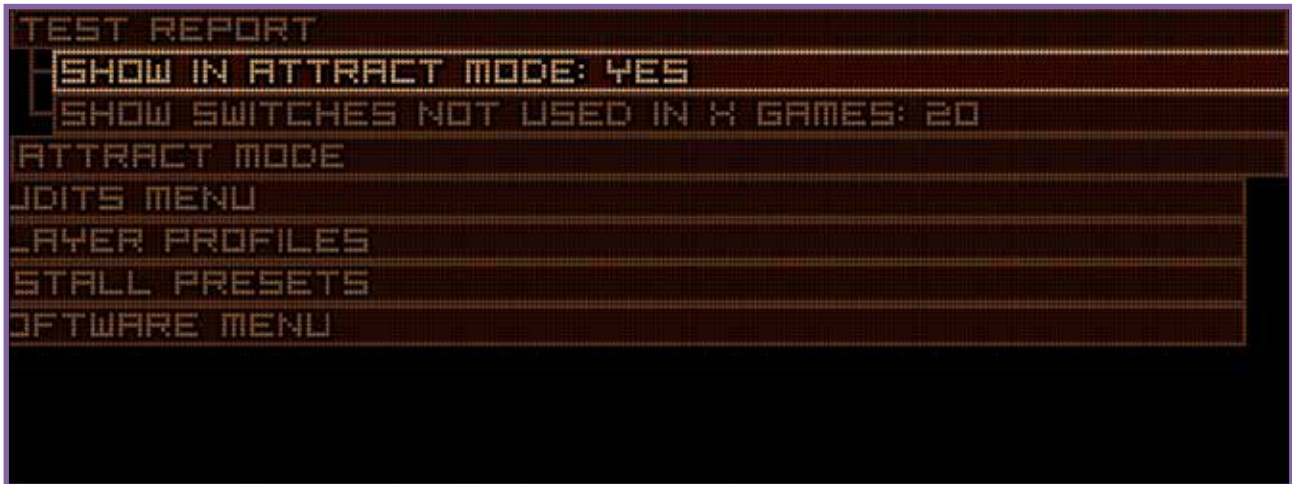
This sets the scoring to European format instead of US format, with dots for thousands instead of commas.

So when set to Yes, a score will be displayed as 10.544.000, when set to No it will be displayed as 10,544,000



TEST REPORT

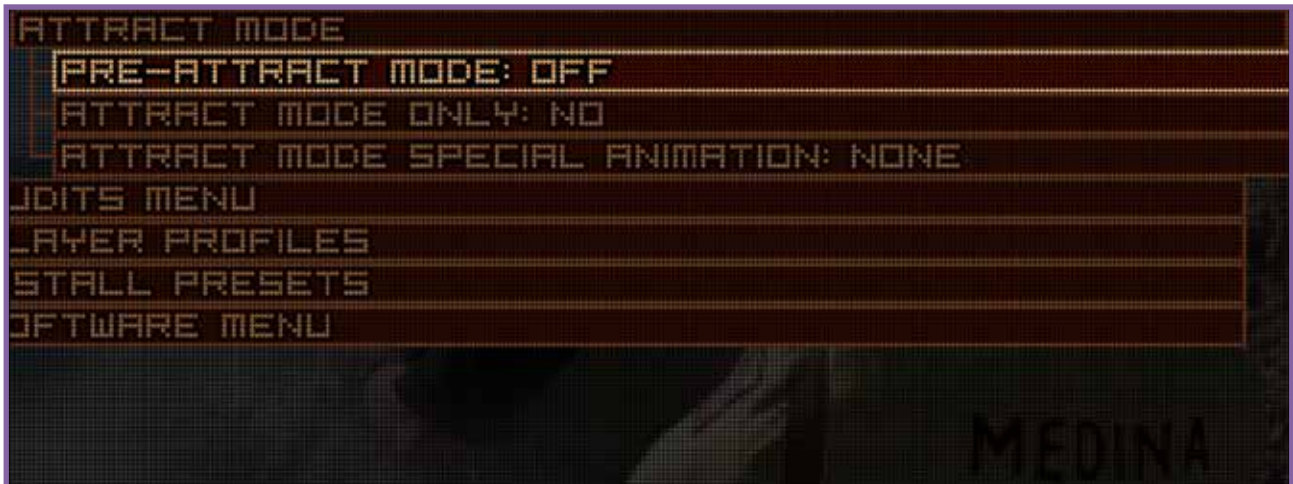
Here you can set if you want to be alerted if the test finds any error in the Attract mode screen and if yes, after how many games an unused switch should trigger a report.



ATTRACT MODE

As follows:

- ▶ **Attract mode Only:** If this setting is changed to Yes, you cannot start a game and you cannot start a game, but will show the attract mode animation and playfield light show.
- ▶ **Attract mode special animation:** for advertising at shows, special logos can be activated during attract mode.



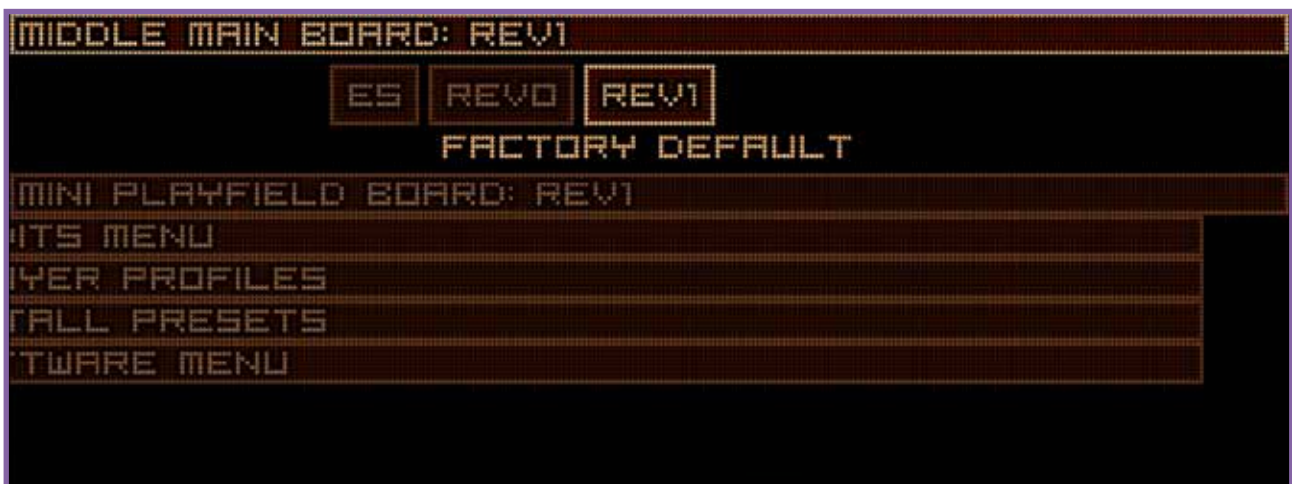
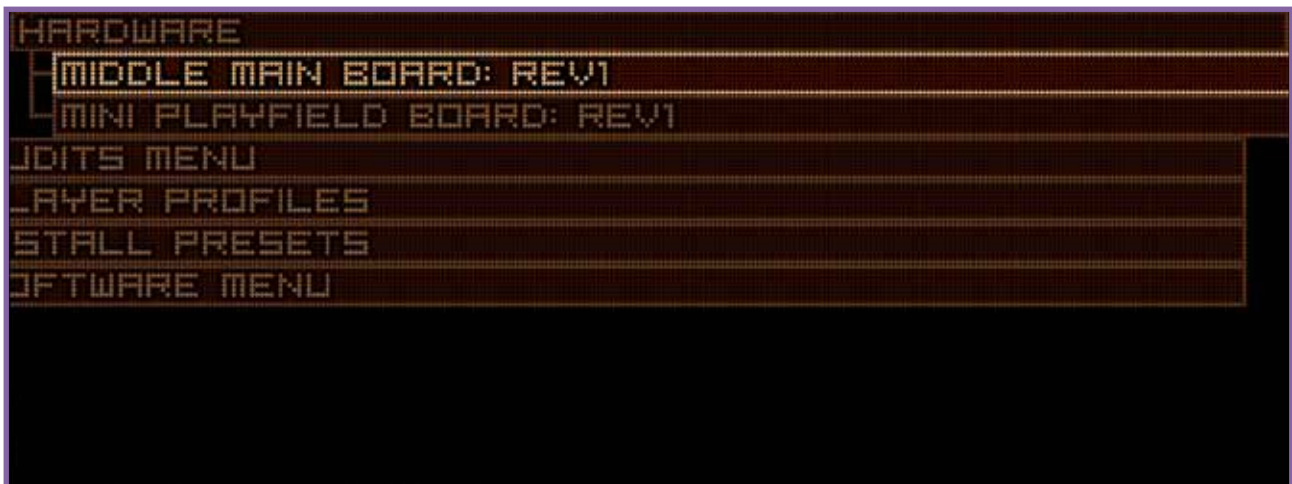
HARDWARE

The TBL has two PCB's used under the playfield where RBG leds are used. This is the PCB below the Mini Playfield and the main PCB below the main playfield. During production run the Red and Green leds have been reversed. The first version is called REV0 followed up by REV1. Standard is nowadays REV1. If the Arrow inserts are colored incorrectly likely the wrong hardware version is selected.

These need also to be set to the correct value after a factory reset to ensure correct functioning. Identifying which version you have is easy when looking at the MMB:

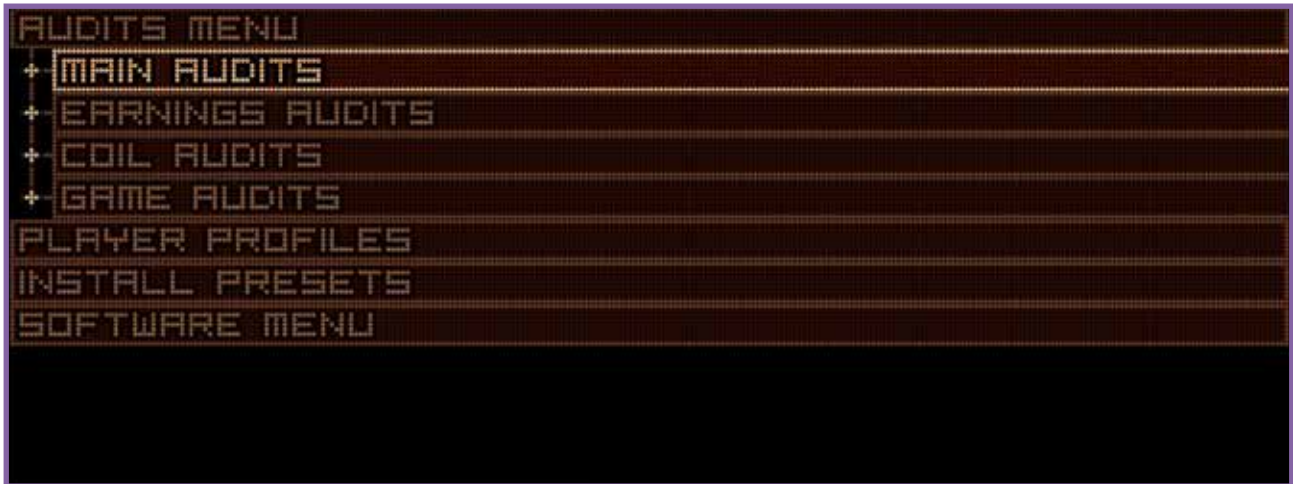
- ▶ ES: Engineering Sample (you'll know when you have one of these).
- ▶ REV0: No version is specified near the MIDDLE MAIN BOARD legend print.
- ▶ REV1: REV1 is specified below the MIDDLE MAIN BOARD legend print.
- ▶ Note: if you have a REV2 board select REV1 here.
- ▶ Mini playfield PCB has a marking to but this would require removing the Mini playfield. Usually these two PCB's have the same revision.

REV1 is now the factory default for Middle Main Board & Mini Playfield Board settings (previously REV0). Checking to see if your setting is correct is easy, just check in the LED - RGB only test if the RGB leds have the color mentioned on the display.



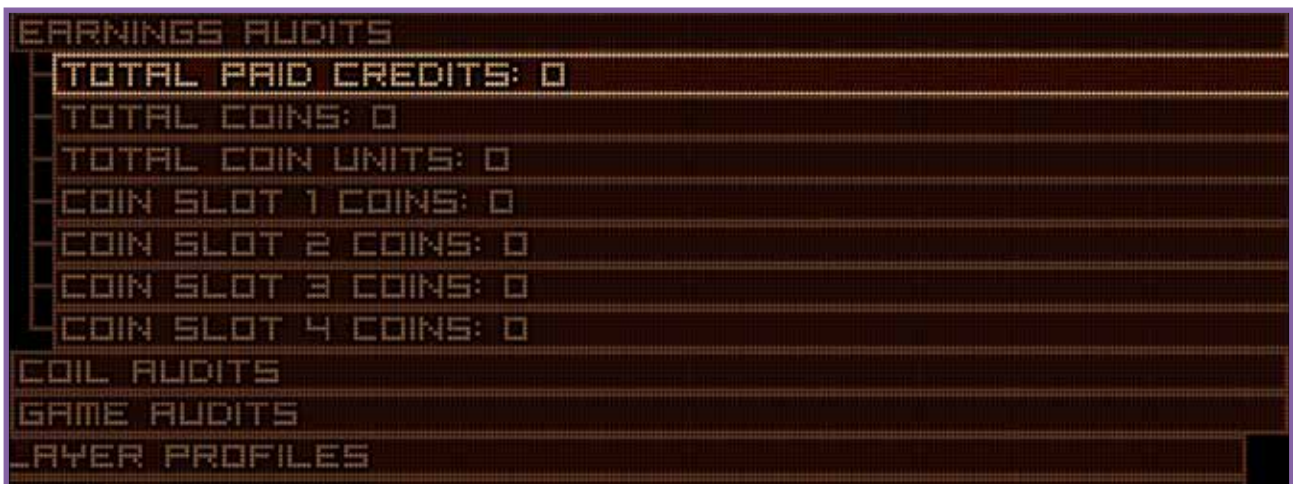
AUDITS MENU

In this menu, you can see for example how many times the TBL is played, how much money is earned (if used with coin units), how many times a certain coil was activated, etc.



EARNING AUDITS

Here, you can see everything related to coin-op usage of the TBL.



COIL AUDITS

Here, you can see how many times a coil has been activated.

```
COIL AUDITS
LEFT FLIPPER: 0
RIGHT FLIPPER: 1
UPPER FLIPPER: 0
VUK: 0
SCOOP: 0
BOWLING RETURN: 0
BOWLING RELEASE: 21
LEFT RAMP DIVERTER: 0
SHOOTER LANE DIVERTER: 13
GAME AUDITS
```

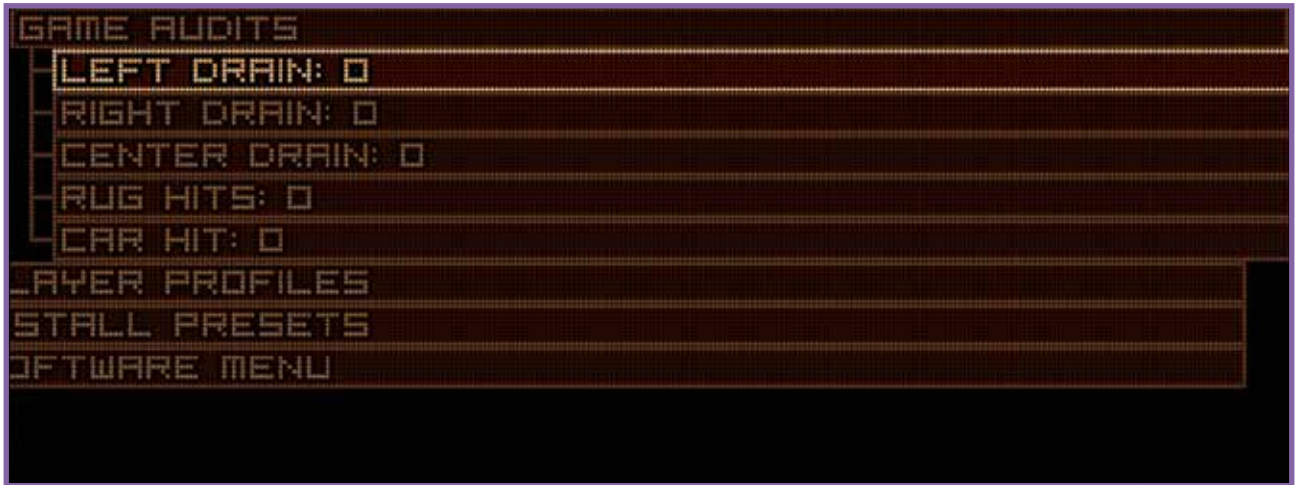
MAIN AUDITS

Here, you can see things like how many games played, ball times, game times, scores etc..

```
MAIN AUDITS
TOTAL GAMES: 0
TOTAL BALLS PLAYED: 0
TOTAL EXTRA BALLS: 0
FINISHED GAMES: 0
UNFINISHED GAMES: 0
1 PLAYER GAMES: 0
2 PLAYER GAMES: 0
3 PLAYER GAMES: 0
4 PLAYER GAMES: 0
TOTAL GAME TIME: 0 SECS
```


GAME AUDITS

Here, you can see things like how many times your ball drains left/right/centre and how many times you have hit the car and rug.



PLAYER PROFILES

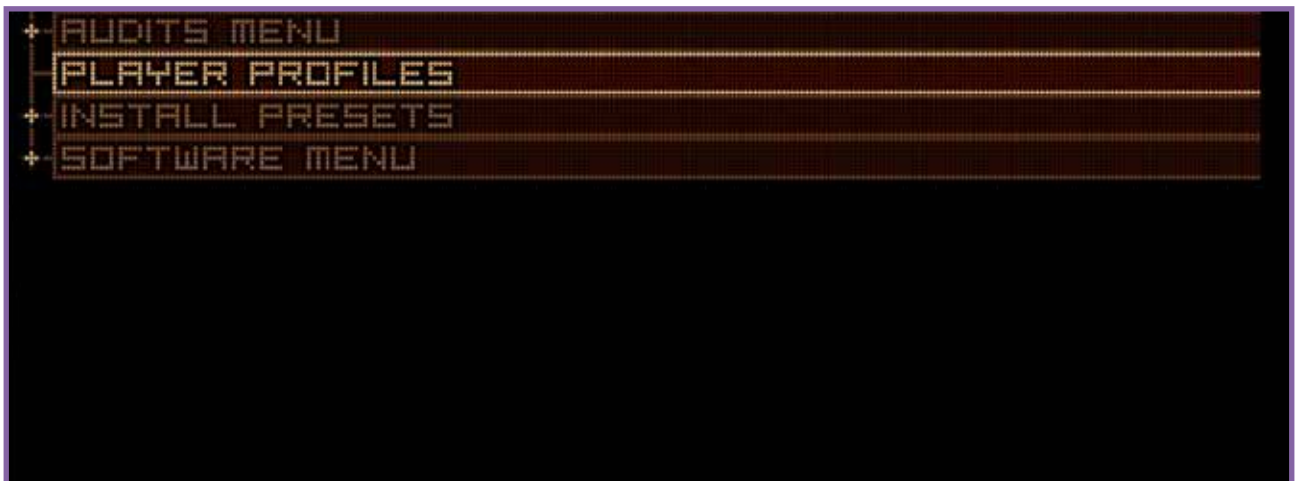
The TBL has the possibility to install Player Profiles.

You create a Player Profile as follows:

- ▶ Start a game
- ▶ Push both flipper buttons at same time for several seconds
- ▶ You will now get a menu in which you can create a Player Profile or select an existing one

If you use this functionality, you can keep track Player high scores on the TBL, and if Live server is enabled, you can also track averages, how many balls played, etc. on the DP server.

In this menu, you can Edit the name of Player Profiles and delete them. See [page 74](#) for more detailed information. If you delete a Player Profile his Highscores will be anonymized and no longer appear in Highscore lists.



INSTALL PRESETS

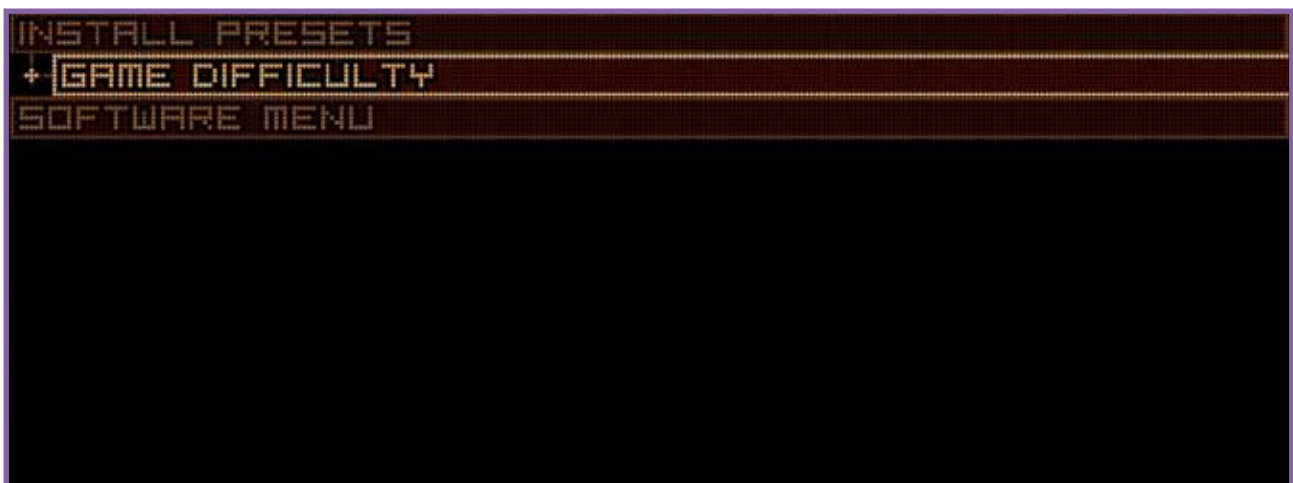
Here, you can set the difficulty of the rules, to be more challenging for advanced players, or easier for starting players.

Default setting is medium

Presets can batch update the rules adjustments to make the game consistently easier or harder.

The settings which are influenced are the following:

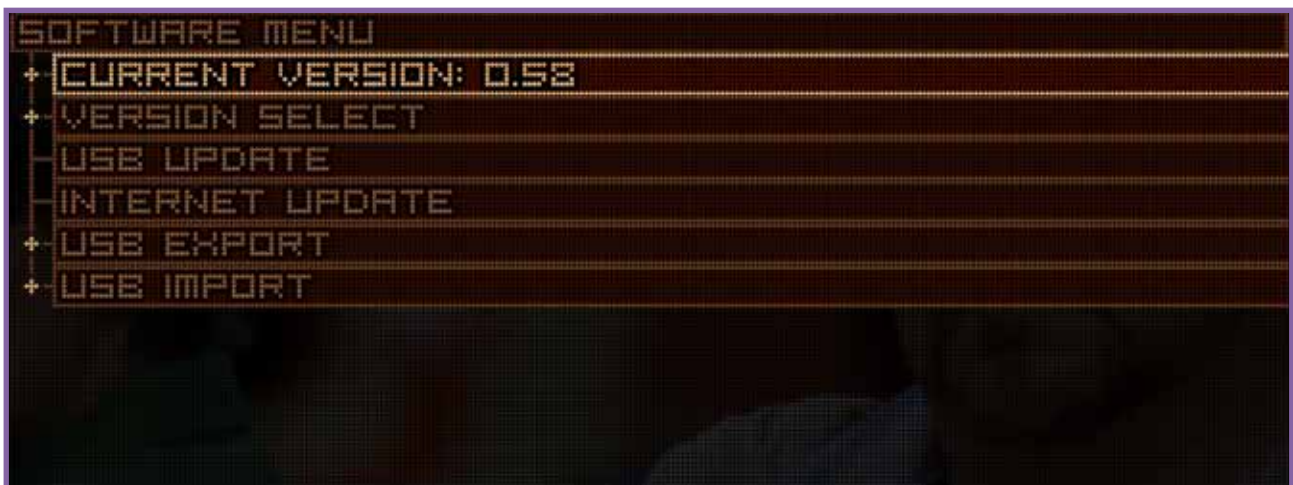
	Extra Easy	Easy	Medium (default)	Hard	Extra Hard
Ball saver length	21	18	15	12	9
Grace periods time	5	4	3	2	1
Bowling letters pre-lit	6	5	4	2	0
Donny letters pre-lit	4	3	2	1	0
The Dude letters pre-lit	5	4	3	2	0
Jesus letters pre-lit	4	3	2	1	0
Walter letters pre-lit	5	4	3	2	0
White Russian Targets	always	always	forgiving	forgiving	precise
Multiball ball saver length	21	18	15	12	9
ZERO countdown length	20	15	12	10	8
First Showdown targets	10	15	20	30	35
Subsequent Showdown targets increase	0	5	10	15	20
First Rug Mode start hits	1	2	3	4	5
Subsequent Rug Mode hits increase	0	0	0.5	1	1.5
Light Lock Difficulty	1	2	3	4	5
Subsequent LGB pre-lit letters decrease	0	0.5	1	1.5	2
Skillshot length	8	7	6	5	4
Car modes must be completed	No	No	No	Yes	Yes
Mark It Zero scenes to complete	2	3	4	5	6





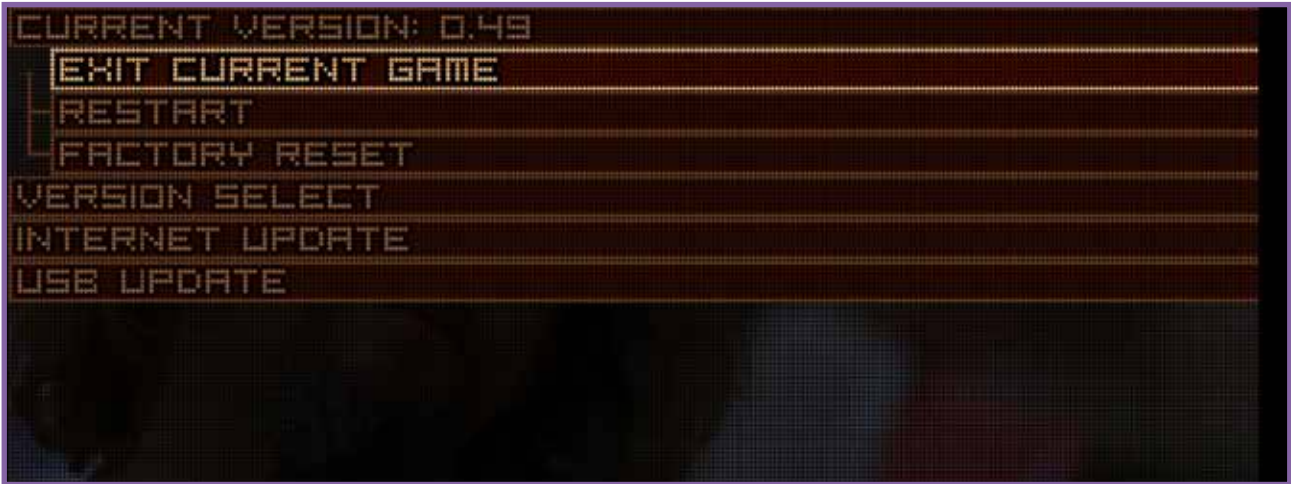
SOFTWARE MENU

In this menu, you can install new firmware and select which version of firmware you want to play. With the TBL you can revert to other version of the firmware if you desire so. Installing a new version will thus not delete the previous version. Suppose you want to install a version from USB already present on the TBL it will not do this eg. the update will not be recognized. You will need to delete this version first before you can install it again. If you want to keep your high scores and history, make sure you save this prior to deleting it! Then you can re-install this after the version has been re-installed.



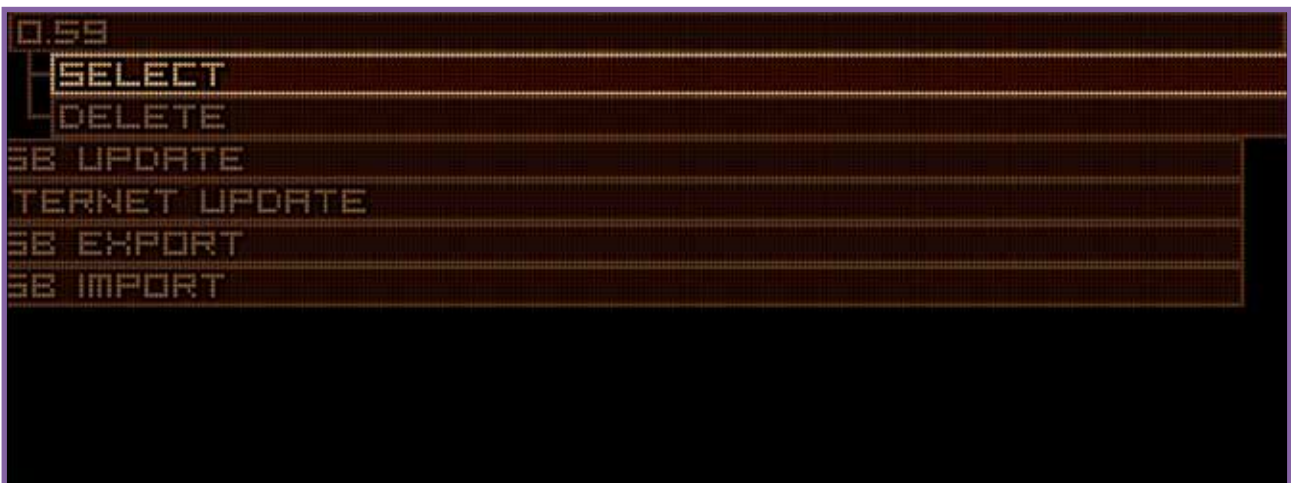
CURRENT VERSION

Here, you can exit a running game (can also be done by holding the Start button for several seconds), restart the TBL and reset the TBL to factory setting (so not only high-scores will be deleted but also all other audits like for instance amount of games played).



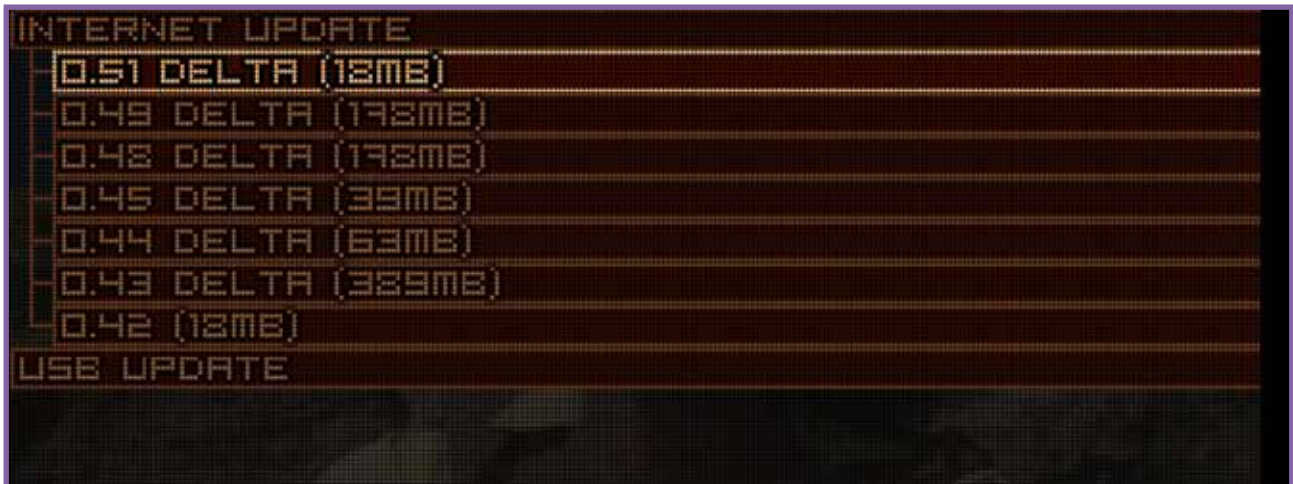
VERSION SELECT AND DELETE

Here, you can select which version of the firmware you want to play. If it is not the version you are playing at that moment you can also here delete a version. This if you want to save on disk space.



INTERNET UPDATE

This is in development, but when finished – and Live is enabled - you will be able to select to which version you want to update. Select the version you want and push the Enter button.



USB UPDATE

Download the latest version from the DP website, put it (still Zipped so do not unzip it!) on an USB stick, plug this USB stick in a free USB-port on the PC motherboard in the backbox of the TBL, and then you can install it by selecting this option. The + button acts as Yes and – button acts as No.

Full update instructions:

- ▶ Download the .zip file of update 0X.XX (without renaming the file and without extracting the zip - some browsers (like Safari) have a setting to do this automatically, so disable that if needed).
- ▶ Copy the .zip file to the root of a USB stick (meaning not in a subfolder).
- ▶ Start your pinball machine and insert the USB stick in a free USB-port.



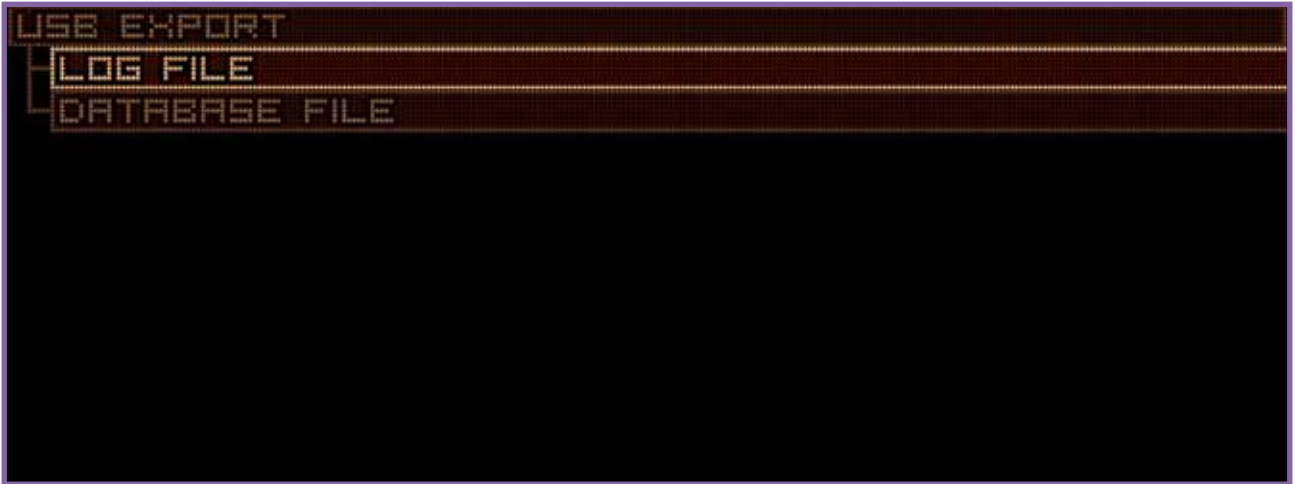
- ▶ Enter the Service Menu and go down to “Software Menu” -> “USB Update”.
- ▶ Now you should see update X.XX listed. If not, retry after reseating the usb stick and check if the update is really still zipped on the usb stick.
- ▶ Select X.XX
- ▶ Wait for “Preparing delta update”, “Copying” and “Installing” to finish this will take a few minutes. Don’t navigate the menu or turn off the machine during this time!
- ▶ The menu will then jump to where you can “Select” the new version.
- ▶ Select the new version and confirm the NO / YES question by pressing the “right” (Volume +) button.
- ▶ The game will restart using version X.XX.

Note: if you are planning to update to rel 1.00 you will need to update your machine first to rel 0.58 or 0.59. If the update gets aborted (the machine restarts the old version), please delete the incomplete 1.00 from the Version Select menu and try the USB update again.

USB EXPORT

In this menu you can export easily the Log file and Database file for backup or analysis purposes.

Put USB-key in an empty spot. If none available you can remove wifi-dongle if present or the audio board cable. **On this USBkey a TBLupdate zipped should be present.** TBL checks for this file so it knows which USB to write to. IF this Update file is not present the File can't be saved.



USB IMPORT

In this menu you can easily import the Database file previously exported. This can be handy if you want to swap your SSD with another one with a preloaded image but keep all setting and audits.

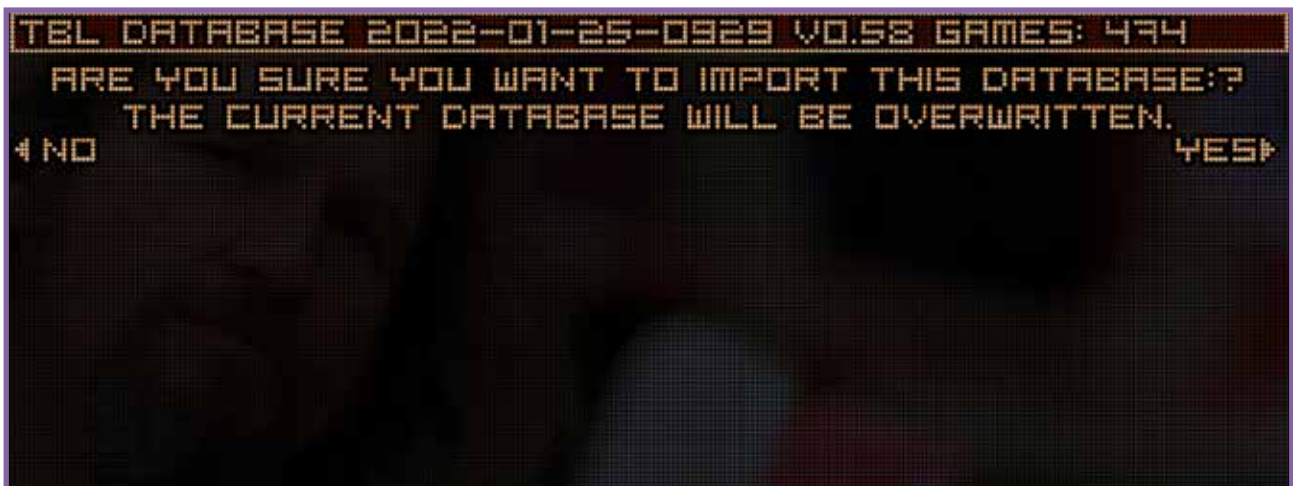
Put USB-key with the Database file in an empty spot. If nonavailable you can remove wifi-dongle if present or the audio board cable. **On this USBkey a TBLupdate zipped should be present.** TBL checks for this file so it knows which USB to read from. If this Update file is not present the Database File can't be uploaded.



If you have more than one database file you can select the version you wish to import



Also if a database file is already present you will be alerted



Once you have done this the TBL will have all audits and settings restored. Please do note that the database is linked to the firmware version. So, if you restore the database under version 058 and switch TBL to for instance version 057 the database will not be the same! If you update the firmware version part of the upgrade process is that the database is copied from the previous release to the new release. So, this process is upwards compatible, not downwards.



PLAYER PROFILE IN DETAIL

THE
BIG LEBOWSKI™
PINBALL

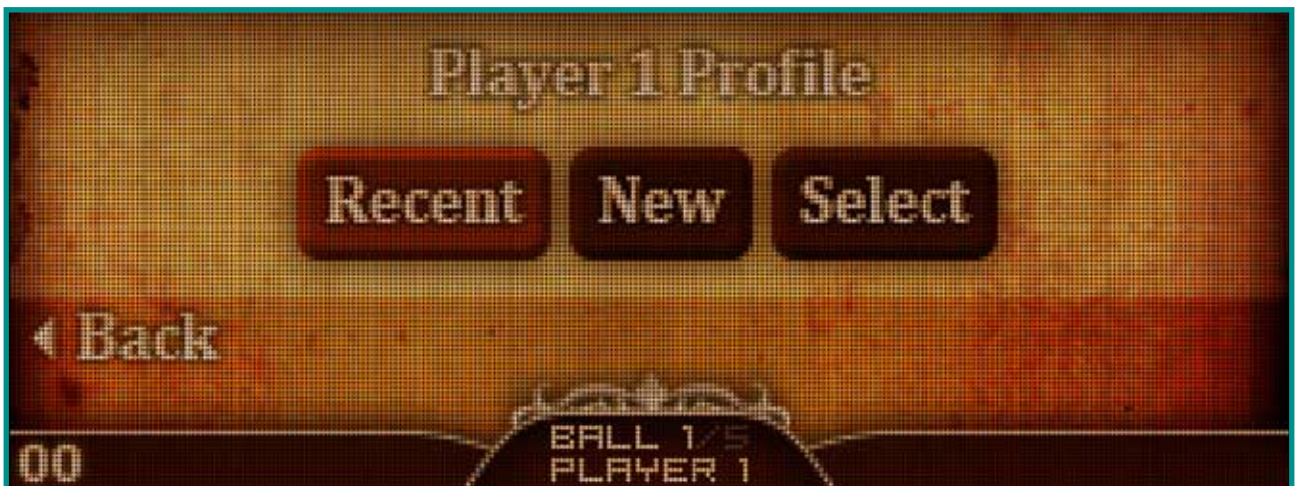
PLAYER PROFILE IN DETAIL

The TBL has the possibility to install Player Profiles. A Player profile enables you to keep track of personal high scores per player and show who is playing on the screen. In case you have also the Live feature enabled, you can also keep track on your webpage on the Live server (under development) of not only your 10 High-scores, but also how many games are played per player, average score, etc.

You create a Player Profile as follows:

- ▶ Start a game
- ▶ Push both flipper buttons at same time for several seconds
- ▶ You will now get a menu in which you can create a Player Profile or select an existing one
- ▶ This function not only works at the start of the first ball, but at the start of every ball

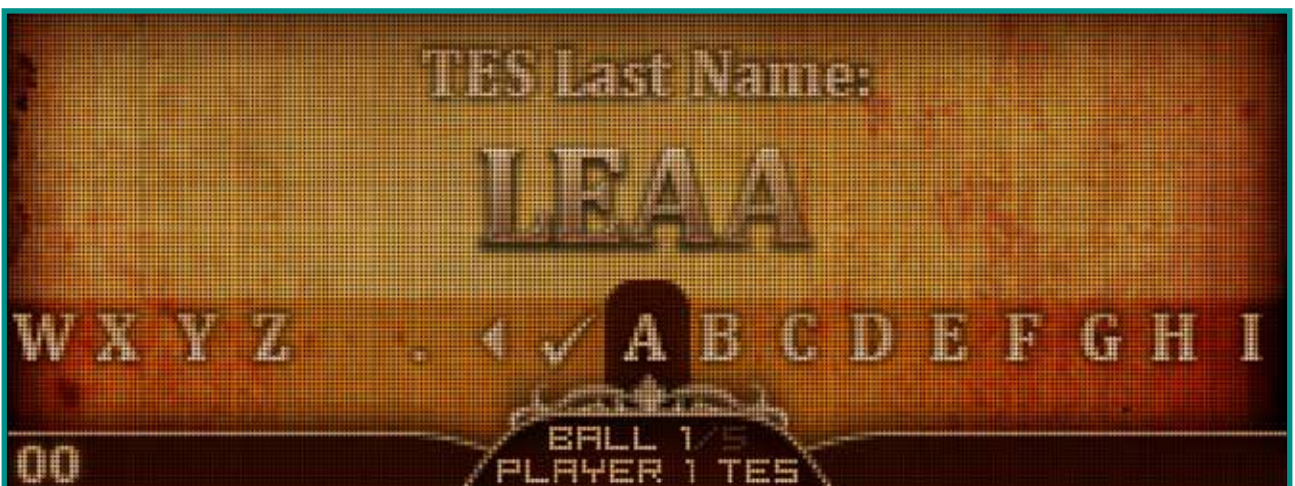
To select an existing Player profile, there are two options: Recent for when this player has recently played the TBL, or Select to get an overview of all Player profiles. With the flipper buttons, you can go right or left and the Start button functions as Enter.



If you select New, you will first get the possibility to select the Initials. Again, the flipper buttons function as left and right and Start button as Enter.



After entering the Initials, you get the option to add a first and last name to the profile.



In this case the initials were TES and First name TEST and last name LEBOWSKI.

If you go now into Recent profiles, you can see this profile



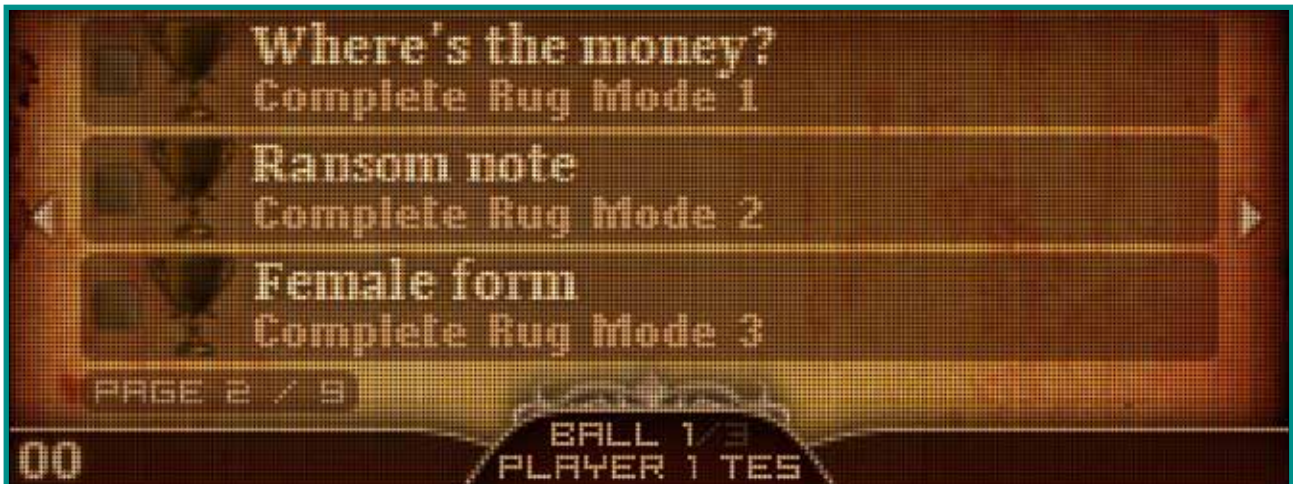
During gameplay the initials are showing at the bottom in the middle of the screen

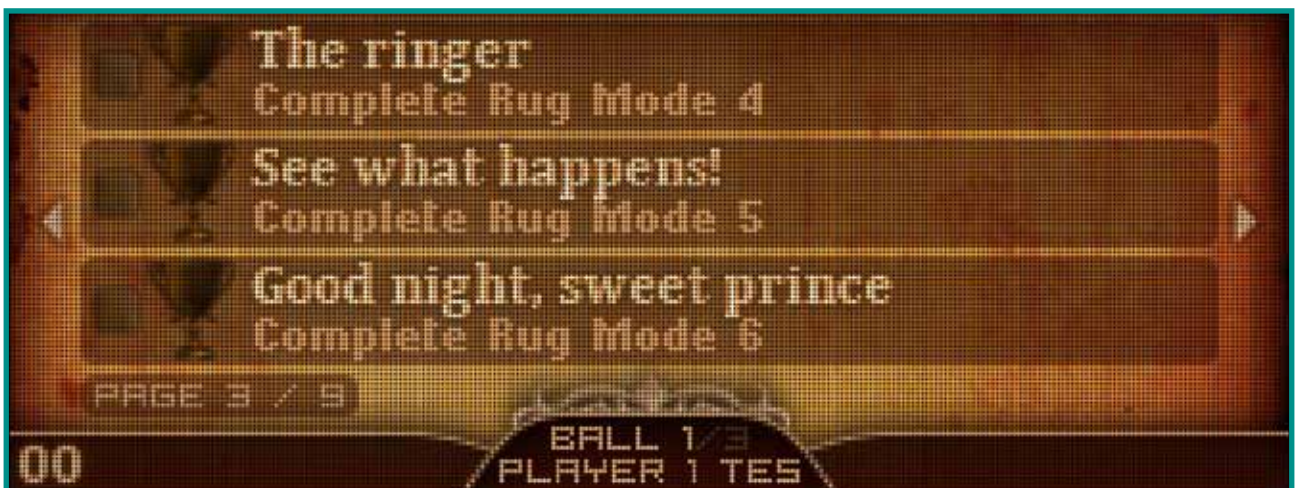
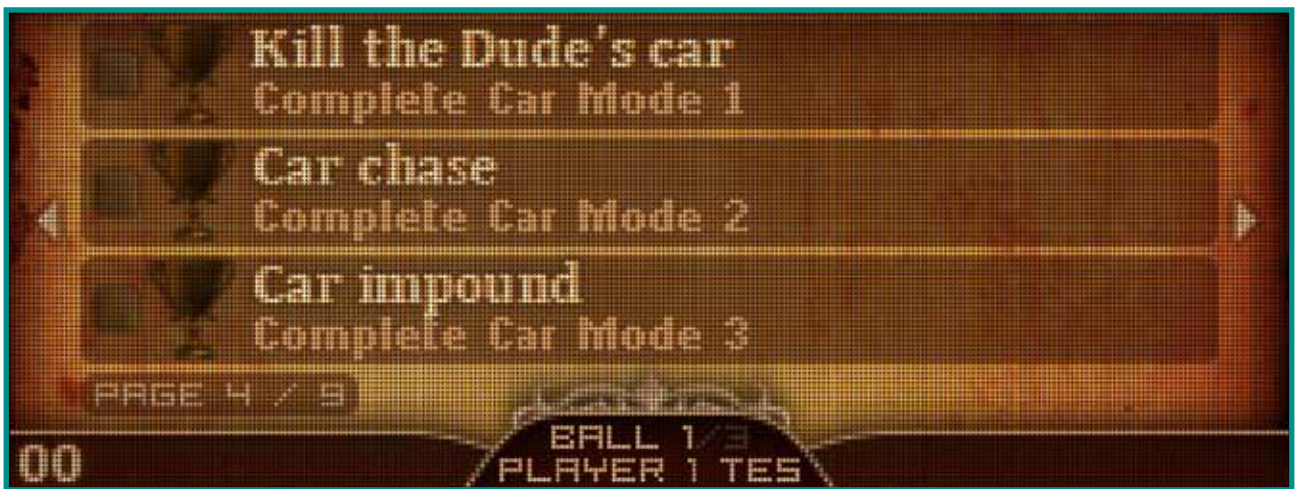


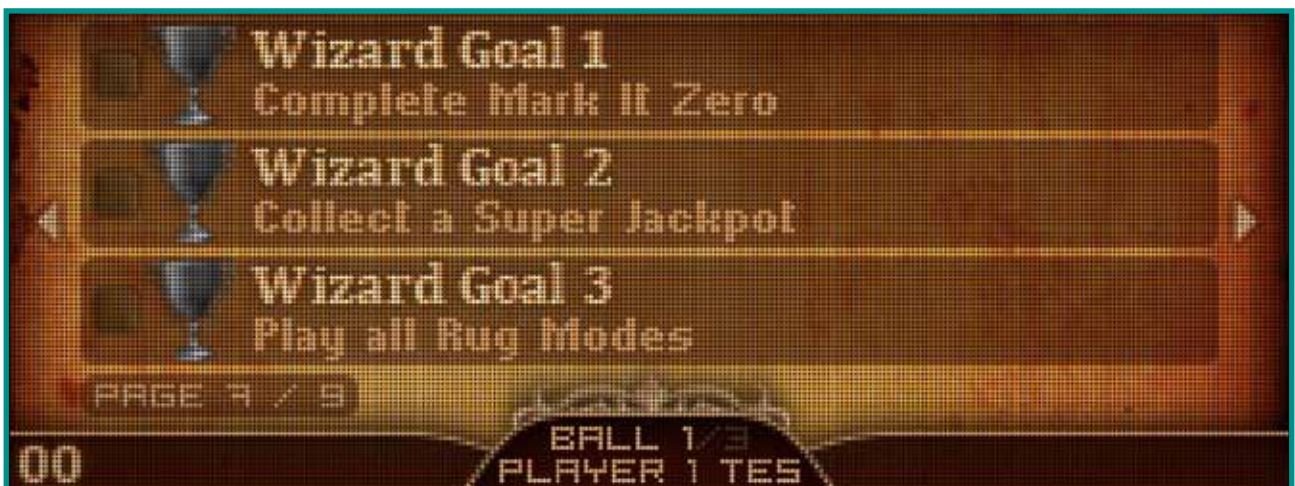
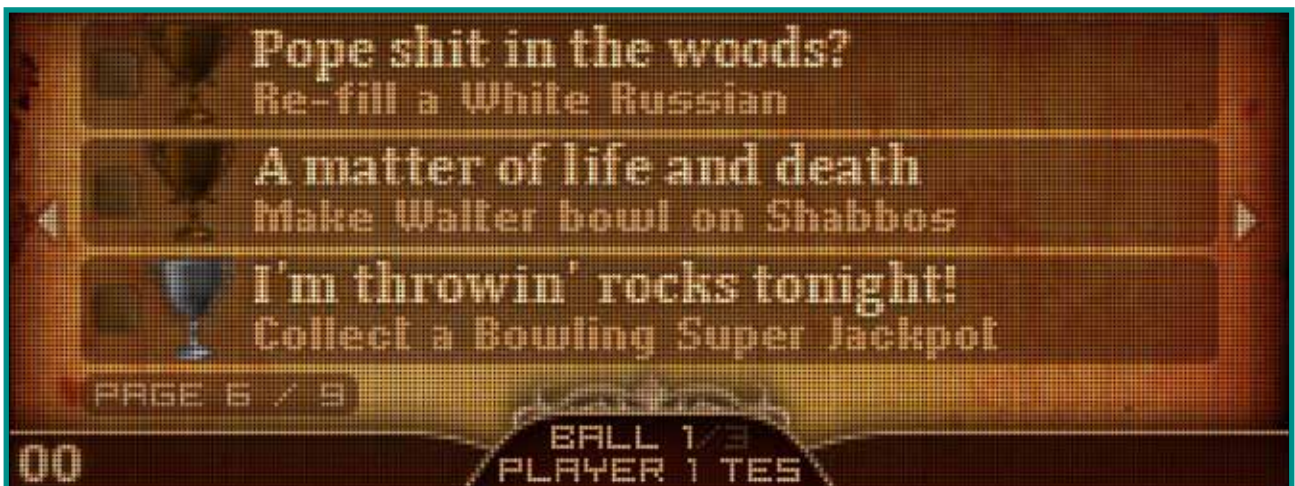


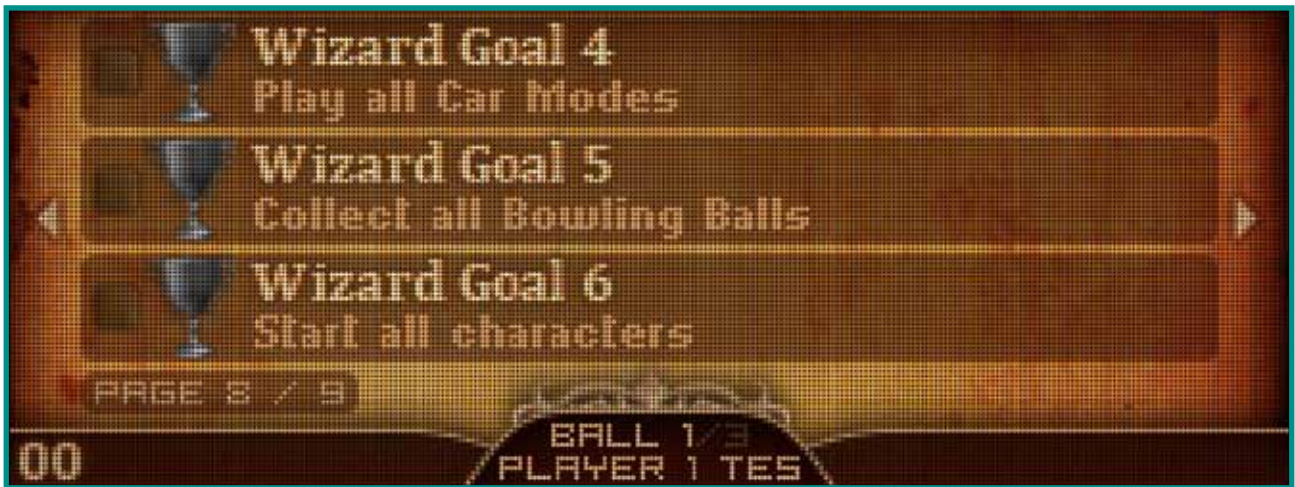
If you have selected a Player profile, and then push the left and right flipper button again at same time, you will get more info on this Player profile.

- ▶ High scores will show the 10 highest scores
- ▶ Update will give you the possibility to change initials and name
- ▶ Logout will just Logout
- ▶ Trophies will show which Trophies this player has already collected. In the following pictures you will get an overview of all trophies which can be collected







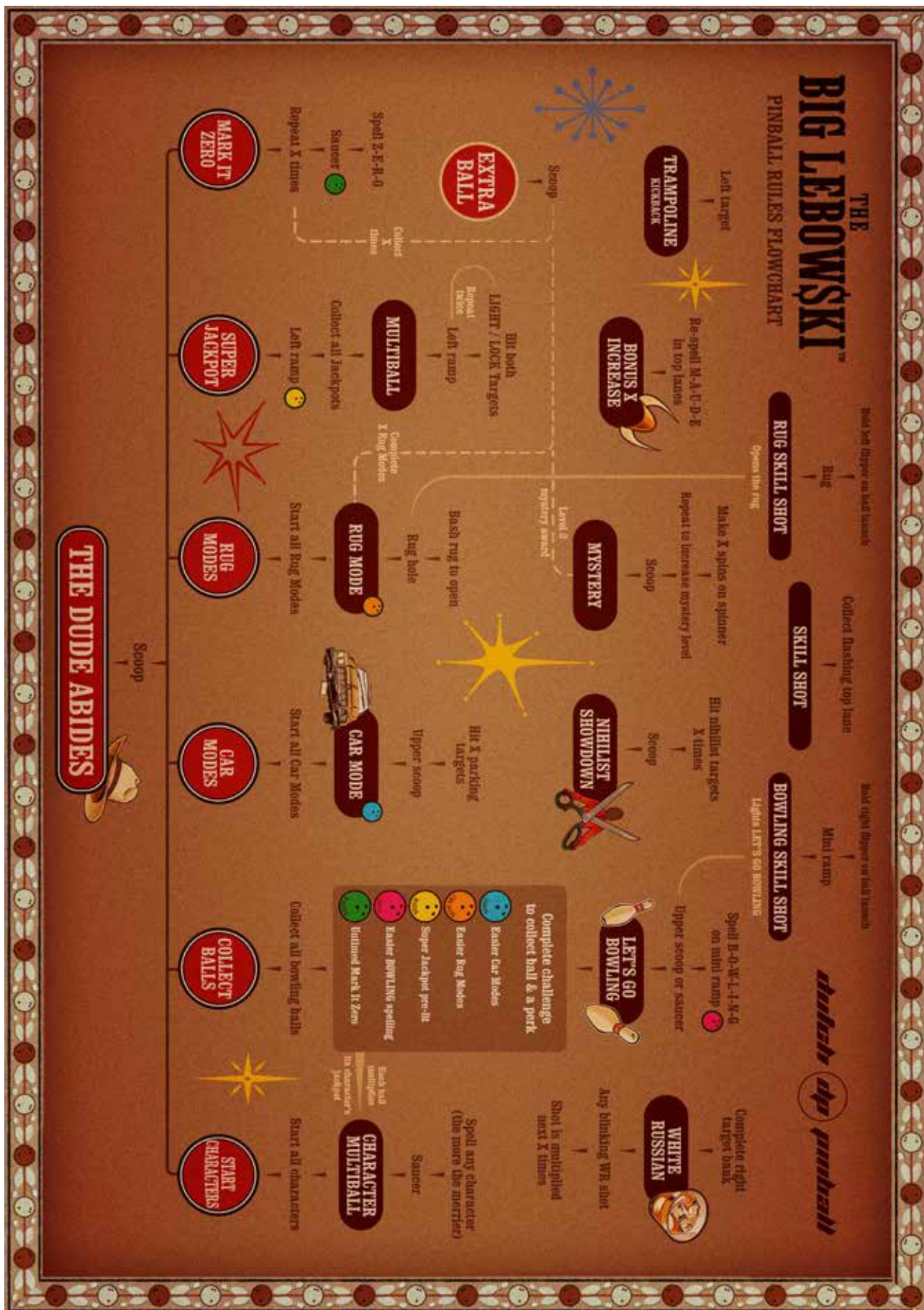




GAMEPLAY RULES

THE **BIG LEBOWSKI™** PINBALL

GAMEPLAY RULES



The TBL consists of a main playfield with a mini upper playfield with the following major shots:

- ▶ Saucer on the left, used for starting Bowling, Character Multiball and to get to Mark it Zero
- ▶ A left loop shot called Donny
- ▶ A left ramp shot called The Dude. Can be used to start a Multiball
- ▶ A scoop used to collect Extra ball, start Nihilist, or collect Mystery if lit
- ▶ A bash-toy: the famous rug. Used to start Scenes / Rug modes
- ▶ A Jesus shot to get to the upper mini playfield
- ▶ A right loop shot called Maude
- ▶ A right ramp shot called Walter
- ▶ On the upper mini playfield, you will find another loop shot to light up Bowling and a second bash-toy: the car. Also, a scoop is available to act as exit (leads to the scoop on the main playfield) and start Car Modes of Bowling Alley if lit
- ▶ Also, you will find several standup targets across the playfield with various functions

In total there are 5 Character shots. From left to right: Donny, The Dude, Jesus, Maude, Walter. These shots play a major role during the game, like the characters in the movie.



Each character has his own color in the arrow insert which also indicates which character is active:

- ▶ Donny is blue
- ▶ The Dude is orange
- ▶ Jesus is pink
- ▶ Maude is yellow
- ▶ Walter is green

GAME RULES: QUICK OVERVIEW

The goal of the game is to reach the Wizard Mode: “The Dude Abides”.

To achieve this, you must complete all 6 Wizard Goals. The progress of these 6 Wizard Goals is shown at the bottom of the playfield.



Each Wizard Goal requires completing various gameplay features which will be explained step by step in this manual.

If you want to abort an animation, push the two flipper buttons simultaneously and gameplay will immediately be continued.

The following is a summary of the main game rules:

Multiball

‘LIGHT’ and ‘LOCK’ targets enable LOCK on the left ramp. Lock 3 balls to start Multiball.

Rug Modes

Hit the Rug several times to unroll it. When completely unrolled, shoot the hole revealed to start a ‘Rug Mode’.

Let’s go Bowling

Spell B-O-W-L-I-N-G to light ‘LET’S GO BOWLING’. Beat your opponents to collect their bowling ball.

Car Modes

Upper targets complete handicapped parking spot to light ‘Car Mode’. Shoot upper-playfield-scoop to start ‘Car Mode’.

Mark it Zero

Spell Z-E-R-O to light ‘MARK IT ZERO’ at the saucer.

Character Multiball

Spell each character name to light their ‘Character Multiball’ at the saucer.

White Russians

Collect all White Russian ingredients to add a shot-multiplier.

The Dude Abides

Complete all 6 Wizard Goals to light ‘The Dude Abides’.

SKILL SHOT

The game features three skill shots:

- ▶ **'Standard' skill shot to MAUDE Rollovers (1)**

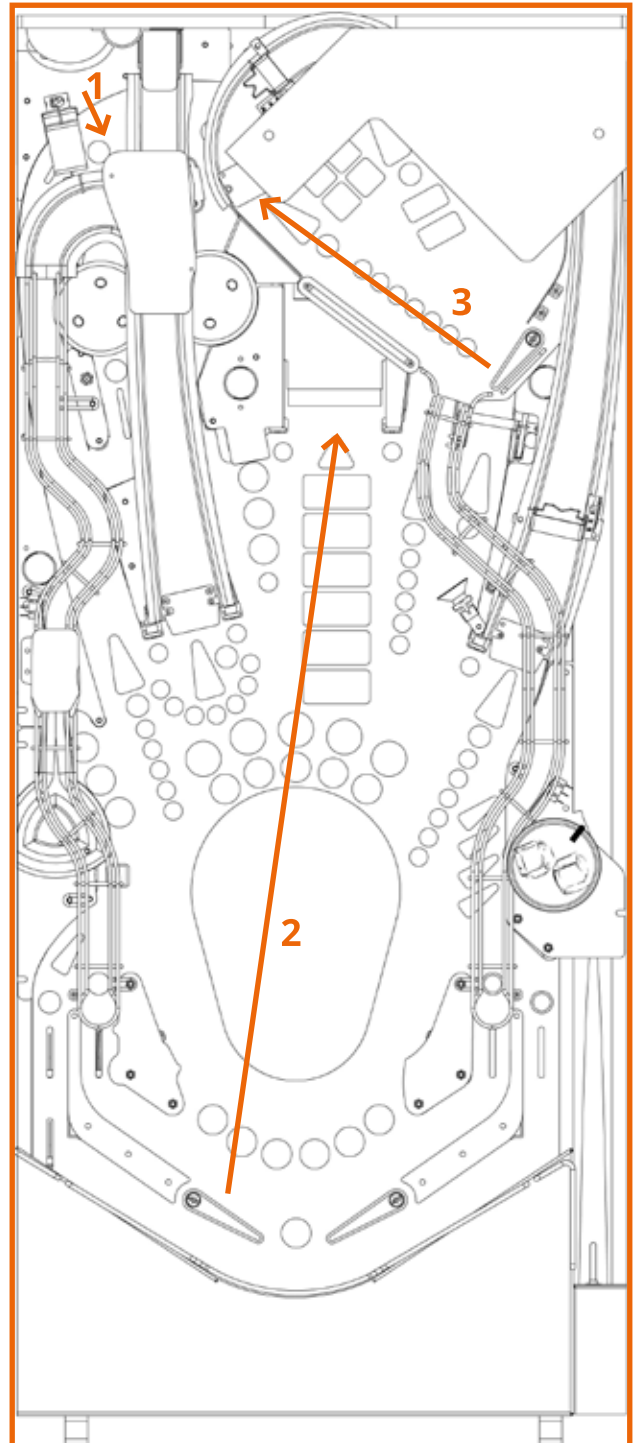
At ball start, when the ball is launched, the ball will launch to the MAUDE Rollover Area. Use the flippers to move the blinking letter. When the ball drops on the highlighted letter, the skill shot is awarded.

- ▶ **Rug Mode skill shot (2)**

Rug Mode skill shot (2). Hold the left flipper and launch the ball directly to the flippers through the left loop. Shoot the Rug within 5 seconds to immediately open the Rug hole and the first Rug Mode can be started by shooting the ball in the hole revealed.

- ▶ **Let's go Bowling skill shot 'Standard' skill shot (3)**

Let's go Bowling skill shot (3). Hold the right flipper and launch the ball directly to the upper mini playfield. Shoot the mini playfield ramp to light "Let's go Bowling" at the mini playfield scoop and the saucer on the main playfield.



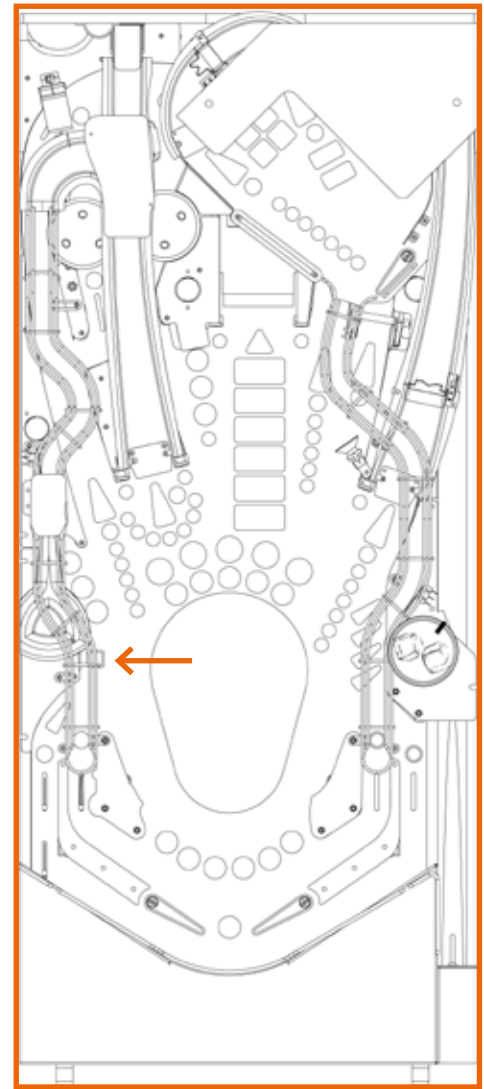
KICKBACK

The left outlane has a kickback, which is active when the insert is lit. If the kickback has been used, a shot to the Trampoline standup target is needed to re-light the kickback inserts.

SCOOP

The scoop left to the rug has several functions:

- ▶ If all 6 Wizard Goals are reached, the Wizard Mode “The Dude Abides” can be started here.
- ▶ If extra ball is lit, it can be collected here.
- ▶ If Mystery is lit, it can be collected here. Mystery is achieved via Spinner shots. The first mystery requires 30 spinner switch hits, second mystery 40, third mystery 50, etc.
- ▶ If Nihilist mode is lit, it can be collected here.
- ▶ If nothing is lit, you will be rewarded Spinner hits progressing towards Mystery.



MARK IT ZERO

The bottom in/outlanes spell ZERO when the letters are lit. With the flipper buttons, you can move the unlit inserts, which helps in spelling ZERO.

When zero is spelled, the Mark it Zero symbol at the saucer on the left will light up. This is a timed mode, if shot while active, Mark it Zero is collected. You need to collect Mark it Zero several times to reach a Wizard Goal for the Wizard Mode “The Dude Abides”.

If you have collected Walter’s Bowling Ball, its perk is untimed Mark it Zero. This means Mark It Zero no longer times out and even carries over to the next ball(s). Also, multiple Mark It Zero’s can be lit at the saucer and collected one at a time.

Another functionality is that if Mark it Zero is lit at the saucer as well as Character Multiball, Character Multiball started by accident can be cancelled at the start by pushing the Launch Ball button at the front of the machine.

MULTIPLIERS

To reach high scores, it is important to understand how the multipliers work in TBL.

There are in fact two types of multipliers:

- ▶ When you collect a bowling ball, the value of the shot of the character owning that bowling ball will be multiplied. When a Bowling ball is collected, you will see the ball light up on the playfield. If you have collected all bowling balls, you have completed a Wizard Goal for the Wizard Mode “The Dude Abides”. You can Go Bowling again, but achieving a bowling-ball for a second time will not change the multiplier.
- ▶ If you collect the 4 ingredients of the White Russian drink by hitting the 4 standup targets on the right side, this acts as another multiplier. When you have hit all 4 White Russian targets, you will see a White Russian start to blink, at the Character shots. The first shot you make will light up that White Russian permanently, indicating a multiplier for that specific shot is active.

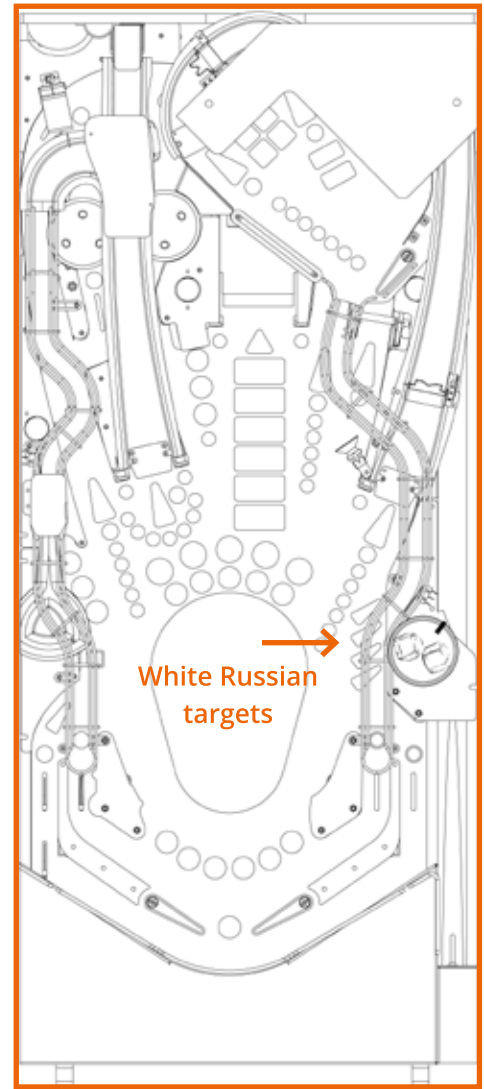
However, there is more to tell about the White Russian multiplier.

Like any drink, a White Russian is not endless but a drink of which you can take 4 sips and the glass is empty. The White Russian multiplier acts the same way. You can make four shots and then the multiplier for this shot ends. To indicate this, you will see it start blinking when making shots and after four shots, it will no longer be lit.

Free refills! After completing the White Russian targets, you can refill partly full White Russians for “free” and then continue to select another White Russian.

This enables you to also use the White Russians on the upper playfield, which wasn’t possible before.

Multipliers are transferred from ball to ball (the White Russian is active until four shots are made).

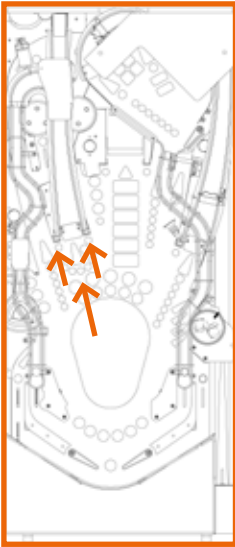


RULES FOR ALL MULTIBALLS

These rules are applicable to all Multiballs:

- ▶ The Maude rollover lanes stay enabled to increase your bonus multiplier.
- ▶ Z-E-R-O rollover lanes stay enabled to light Mark It Zero and collect it in the saucer.
- ▶ Spinner stays enabled to progress towards and light Mystery (to collect at scoop after multiball has ended).
- ▶ MPF ramp: playfield multiplier 1.5X to 5X that quickly decreases over time.
- ▶ Newly plunged balls go around the left loop instead of the rollovers, to prevent “free” rewards in that area (Maude spelling / Bonus multiplier / Knox Harrington jackpot).
- ▶ A 2.5 seconds grace period when you drain the second to last ball, so you have a moment to shoot a last jackpot or maybe even an add-a-ball to extend the multiball.

MULTIBALL



To start Multiball, the left ramp plays a major role. At the entrance of the left ramp (called The Dude), you will find 2 standup targets. The left standup target is called Light and the right standup target is called Lock. If both are lit, you can lock a ball by shooting The Dude ramp. The diverter will then go down and the ball will continue its path to the scoop at the back of the playfield. It will reappear at the scoop to the left of the rug.

When you have locked 3 balls, Multiball will start.

During Multiball, the goal is to make the shots, named after a Character (Donny, The Dude, Jesus, Maude, Walter) plus the rug. When the Multiball is started, the arrow inserts belonging to these shots are all lit-up red. When you make a shot, the red insert will no longer be red to indicate you made that shot.

When you have made all the appropriate shots for the first time, you will see the insert at The Dude ramp light up again. This is now a Super Jackpot shot. When shot, you will see the "Super Jackpot" Wizard Goal light up.

After shooting the Super Jackpot, you will see all character + rug shots light up again in red. If you now shoot again, all these 6 Super Jackpot shots can be collected at the loop shot on the mini playfield. When shot, all characters plus rug will light up again.

The idea during Multiball is to make all Character plus rug shots where the red insert is lit and after shooting all 6 shots, look where another insert turns red, indicating that the Super Jackpot can be collected there. After the Super Jackpot has been shot, the same procedure starts again.

During the first Multiball, the lock targets have to be hit only once to have them light up, during the second Multiball you have to hit them twice, etc...

The value of the jackpots is built up during regular gameplay. For example, when you make a character shot, the jackpot for that shot is increased when Multiball is played.

The rug houses a double jackpot, requires two hits to open the rug (+1 on each consecutive jackpot round), and shoot the hole to collect.

This multiball has also an Add-a-ball functionality. Shoot 3 times the scoop to get an Add-a-ball.



CHARACTER MULTIBALL

To start a Character Multiball, you will have to make the shots of that specific character till all character letters are lit up. As soon as they are all lit, you will see that at the saucer on the right side, an insert stating Character Multiball will light up in the same color as the character letters. In case several Characters are active, you will see this insert alternating colors. Also, the insert of that Character will blink to indicate all shots were made and that a multiball for that Character can be started.

When you then start Character Multiball, you will see the insert of that Character start to blink in their color, indicating that jackpot can be shot there. In case you start this Multiball with several characters lit, the jackpot shot will only relight in their own color when all character shots active in the Multiball are shot or you shoot the MPF scoop which will relight all jackpots (or increase the value of the jackpot by 25K if they were already lit). When a character shot is made, the color of the insert will change to white to indicate that jackpot has been made with that shot.

To achieve the highest scores, it is best practice to try to start Character Multiball with as many characters lit as possible. It will not only increase the value of the jackpots but also increase the number of balls (max 5). The amount of balls is "1+amount of Characters". However, more characters also mean more shots to make before the jackpot shots are lit up again at the active characters.

In case you shoot the saucer by accident, it is possible to abort the start of the Character Multiball via the Launch button when:

- ▶ **Mark it Zero was lit**
- ▶ **Let's go Bowling was lit**

If one of those 2 was lit and you want to abort the start of the Multiball, you will have to push the start button immediately. A sign on the LCD-display in the right bottom corner also indicates this is possible.

It is also good practice to try to get the bowling ball lit for the lit-up Character. In this way, jackpots will be doubled as the bowling ball acts as a multiplier.

The value of the jackpots is built up during regular gameplay. For example, when you make a character shot, the jackpot for that shot is increased when Multiball is played.

If a Multiball is played for a character, the insert for that character will be lit solid to indicate it has been played and can only be reactivated for a multiball once all characters are played.

It is possible to add other Characters in the Multiball if their name is spelled and saucer is shot. For every added main Character a ball is added. Do note that only the characters that you started the multiball with will multiply each others' jackpots, so starting with multiple characters is still preferred.



There are side character jackpots, these require gradually more hits when collecting a second or third time:

- ▶ **Brandt: 2 Saucer hits**
- ▶ **Bunny: 8 Right slingshot hits**
- ▶ **Jackie Treehorn: 2 Light Trampoline target hits**
- ▶ **Knox Harrington: 10 Jet hits**
- ▶ **Marty: 4 Lock target hits**
- ▶ **Nihilists: 4 Parking target hits, or Nihilist target hits if Nihilist Showdown is lit.**
- ▶ **The Big Lebowski: 8 Left slingshot hits**
- ▶ **The Stranger: 2 Scoop hits**
- ▶ **Thugs: 2 Rug hits**

If you have played all 5 main Characters, the “Start Characters” Wizard Goal is achieved.

CAR MODES

The mini upper playfield can be reached via the Jesus and Walter shot.

On this mini playfield, you will see two blue standup targets (called the parking targets). In front of the parking targets, you will see 4 inserts which will light up one by one each time a parking target is hit.

When all 4 inserts are lit, Car mode will light up and can be activated via shooting the scoop right of the parking targets.



There are 3 Car modes:

- ▶ **Kill Dudes car**
In this mode, you need to hit the car several times to destroy it. A progress bar is shown on the LCD display. The flipper on the mini playfield will remain active while the ball is up there.
- ▶ **Car chase**
In this mode, you may NOT hit the car, but you need to shoot the loop several times to win the race. A progress bar is shown on the LCD display. The flipper on the mini playfield will remain active while the ball is up there till the race has been won or lost. If you do hit the car, it will lose speed.
- ▶ **Car impound**
In this mode, you need to hit the car several times to free it. A progress bar is shown on the LCD display. The flipper on the mini playfield will only remain active till the car is hit.

All these Car modes have a timer. After a certain amount of time, the car mode is automatically stopped. Car mode does transfer over to the next ball and all made progress is kept when a ball is drained, or mode is timed-out.

If you start all 3 Car modes, you have completed a Wizard Goal for the Wizard Mode "The Dude Abides". Unless you have changed the setting for this or are playing with the Hard or Extra Hard preset, in which case you have to complete the car modes.



BOWLING ALLEY

In this mode, you can collect the Bowling Balls of each character. If you obtain all 5 bowling balls, you have completed a Wizard Goal for the Wizard Mode “The Dude Abides”.

To be able to start the Bowling Alley mode, you first have to shoot the mini-loop several times at the mini upper playfield. Each time you shoot it, a letter will be lit of Bowling. Once all letters are lit, the Let’s Go Bowling shot will be lit (at the scoop of the mini upper playfield or the saucer of the main playfield at the left side). Shooting either of these two will start the Bowling Alley mode. You can also have Let’s Go Bowling immediately lit if you use it as a Skill Shot (see [page 85](#)).

Each character has a particular type of bowling shot. There are several types and with each type you get 2 balls to achieve it:

- ▶ **“Spare or Strike!”:** You must knock down all 10 bowling pins. If you do it in 1 throw, this is a strike, with 2 balls a spare.
- ▶ **“Hit the roaming pin!”:** A roaming pin will move from side to side.
- ▶ **“Hit the gap!” challenge:** A gap in the bowling pin setup is moving from side to side. Try to roll the ball through the gap without hitting any pins.
- ▶ **“Complete the Split” challenge.**

It is important to collect the Bowling Balls, as they will act as a multiplier for the shot belonging to that Character, during Character Multiball.

Also, each Bowling Ball has its own perk. When you collect a ball, you will enjoy its perk till you start The Dude Abides.

- ▶ **Donny:** Easier Car Modes. Less parking target hits required, and car modes begin with some progress.
- ▶ **The Dude:** Easier Rug Modes. Less rug hits required, and rug modes begin with some progress.
- ▶ **Maude:** Super Jackpot pre-lit. Super Jackpot is lit at the start of Multiball (left ramp).
- ▶ **Jesus:** Easier BOWLING spelling. Less bowling loop hits required.
- ▶ **Walter:** Untimed Mark It Zero. Mark It Zero no longer times out and even carries over to the next ball(s).



With the flipper buttons, you can choose which character you want to play. Push start to play the selected character. To help you in choosing which Character to play, the already lit Characters will still be lit. Push ball launch button to launch the ball. You will see the bowling ball launcher go left-right-left-right. You need to push the launch button at the right time, so it hits the bowling pin you are aiming at.

After you Bowled a scorecard will be shown. It shows the “official” bowling scoring, making it possible to complete a 10-frame bowling game, including extra throws in the 10th frame.

SCORECARD				
1	2	3	4	5
3 4	8 /	X	4 /	X
7	27	47	67	STRIKE

Bowling Super Jackpot after 10 frames

After 10 frames the Bowling Super Jackpot is awarded, which is the bowling score multiplied by 25k. So, a max jackpot value of $300 * 25k = 7.5M$ can be collected.

There is a separate high score list for finished 10 frame bowling games. You will get prompted for this when you finish your regular game.

Non-traditional bowling challenges are scored as follows: if the challenge is met with 1 ball, it's a strike, if 2 balls are needed it's a spare. Fail a challenge and we mark the frame zero!

Playing on Shabbos (Saturday) and select Walter, he will start complaining.

It is perhaps good to realize that the bowling ball does not really knock over the bowling pins. The system determines the position of the ball launcher at the moment ball is launched and calculates which pins will be hit. It will activate the coils of these pins once the ball triggers the Opto present just before pin 1. It realistically simulates a real bowling mechanism and this explains why a bowling pin sometimes does not fall over when hit.

If you have successfully done a Bowling challenge the next time you need to lit one extra letter of Bowling. If failed, difficulty will remain the same

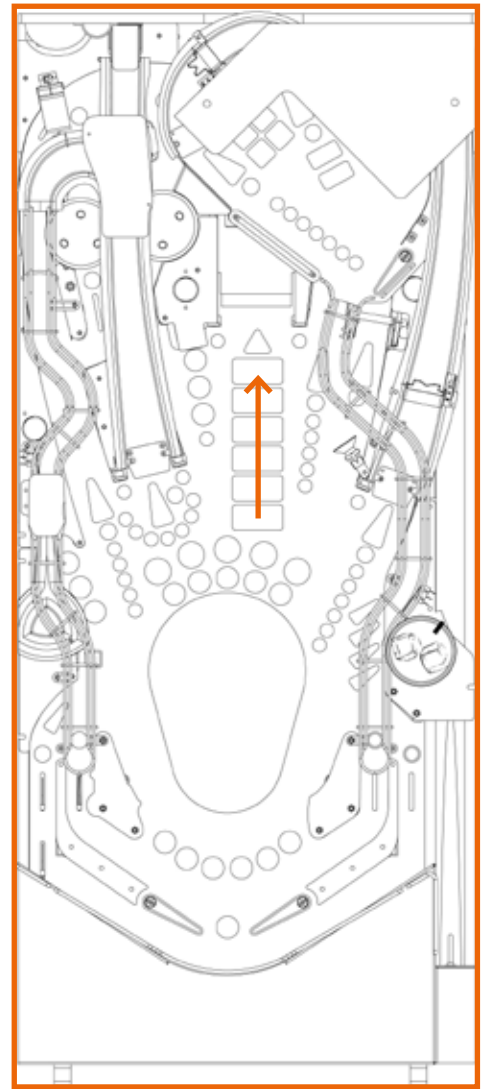


RUG MODES

Shooting the rug will make it roll backwards. When rolled fully backwards after several hits, it will reveal a hole. If the ball is shot in this hole, it will start a Rug mode. Which Rug mode it is, is determined by the pop bumpers. For example, each time a pop bumper is activated, a different Rug mode insert starts blinking. The one which is blinking will be activated when the hole is shot. When a Rug mode is started for a few seconds, the playfield will go dark and the shots you have to make will be lit and blinking and the LCD display will show instructions. When rug mode is started, regular playfield lightning will return and the blinking inserts will be solid or keep blinking during the mode to guide the player. Each Rug mode has it's own music track.

The 6 Rug modes are from top to bottom:

- ▶ **Where is the money?**
To finish this mode, you will need to hit the rug several times.
- ▶ **Ransom note**
Hit any of the standup targets to finish this mode.
- ▶ **Female Form**
To finish this mode, you will need to go for the jets-pop bumpers or Spinner. You will need to make the Maude and Donny shot to get to the pop bumpers. The ball-gates present in the outer loop will guide the ball to the pop bumpers. The spinner in the Maude shot also rewards paint splatters.
- ▶ **Ringer drop off**
Shoot the two ramps to complete this mode.
- ▶ **Bash the car to show Larry what happens**
In this mode, the car on the MPF has to be bashed to complete the mode. The red insert at the Walter and Jesus shot will start blinking to indicate that this shot must be made to get up to the MPF. Once you have hit the car the flipper on the MPF will be disabled and ball will ejected from the MPF and has to be brought back again.
- ▶ **Honor Donny**
In this mode you will need to shoot the Donny loop at the left side or Maude loop at the right side. You will see the insert at the Donny and Maude shot blink in blue to indicate that these shots must be made.



During a Rug mode, you will see the progress on the screen. All modes are timed and are timed out after. You will see a timer counting down from 60 seconds in the left upper corner of the display. When the progress bar is full, you will need to shoot the hole at the back of the rug one more time to finish the mode.

When a mode is ended the insert for that mode will be lit solid. It does not matter if you finished the mode or not, in both cases it is lit solid and cannot be chosen again.

You can also have Rug Mode immediately lit if you use it as a Skill Shot.

NIHILIST MODE

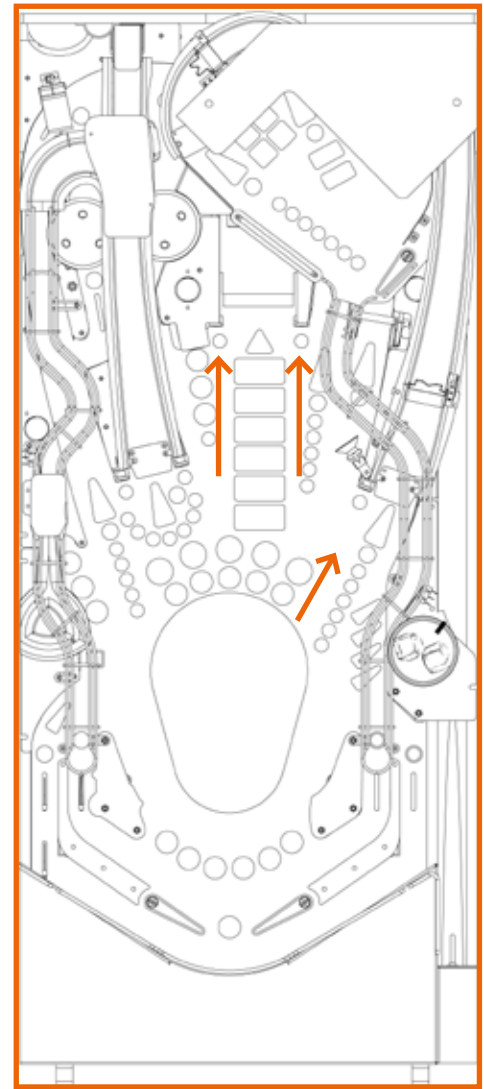
To activate Nihilist mode, you will need to shoot the Nihilist standup targets (left and right of the rug and left at the entrance of the Walter ramp) several times.

Once you have reached the threshold, the Nihilist symbol will start flashing at the scoop. If shot, the Nihilist mode will start.



The Nihilist mode consists of waves of Nihilists which must be destroyed.

- ▶ First wave: you have to hit each Nihilist target **once**. When all nihilists are destroyed, you progress to the next wave.
- ▶ Second wave: you have to hit each standup target **twice**. When all nihilists are destroyed, you progress to the next wave.
- ▶ Etc...
- ▶ At the end of each wave a "Wave Jackpot" is collected (200K, 400K, 600K, etc.)
- ▶ If a wave is completed the Nihilist Showdown insert will start flashing at the scoop. When scoop is shot an add-a-ball will be rewarded.
- ▶ Arrow shots are lit once each wave to increase the Wave Jackpot value.
- ▶ If you start Nihilist Showdown a 2nd time you start it at the wave you ended the last time, with the same increased Wave Jackpot value.



EXTRA BALL

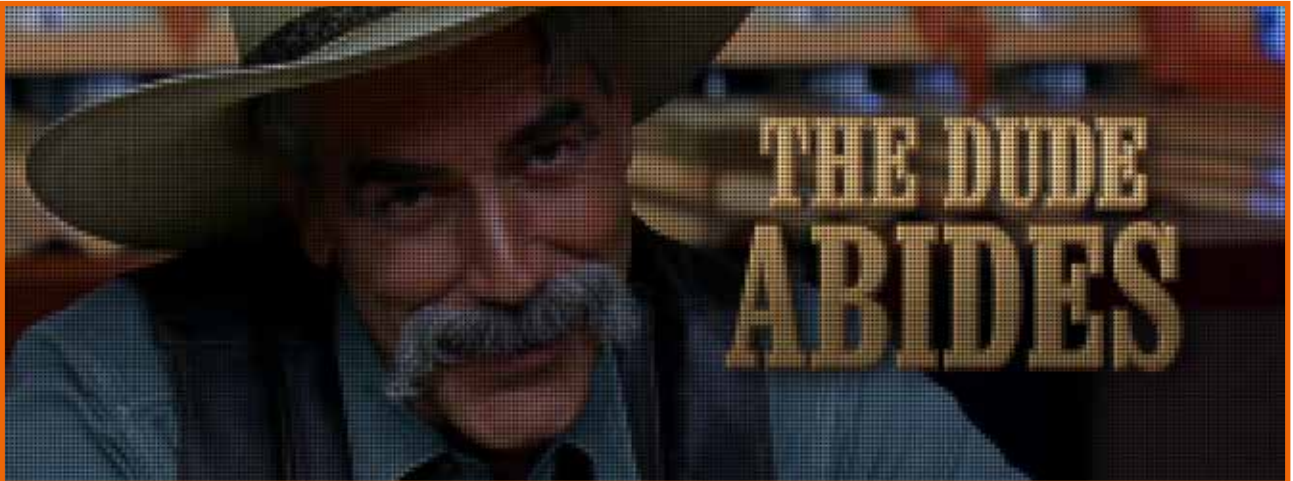
An Extra Ball insert is present at the scoop. When lit and shot an extra ball will be rewarded.

The Extra ball insert can be lit in two ways:

- ▶ Successfully completing 3 Rug modes
- or
- ▶ Completing 3 Mark it Zeroes

Not an extra ball but there is a ball-saver that when Mark it Zero is completed with an outlane rollover switch you will get your ball back (only if the ball would drain otherwise, so kickback overrides this).

THE DUDE ABIDES (WIZARD MODE)



The Dude Abides consist of two stages

Stage 1 - Single ball:

- ▶ Shoot lit Character Shot (this opens up the rug)
- ▶ Optional: Repeat the Character Shot to go bowling (with the launch button). A Bowling Jackpot in Stage 1 will also add the corresponding bowling ball multiplier to Stage 2!
- ▶ Shoot the rug hole to advance to the next character. The rug then closes again.
- ▶ Advance the 5 main characters to continue to Stage 2. During Stage 1 you can drain and continue on the next ball.

Stage 2 - Multiball:

- ▶ Character Jackpot (main character shots)
- ▶ Bowling Jackpot (repeat character shot, similar to stage 1)
- ▶ Rug Jackpot (open the rug and shoot rug hole)
- ▶ Car Jackpot (shoot the car, upper flipper disables after each hit)
- ▶ Nihilist Jackpot (complete the 3 nihilist targets)
- ▶ White Russian Jackpot (complete white russian targets)
- ▶ Mark It Zero Jackpot (complete Z-E-R-O lanes)



When down to one ball the flippers will get progressively more delayed and are difficult to operate, like you had one too many (drugged?) White Russian like The Dude in the movie. When finally, this last ball drains the mode ends and you are back to the start.