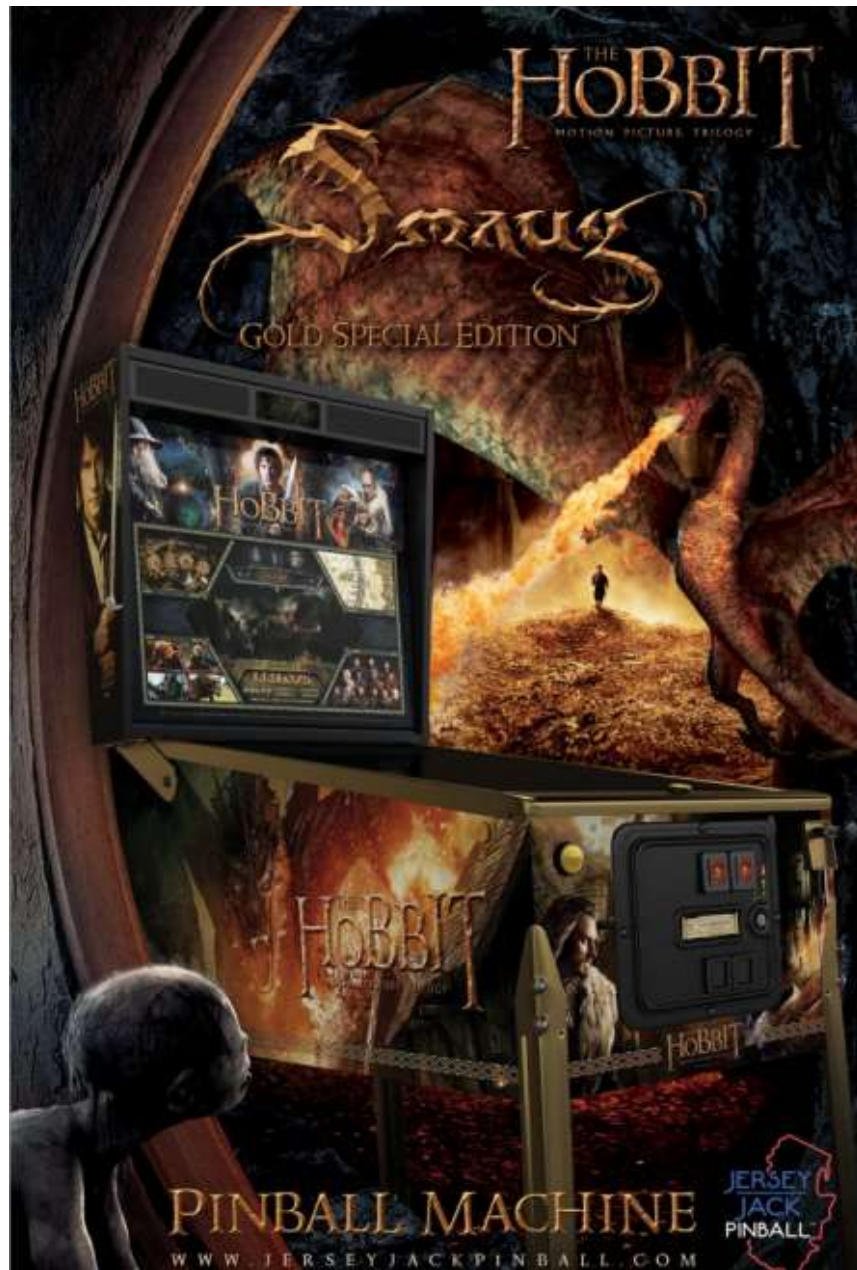


The Hobbit Rulesheet

Version 0.6 (August 16, 2016)

*This version should be considered incomplete and subject to significant changes pending future software revisions. I welcome and encourage additions, corrections, and editorial suggestions to improve the document. **Note: Red text indicates items needing confirmation/correction.***



New To This Version

- Updates for code 1.31 (Book Mode Multiball with Treasure Hunt, Barrel Escape, ...)

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Notes and Disclaimers

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

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

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References and Special Thanks

Portions of the rulesheet have been directly copied or paraphrased from The Hobbit Rules Flowchart (<http://www.jerseyjackpinball.com/wp-content/uploads/2016/03/Hobbit-Rules-Flowchart.pdf>), an initial rulesheet and discussion located on Tilt Forums (<http://tiltforums.com/t/hobbit-pinball-rulesheet/1360>), general discussion on Pinside, rec.games.pinball and JJP's google group, and videos of play such as those on YouTube (e.g. <https://www.youtube.com/watch?v=q7xuFba78ew>). Software code change log notes have also been used.

Design credits obtained from Ted Estes.

Special thanks to those who have contributed above, via other YouTube videos, and/or via additions and corrections:

- ScoutPilgrim, heyrock, PinballNarcissist, keefer, rawfulevil, Jvspin, Ted Estes, Pin Lord, Pimp77, pinballer0415, RobT, FalconPunch, ChrisBardon, **More tbd**

Extra Special Thanks also to Lloyd Olson of SS Billiards who let me interact with his game with the glass off and Metahugh who streamed multiple hours of game play.

Machine Versions

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

Standard Edition

- Stainless Steel Silver color body armor and legs
- The Hobbit movie scene cabinet art (can be upgraded to RADCal)
- Can optionally add Invisiglass and/or Shaker Motor



Limited Edition

- Bronze Powder Coated body armor and legs
- The Hobbit movie scene cabinet art (can be upgraded to RADCal)
- JJP coin door with headphone jack and external volume control
- Invisiglass, Shaker Motor, and Game Number identification
- 2 Barrel Jumpers replace 2 of the 3 standard pop bumpers
- 2 Weapon action slingshots replace 2 of the 3 standard slingshots



Smaug Gold Special Edition

- Gold Powder Coated body armor and legs
- Gold colored Smaug
- Smaug themed cabinet art (can be upgraded to RADCal)
- Smaug themed attract mode added to game
- JJP coin door with headphone jack and external volume control
- Invisiglass, Shaker Motor, and Game Number identification
- 2 Barrel Jumpers replace 2 of the 3 standard pop bumpers
- 2 Weapon action slingshots replace 2 of the 3 standard slingshots

Design Credits

- Playfield & Mechanical: Joe Balcer
- Ruleset: Keith Johnson
- Backglass & Cabinet Art: Jeff Busch, Jean-Paul de Win
- Playfield Art: Jean-Paul de Win
- Animation: Jean-Paul de Win
- Software: Keith Johnson, Ted Estes, Joe Katz, JT Harkey
- Music: Two Steps From Hell
- Sound Effects, Voice Editing & Music: David Thiel
- Voice Acting: Quinton Kappel
- Electrical: Eric Meunier
- Mechanical: Wally Welch, Rob Hurtado, Bryan Hansen



- Project Management: Jim Thornton
- Bill of Material: Fernando Hurtado
- Operations Manual: Butch Peel
- Executive Producer: Jack Guarnieri
- And a host of others deserving special mention: xxx
- Modeling Artist: Matt Riesterer (Smaug? What else?)

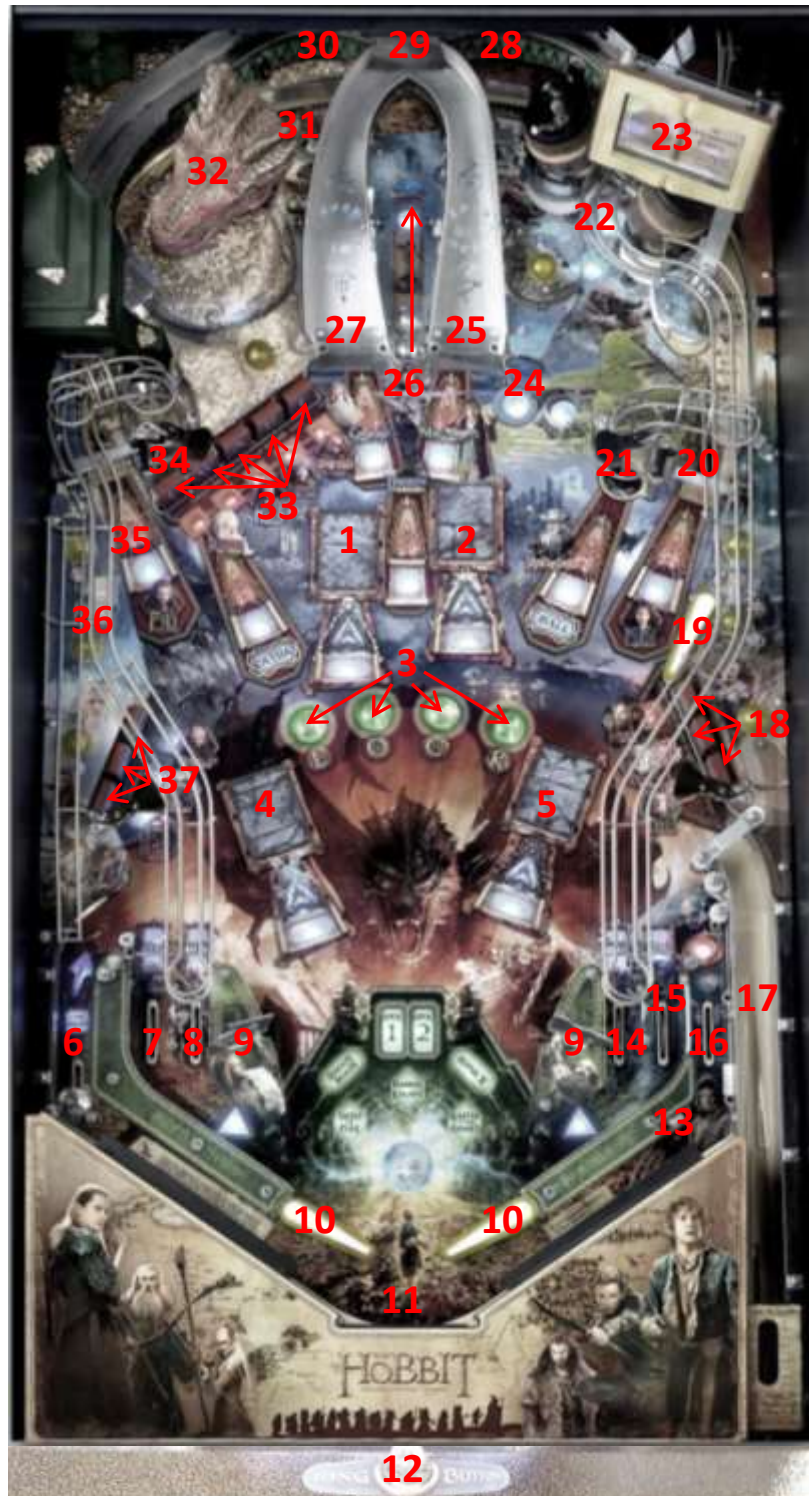
Abbreviations

- TH – The Hobbit



Playfield Layout

This is a glossary of the shots and features that will be referred to during the discussion of the game. The features are, in general, described starting from the center of the playfield, then moving to the lower left corner, and finally proceeding counter-clockwise around the playfield. Please forgive the muted colors of the playfield. It was the only way I could make the reference numbers stand out.



1. Goblin Popup
Goblin that pops up from under the playfield blocking the left ramp.
2. Orc Popup
Orc that pops up from under the playfield blocking the right ramp.
3. L-O-C-K Rollovers
4 rollovers in the center of the playfield labeled as L-O-C-K
4. Spider Popup
Spider that pops up from under the playfield blocking the left loop.
5. Warg Popup
Warg that pops up from under the playfield blocking the right loop.
6. Left Outlane
A standard outlane but with a post that can be raised to capture the ball. Outlane also contains a kickback (Windlance/Arrow).
7. Leftmost Left Inlane (Warg)
This inlane starts or qualifies the Warg popup hurry-up
8. Rightmost Left Inlane (Orc)
This inlane starts or qualifies the Orc popup hurry-up and is the end of the wireform for the Right Ramp.
9. Slingshots
Normal configuration.
10. Flippers
Normal configuration
11. Center Post
Between the flippers
12. The Ring Button (on the lockdown bar – not pictured)
A button located on the top and in the middle of the lockdown bar.
13. Beorn Target
A round standup target in the right outlane just after it turns towards the center.
14. Leftmost Right (Goblin) Inlane
This inlane starts or qualifies the Goblin popup hurry-up and is the end of the wireform for the Left Ramp.
15. Rightmost Right (Spider) Inlane
This inlane starts or qualifies the Spider popup hurry-up
16. Right Outlane (Precioussss)
This outlane contains a post with rubber ring on the bottom right used to bounce the ball into the Beorn target.
17. Manual Plunger
This is a normal plunger. Its lane is medium length and deposits the ball toward the center of the playfield. Different plunge strengths are used for the different skill shots.
18. M-A-N Drop Targets and Nori, Ori, and Dori Standup Targets
3 game controlled drop targets with yellow standup targets behind them.
19. Upper Right Flipper
Standard Flipper used to hit select shots.

20. Right Loop and Spinner (Kili shot)
Standard shot the loops around to the left loop entrance
21. Right Hole/VUK (Radagast Shot)
Hole with VUK that deposits ball onto the right wireform
22. Bag End Pop Bumper Area
Area with 3 pop bumpers in the upper right corner of the playfield
23. The Book
An LCD above the pop bumpers styled to look like an open book. This gives in game instructions for modes and other features.
24. Mystery Target
Standup target just to right of right ramp entrance
25. Right Ramp (Bilbo Baggins shot) – Labeled with “lock” and “mode”
Ramp located just right of center at the top of the playfield
26. Captive Ball and Target (Thorin shot)
Between the two ramp entrances is a newton ball with a channel and target at the back
27. Left Ramp (Gandalf Shot) – Labeled with “book” and “time”
Ramp located just left of center at the top of the playfield
28. Loop Magnet Right
Located in the loop this will divert loop shots into the pop bumpers.
29. Ramp U-Turn Diverter
This is a metal diverter residing above where the two ramps criss-cross. For some modes this diverter is pushed down and causes the ramps to become a u-turn.
30. Loop Magnet Left
Located in the loop this will divert loop shots into the hidden hole.
31. Hidden Hole
Hole hidden behind Smaug and to left of ramps. This goes to a subway and can be diverted to the left or right VUK for a knockout.
32. Smaug Toy
Taunts player or gives instructions
Also includes a diverter that will take a ball off the right ramp return wireform and deposit it into the Balin Hole
33. D-W-A-R-F Drop Targets and Bifur, Bofur, and Bombur Standup Targets
5 game controlled drop targets with 3 yellow standup targets behind them.
34. Left Hole/VUK (Balin shot)
Hole with VUK hidden behind the D and W drop targets. Deposits ball onto the left wireform
35. Left Loop and Spinner (Fili shot)
Standard shot the loops around to the right loop entrance
36. Upper Left Slingshot
A slingshot but located in a non-standard location.
37. E-L-F Drop Targets and Gloin, Oin, and Dwalin Standup Targets
3 game controlled drop targets with yellow standup targets behind them.

Main Display

The main display is typically broken up into 9 areas. The upper left corner displays progress toward Smaug Multiball. The upper center area shows progress towards mode qualifications. The upper right corner displays a map of your Advance to Erebor. The left center area indicates what action ring button presses will perform. The center area provides instructions for play and stunning visuals associated with activity that is occurring. The right center area displays your ball and credit status (and other player scores?). The lower left corner displays progress towards defeating all beasts. The lower center area shows the current player's number and score and what score is needed for a replay. The lower right corner displays progress towards collecting all dwarves. Note also that there are 5 Runes which look like arrow heads associated with the 4 corners and upper center area.



Rules

Note: A rule flowchart providing a very nice visualization of how things progress in this game is available in the user manual. A similar flow chart is also presented at the end of this document. The original version may be downloaded at <http://www.jerseyjackpinball.com/wp-content/uploads/2016/03/Hobbit-Rules-Flowchart.pdf>

Skill Shots

4 possible skill shots are available at the start of each ball. The ring button on the lock down bar is used to change between them. The skills shots are:

- Dwarf Skill Shot
 - The DWARF targets will cycle between one of them being up and the other 4 being down. Hitting the raised drop target scores the skill shot.
 - Each letter is worth a different value with those furthest from the plunger lane scoring the most. D scores 10,000, W tbd, A 9,000, R 6000, and F tbd points.
- Elf Skill Shot

- The ELF drop targets are lit. Hitting any of the drop targets scores the skill shot.
- Each letter is worth a different value with those furthest from the plunger lane scoring the most. E scores 6000, L **tbd**, and F **tbd** points.
- Lock Skill Shot
 - The LOCK rollovers are lit in gold and pulse from right to left. Hitting one or more of the rollovers scores the skill shot.
 - Each rollover is worth a different value with those furthest from the plunger lane scoring the most. L scores 4000, O 3000, C **2000**, and K 1000 points. Getting more than one rollover on a skill shot will increase the awards by 100 * the number of rollovers.
 - **It may also be true that if you time the shot so that you hit the rollovers when they are lit the scoring is increased further.**
- Inlane Skill Shot
 - The inlanes will cycle being lit in gold. Hitting the lit inlane scores the skill shot.
 - Each inlane is worth a different value with those furthest from the plunger lane scoring the most. Leftmost Left Inlane scores **tbd**, Rightmost Left Inlane **tbd**, Leftmost Right Inlane **tbd**, and Rightmost Right Inlane **tbd** points.

If no rollover switches and less than 3 other switches are hit prior to the ball draining it will be saved and the skill shot still available.

Each successful skill shot adds a **1,500** point bonus to the next successful skill shot.

Note: If you go for the skill shot immediately available at the start of the ball without any ring presses the scoring is increased.

The Ring Button

Beyond using the ring button to select a skill shot it can also be used throughout game play. Some features require that the ring be “charged”. The ring is charged a little bit every time a switch is triggered and when it is fully charged it will change colors and the primary display will provide some cues related to this. Once charged the ring button can be used to

- Charge needed:
 - Postpone Lock (on right ramp)
 - Postpone Mode (on right ramp)
 - Score Extra Points (starts at 1000 and increased by 100 every use)
 - Attempt Beast Backstab
 - Light Thorin
 - **More tbd???**
- No charge needed:
 - Ring Save Action (right outlane, see Precioussss)
 - Fire Windlance (i.e. arrow) at the left outlane)

Beast Hurry-Ups

The Warg, Orc, Goblin, and Spider beasts are arranged around the playfield. Whenever the ball goes through a lit inlane the coinciding beast will pop-up for a brief hurry-up. Collection of these beasts is displayed in the lower left hand corner of the screen.

An unlit inlane may be lit by either going through the inlane or hitting the shot which the pop-up blocks (i.e. left loop for spider, left ramp for goblin, right ramp for orc, and right loop for warg). Which is needed can change during the game and is based upon the difficulty settings used.

Defeating all beasts will start Beast Frenzy and award a Rune towards an Arkenstone mode.

Beast Backstab

Whenever one or more beasts are above the playfield and the ring button has enabled "Attempt Beast Backstab" you can press the button to kill (back stab) a beast. This is particularly useful when you only have the spider or warg left to hit to start Beast Frenzy or if you wish to hit the shot that a particular beast is blocking.

Beast Frenzy

Beast Frenzy is a 2 ball multiball where all beasts (Warg, Orc, Goblin, Spider) are active and need to be hit to score jackpots. After XXX jackpots the captive ball (Thorin) is then lit for a super jackpot. This repeats until the multiball ends.

(Note: I noticed in 1.31 that the screen said Spider 1x Goblin 1x Orc 1x Warg1x Thorin 1x and every hit to one of them increased that to a maximum of 3x if done fast enough. Additionally these go back to 1x if not hit soon enough? I'm assuming that the Frenzy itself has changed a bit therefore???)

During every multiball the Beorn Target becomes active as indicated by the right inlane lamps strobing towards the target. Hitting the target then awards an add-a-ball (saving the ball you just lost).

Collecting Dwarves

There are 13 shots on the playfield representing a dwarf. The dwarves and their respective locations are:

- Gloin, Oin, Dwalin: Stand Up Targets behind E-L-F Drops
- Fili: Left Loop
- Balin: Left Hole/VUK
- Bifur, Bofur, Bombur: Stand Up Targets behind A-R-F Drops
- Thorin: Captive Ball
- Kili: Right Loop
- Nori, Dori, Ori: Stand Up Targets behind M-A-N Drops

As you collect dwarves they will light up on the main display in the lower right corner. Collecting all dwarves will start Feast Frenzy and award a Rune towards an Arkenstone mode.

Feast Frenzy

Feast Frenzy is a fast scoring mode where you attempt to collect all the dwarves (orbits, holes, captive ball, and yellow targets but not the drop targets in front of them). Uncollected dwarves flash yellow/purple and each time you collect one you are awarded a value dependent upon how many right ramps (+1500 points?) and other switches (+???) you have hit. In general it is beneficial to build up these values before starting to collect the dwarves.

Feast Frenzy lasts ?? seconds (though time can be added by a mystery award) and each dwarf can only be collected once. If you collect all the dwarves before time runs out the Frenzy ends.

Smaug Multiball

Smaug Multiball is a 3 ball multiball where your goal is to defeat Smaug.

To start Smaug Multiball you must lock 3 balls in Smaug. Locks are lit by spelling LOCK via each of the rollovers in the middle of the playfield. Once lock is lit you lock the balls at Smaug via right ramp shots. After 3 locked balls Smaug Multiball will start and you'll be awarded a Rune towards an Arkenstone Mode.

Typically the first time you spell LOCK will qualify 3 locks. The second time you will have to spell lock 3x (once for each ball lock) but these can be stacked (so you could spell lock 3x and then lock the 3 balls). The third time you must spell LOCK and then lock a ball before you can spell LOCK again. Beyond that I've also seen additional multiballs require spelling each lock within a timed period or the lock letters will need to be hit again. Also I've heard that later the LOCK rollovers toggles every time you trigger it so it gets very difficult to spell a full LOCK. The criteria for locking balls is a user adjustable setting so what's written here may be different on the game you play.

During Smaug Multiball you must progress through 4 levels per the below. If you fail to complete this your progress is saved and you will start your next Smaug Multiball where you left off. During all levels jackpots are lit in red and super jackpots are lit in blue.

- Level 1:
 - Your goal is to score 6 jackpots to then light a super jackpot
 - Ramps score 1x Jackpots, Holes score 2x Jackpots, Loops score 3x Jackpots
 - Jackpot starts at 1000 and increases either based upon switch hits or time or both
 - Super Jackpot starts at 5000 and increases with each jackpot collected. The increase are 500 for ramp shots, 1000 for hole shots, or 1500 for loop shots.
 - After collecting 6 jackpots a Super Jackpot shot is lit for collection at the standup targets behind ARF.

- I believe regular jackpots also continue to remain available until the super is collected.
- Level 2:
 - Same as above except Ramps are 2x, Holes are 3x, and Loops are 4x
 - It may also be true that you need to collect each individual jackpot (not just any 6) to enable the super jackpot.
- Level 3:
 - Same as above except Ramps are 3x, Holes are 4x, and Loops are 5x
 - It may also be true that you need to collect each individual jackpot (not just any 6) to enable the super jackpot.
- Level 4:
 - Same as above except Shots (ramps, holes, loops) are 2x and MAN targets are 3x and after hitting MAN targets Smaug is available for 4x at the ARF targets.
 - The first time shooting for Smaug 3 standups are lit.
 - The 2nd time the two you standups you didn't hit are lit.
 - The 3rd and final time the right ramp will be lit. Once you hit that the ball will be loaded into the Windlance. Then you must hit the ring button to launch the ball up slightly past the upper flipper and perform a quick shot to the single lit DWARF standup that remains to kill Smaug. If you don't hit the right Smaug target, then you must hit a MAN target and reload the right ramp and try again.
 - Note: I think all the other drop targets are up so this is a very skillful shot and closely represents the film where a missing scale enables Smaug to be killed.
 - Note: One player suggested that it is easiest to cradle a ball on the right flipper, then hit the right ramp and go for the kill shot with the ball on the bottom right flipper.
- Victory Laps
 - After killing Smaug the flippers die, all balls drain, and the LCD shows the video of Smaug falling to the ground. Then Smaug multiball continues (5 new balls are kicked out) and victory laps are available as the lit shots.

Note that during every multiball Beorn Target becomes active as indicated by the right inlane lamps strobing towards the target. Hitting the target then awards an add-a-ball (saving the ball you just lost).

Mystery Awards

Mystery awards are lit by going through both (both or either but need 2x) a left and right inlane. The mystery award is collected by hitting the Mystery Target to the right of the Right Ramp entrance. If you want a higher level award you need to build up to it by repeatedly going through both inlanes. The level of the mystery award available is indicated by the color of the insert in front of the target.

The awards by level are given below along with each's associated color.

- Level 1/Blue – Mystery Target: Collect a random award
 - Immediately awards one of the following:
 - 1,000/5,000 Points
 - Add-A-Ball
 - Add Book Time (can resurrect a timed out mode)
 - Add Bonus Multiplier
 - Add Feast Frenzy Time
 - Add Feast Frenzy Value
 - Add Tilt Warning (Can go beyond the normal threshold, allowing for triple+ danger saves!)
 - Advance Erebor (~3/4 of a screen)
 - Light Beast Lanes (i.e. inlanes)
 - Light Gollum (i.e. Preciousss)
 - Light Kickback
 - Light Thorin
 - Spot Beast Hurry Up
 - Spot Dwarf
 - Super Jets
 - **More tbd**
- Level 2/Orange – Captive Ball: Add a dwarf to the party
 - **Awards ability for a captive ball hit to substitute for a dwarf shot (awarding collection of that dwarf).**
- Level 3/Purple – Load Arrow: Start mode, shoot a MAN target for bonus scoring
 - Awards ability to get a special award at your next mode start. Basically, after hitting the right ramp to start a mode your ball will be diverted into the arrow (left outlane). You then use the ring button to shoot an arrow and if you hit the MAN targets you get a Windlance Award. These awards can be points (1000 or 5000), additional time (5, 10, 15, or 20 seconds), 2x mode scoring, 2x playfield scoring, add-a-ball, light extra ball, and **more tbd???**.
- Level 4/Green – Precioussss: Ring save
 - Awards a right outlane ball save feature where you must time your ring button press to fall within a specified window.

Captive Ball Awards

Every 5 hits to the captive ball will provide rewards in the following order:

- 5 hits → Big Points **(2000)**
- 10 hits → Advance Barrel Level (see Super Jets)
- 15 hits → Super X Playfield **(2x?)**
- 20 hits → Advance Erebor
- 25 hits → Light Extra Ball

Then these repeat, i.e. 30 hits gives the 5 hit award, 35 hits gives the 10 hits award, ...

Advancing To Erebor / Super Spinner

Loop shots will trigger the spinner and advance the player towards Erebor. This is shown on a map in the upper right of the main display. After enough advances you'll have reached Erebor and will be

awarded Super Spinner for 60 seconds and a Rune towards an Arkenstone Mode. During Super Spinner a jackpot is lit at the captive ball. The amount of the jackpot is increased by shooting the spinners. Collecting the jackpot will end the mode.

Scoring for this can be doubled by having a beast frenzy going (2x playfield).

Super Jets / Kicking Over Barrels

Any time the ball is interacting with the pop bumpers it will increase their level from 1 to a maximum of 5. When all pop bumpers are at level 5 Super Jets will begin. During Super Jets any time the ball exits the bumper area to the right loop an immediate shot to **any/one specific DWARF** target using the upper right flipper will Kick Over a Barrel. [Note: I believe this is a difficulty setting and only the ARF or even only one of the DWARF targets may be lit.]

Kicking Over 5 Barrels will light an Extra Ball.

Modes

There are 31 modes in this game. All modes are displayed in the center of the screen as set of interlocking hexagons. Mode progress is available at a glance (in 1.31 and above) as described and shown below.

- Played modes are brightly lit and have a highlighted outline
- Qualified (and unplayed) modes are brightly lit with no outline
- Unqualified (and unplayed) modes are dark with no outline



Below is a simulated layout in a tabular form. Each cell contains the following information:
Location Code: Mode Name (Qualification Requirements).

A: Fall of Erebor (D+M)	D: Roast Mutton (G+B+D)	H: Orc Ambush (G+D)	K: The One Ring (B)	O: Mirkwood (B+D)	R: Jailbreak (B)	V: The Resurgence of Sauron (G)	Y: On the Doorstep (B+D)	3: A Thief in the Night (B+G/D/M)
B: An Unexpected Party (B+D+M/G)	E: Radagast the Brown (R)	I: Moon Runes (G+E+D)	L: Riddles in the Dark (B)	P: Flies and Spiders (B)	S: Interrogation (E)	W: Orc Attack (E+M)	Z: Fire and Water (E+M)	4: Demise of Bolg (E)
C: The Contract (B)	F: Dol Guldur (R)	J: Stone Giants (B+D)	M: Escape from Goblin Town (G+D)	Q: Save Kili (E)	T: Flashback (M)	X: Duel in Lake Town (E)	1: The Gathering of Clouds (D)	5: Defeat of Azog (D)
	G: The Bait (R)		N: Queer Lodgings (G+B+D)		U: Evil Revealed (R+G)		2: Rescue Gandalf (G+R+E)	

Note: You can qualify, select, and start modes during normal gameplay (i.e. any time except during wizard modes).

Qualification of Modes

Each mode is qualified by some combination of the below 6 methods. Some of them only require one qualifier. Some require up to 3 qualifiers. When you finish all the modes a character or race is involved in the text "Completed" shows on the screen over them.

Mode Qualification is based upon completing a specific shot or set of drop targets.

Abbreviation used in above table to identify qualification shown in parentheses.

- Gandalf - Shoot the left ramp. (G)
- Bilbo Baggins - Shoot the right ramp. (B)
- Radagast - Shoot the right VUK hole. (R)
- Elf - Complete the lower left target bank. (E)
- Dwarf - Complete the upper left target bank. (D)
- Man - Complete the lower right target bank. (M)

Once a mode is started its qualifier(s) will become unlit. Other qualifiers will remain lit. Additionally, lit qualifiers are carried over from ball to ball.

When all modes are qualified (i.e. you've collected all 6 qualifiers prior to starting a mode), a traveling drop target will be lit for points. Hitting this traveling drop target lights an Extra Ball.

Mode Selection

When multiple modes are qualified the player can select which one will be started next by shooting the left ramp and then pressing the left or right flipper button to switch modes. This ability to select which mode is highlighted only works until a rollover switch is triggered.

Starting Modes

The right ramp shot will start a mode whenever "mode" is lit. For mode to be lit you must not be currently playing a mode, have at least one mode qualified, and not have lock lit. If needed you can defer the lock by pressing the Ring Button.

Objectives for Each Mode

The objectives for each mode and a timer if applicable are displayed on both the main screen and the little "book" LCD within the game when a mode is active. All timer based modes start with 30 seconds on the clock and more time can be added by hitting the left ramp during the mode. The amount of time added will be 10 seconds if TIME is lit blue and 3 seconds if TIME is lit purple. Making mode progress lights TIME blue if it is not already. Non-timer based modes are typically 1 shot hurry-ups.

When in a mode the scrolls associated with that modes shot(s) will be lit orange.

At the end of a mode the score is presented as the Mode Total + the Completion Bonus.

Completion Bonuses were removed in 1.31 software??? Completing any mode will award a Rune towards an Arkenstone mode.

A - Fall of Erebor

- Shot Value=???
- Shoot Left Hole / Yellow Targets Add Value
- **More???**
- Note: During this mode when Smaug breathes fire the drops cycle like they're doing the wave. It's pretty cool.

B - An Unexpected Party

- Shot value=1000
- Shoot Bag End / Drop Targets Add Value

C - The Contract:

- Shoot Captive Ball / or Left Hole
- Shoot Right Ramp
- Shoot Yellow Targets / Avoid Drop Targets
 - then Dwarves targets (avoiding slow moving drop targets)
 - then Dwarves targets (avoiding medium moving drop targets)
 - then Dwarves targets (avoiding fast moving drop targets)
- then ???

D - Roast Mutton

- Shoot Drop Targets (DWARF Lit) / Shot Value = 2500
- Shoot Drop Targets (MAN Lit) / Shot Value = 3000
- Shoot Drop Targets (ELF Lit) / Shot Value = 4000
- Then ???

E - Radagast the Brown:

- Shot Value=1000
- Bash the Spider (do 3x - scores and increases value by 1000)
- then shoot right hole
- then ???

F - Dol Guldur

- Shot Value=1000
- Shoot Drop Targets / Shot Value = 1000
 - Need to get all drop targets down
 - ? completion of a set (ELF, DWARF, MAN) adds 500 to shot value
- Shoot Right Hole
 - I think that completes the mode

G - The Bait:

- Right Ramp & Loop to Escape
 - Have to hit right ramp and the right loop to escape (in that order?)
- Left Ramp & Loop Hide Beasts
 - Unfortunately the beasts are blocking R ramp and R loop so you must first hit Left Ramp and Left loop to hide them (for a short period of time)

H - Orc Ambush:

- Shoot Lit Shots / Shot Value = 200
 - Shots are the beasts (or are beasts blocking the shots?)
 - each successful shot scores and adds 50 points
- Then ???
- (Very nice to bring into multiball?!?)

I - Moon Ruins:

- Shot Value=1000
- Shoot Ramp Loops (gate closed so ramps loop out other entrance)
- Value increases with each shot?

J - Stone Giants:

- Multi-shot hurry-up counting down from 2000 to 100
- Shoot Drop Targets
- Score whatever hurry-up value is when you hit drops
- Hurry up continues counting down allowing repeated scoring until it hits 100
- No way to add time or reset value in 1.10

K - The One Ring:

- Shoot Right Ramp
 - 1 shot Hurry up counting down from 2000 points
 - Collection completes the mode

L - Riddles in the Dark

- Shot value=1000
- Shots remove drops, 1 drop is correct (3x?)
 - This means one specific but unknown drop target must be collected. And lit shots will lower incorrect drops so you know which one is correct. You can also just try to hit all the drop targets until you hit the right one and ignore the shots.
- Then reverses to Drops remove shots, 1 shot is correct (1x?)
 - Reverse of the above...
- then back to Shots remove drops, 1 drop is correct (?)
- then ?

M - Escape from Goblin Town

- Gandalf Ramp (2x?)
- Then Drops (3x?)
- Then Goblin (?x)
- Then ???

N - Queer Lodgings

-
- ??? Drop, loop, drop, loop, captive ball (2-3x)

O - Mirkwood:

- Shot value=2000
- Shoot Left Ramp / Red Shots End Mode
- Shoot Left Hole / Red Shots End Mode
- ???

P - Flies & Spiders:

- Bash the Spider / Shot Value = 1000
- Bash the Spider a couple times then you have to hit each dwarf to free them from the web.
- The Spider may come back up during this?

Q - Save Kili

- Bash the Spider / Shot Value = 1000 points
- Shoot Left Ramp / Shot Value = 500 points
- Bash the Spider / Shot Value = 500 points
- Shoot an Elf Target / Shot Value = 500 points
- Bash the Spider / Shot Value = 500 points
- Shoot the Right Orbit / Shot Value = 500 points
- Then ???

R - Jailbreak:

- Shot Value=1000
- Shoot Rollovers
 - Shoot 4 Rollovers (in any combination), scores value and increases by 100
- Shoot Bumpers
 - Shoot bumpers, score value and increase by 100 (7 bumper hits)
- Shoot Right Ramp
- Then ?

S - Interrogation:

- Bash the Orc / Shot Value = 1000
- Bash the Orc 3 or 4 times to complete

T - Flashback:

- Right Ramp Loads Windlance / Shot Value = 500
 - Do this and the Windlance is loaded.
- Shoot Flashing Yellow Target / Shot Value = 3500
 - Firing Windlance puts above right upper flipper.
 - Standups behind ARF Drops are blinking
 - And they must be hit from right upper flipper shortly after Windlance launch or else you have to reload Windlance (for less points)
- Once you hit flashing yellow targets mode is complete.

U - Evil Revealed:

- Shoot Right Hole / Shot Value = 2500
- Shoot Left Ramp / Shot Value = 500
 - Do this 3x
- Bash the Orc / Shot Value = 500
- Bash the Warg / Shot Value = 500
 - Do this 3x
- Then ???

V - The Resurgence of Sauron:

- Shoot Left Ramp / Award Value = 1000 / All Switches Build Value
 - Basically you have to hit the left ramp 5 times to complete the mode and all other switches build the award value as you attempt this

W - Orc Attack:

- Shot Value=500
- Bash the Orc (2x)
- then shoot Elf drop bank (2x?)
- then ???

X - Duel in Lake Town:

- Bash the Orc / Shot Value = 1000
- Bash the Goblin / Shot value = 500
- ???

Y - On the Doorstep:

- Shoot Dwarf Drop Target / Shot Value = 500
 - one target is lit (A of DWARF)
- Shoot Dwarf Drop Target / Shot Value = 500
 - one target is lit (R of DWARF)
- Shoot Dwarf Drop Target / Shot Value = 500
 - one target is lit (F of DWARF)
- Shoot Right Ramp / Shot Value = 500
- Shoot Captive Ball / Shot Value = 3500
 - Note: Timer is no longer active. Instead this 3500 is a hurry-up
 - after you hit captive ball (don't know if you score it) hurry up keeps counting down
- Shoot Left Loop / Shot Value = <whatever left in hurry up>
 - counts down to 500 points
 - If you hit the loop (or don't) the mode ends.

Z - Fire and Water:

- Shot Value=1000 (another time was R Ramp, L Loop, ... is this random?)
- Shoot Right Hole
- Then Left Hole
- The Right Ramp
- Then Left Ramp
- Then Right Loop
- Then Left Loop
- Then ???

1 - The Gathering of the Clouds:

- **Jackpot Value = 1000** (raises with Pop Bumper hits, lowers with drop targets?)
- Shoot Bumpers to Raise Drop Targets (X number of hits, then)
- Shoot Captive Ball, Avoid Drop Targets
- Hitting captive ball awards jackpot and ends mode

2 - Rescue Gandalf

- Shoot either Ramp
- Shoot either loop
- Repeat 3-4x?
- Shoot Right Hole
- Shoot strobing ELF target
- ???

3 - A Thief in the Night

- **Multi-shot** hurry up counting down from 2500 points
- Shoot Either Loop to collect
- **Then ???**
- **Then ???**

- Last Shoot the Left Loop and the magnet will catch the ball and drop it into the hidden hole. Then a movie clip showing Bilbo presenting the Arkenstone to the lead wood elf guy (Legolas's father) is shown.

4 - Demise of Bolg

- Shot Value = ???
- Shoot Ramps / Avoid Drop Targets
- Just do this repeatedly until the mode ends

5 - Defeat of Azog

- Spider is up blocking left orbit
- Screen tells you to "Shoot Right Ramp / Shot Value = 3,000"
- When you do the spider goes down
- Screen then tells you to "Shoot Left Orbit / Shot Value = 3,000"
- ???

Book Mode Multiball

Book Mode Multiball allows you to start a mode as a multiball. To do so you must light locks and then lock balls via the green lit orbits. **Up to 3 balls may be locked for Book Mode Multiball.**

Book Mode Multiball locks are lit after spelling LOCK for Smaug Multiball.

Note: If you lock a ball for Smaug Multiball the Book Mode Multiball locks will remain lit and vice versa.

Note: When locking balls via the orbits the magnet behind Smaug will capture the ball and divert it to the hidden hole and then right VUK.

Note: If you are in a mode it is not possible to lock balls for book mode multiball although the Smaug Locks are still available.

After two Book Mode Multiballs you'll need to spell LOCK independently of Smaug Multiball (red colored instead of just green colored LOCK)

Strategy Suggestion: start Smaug multiball without starting the mode upfront and try to get as far as possible until there are two balls left - then start the mode and you get back to a 5-ball Smaug multiball to kill Smaug.

Note: You also can get a "sneak in" lock for the modes if you dribble a ball into the hidden hole when the orbits aren't lit for locks.

Treasure Hunt

After the mode you started Book Mode Multiball with is over and if you still have multiball going you will enable a Treasure Hunt. The goal during the Treasure Hunt is to complete flashing red shots for big points and complete flashing DWARF targets to light extra ball.

Treasure Hunt will continue as long as you are in multiball – even if additional modes or multiballs are started.

Extra Balls

There are many ways to light or be instantly awarded an extra ball – all of which are independent of each other:

- 25 and 50 Captive Ball Hits (and also every 25 thereafter?)
- Completing all 6 mode qualifiers (Gandalf, Bilbo, Radagast, Elf, Dwarf, Man) and then hitting the travelling drop target before it is gone
- Achieving Super Jets and then Kicking over 5 barrels while it is running
- Mystery Award
- Windlance Award
- Treasure Hunt (???)

If the extra ball is lit, the default behavior for collecting the first is for both the Extra and Ball inserts to blink at the left and right holes respectively. You must hit both holes in any order to collect.

For the second extra ball only Extra will be blinking and must be collected before Ball blinks and must be collected. What about additional extra balls?

Arkenstone Modes

There are 3 Arkenstone Modes (mini-wizard modes) in the game. They are played in order and are:

- Into the Fire
- Barrel Escape
- Battle of the Five Armies

To qualify an Arkenstone mode you must collect all 5 Runes indicated on the main display. These are:

- Completing a mode (indicated at top center of display)
- Starting Smaug Multiball (indicated at top left of display)
- Advancing to Erebor (i.e. starting Super Spinners, indicated at top right of display)
- Defeating All Beasts (i.e. starting Beast Frenzy, indicated at lower left of display)
- Collecting all 13 Dwarves (i.e. starting Feast Frenzy, indicated at lower right of display)

To start a an Arkenstone mode you must hit either the left or right hole (Balin or Radagast).

Note: Arkenstone modes are played in order and do not have to be completed... but the required qualification activities are required for each Arkenstone mode.

Mini-Wizard Mode: Into the Fire

This is a 5 ball multiball with 5 stages. Each stage is filled with a number of required shots which award a jackpot followed by the availability of a super jackpot which must be collected before moving onto the next stage. Additionally in each stage the jackpot and super jackpot values increase throughout the stage. Also completion of a stage will award an add-a-ball.

In stage 1, your goal is to save 15 party members by shooting green shots (every named member except Gandalf). The jackpot starts at 1000 and super jackpot at 5000. After collecting 15 party members the super jackpot is available at the left ramp (Gandalf).

In stage 2 you must shoot 3 drops and then bash a warg (jackpot starts at 1000 and super jackpot at 10000) and repeat until you've bashed 5 wargs. Then Thorin (captive ball) is lit for the Super Jackpot.

In stage 3, you must bash 10 beasts as they randomly pop up (jackpot starts at 1000 again and super starts at 20000). Then Thorin (captive ball) is lit for the Super Jackpot (however both beasts are up making this a very difficult shot).

In stage 4, hit either ramp to raise 3 beasts (all but the spider), collect 1, 2, or all 3 of these and then hit the ramp again to reset them. After collecting 15 beasts, you then shoot the right ramp (Bilbo Baggins) to collect a super jackpot and add a ball into play. At this point the Arkenstone Mode has been completed but one more level is still available for enhanced scoring.

Stage 5 is kind of the victory lap mode which is where you have to shoot all 15 lit shots (MAN, ARF, ELF, right ramp, left ramp, captive ball, right loop, left loop, and left hole) at 5000 + 250. Hitting all 15 shots will relight them again until you drain into single ball play. Also for the target shots in Stage 5, it is the stand-up targets behind the drop targets, not the drop targets themselves.

Note that during every multiball the Beorn Target becomes active as indicated by the right inlane lamps strobing towards the target. Hitting the target then awards an add-a-ball (saving the ball you just lost).

Note: If you happen to end an Arkenstone mode without completing it (i.e. draining) than any progress you made is not saved. Fortunately, you don't need to complete an Arkenstone mode to progress to the next.

Mini-Wizard Mode: Barrel Escape

This is a ??? ball multiball with ??? stages. Each stage is filled with a number of required shots followed by the availability of a super jackpot which must be collected before moving onto the next stage. Completion of a stage will award an add-a-ball.

Stage 1: Collect 15 barrel bumpers by hitting the pop bumpers (1 barrel each bumper) and/or clearing the DWARF targets (which count as 3 barrels). After 15 barrels are collected the super jackpot will be lit at the E dropdown target. The E is a very hard target to hit, fortunately hits to the yellow insert (captive ball) will move that target to another drop target (L then F then back to E ...). A ball is added upon collecting the super jackpot.

Stage 2: Kill 10 Orcs by hitting either ramp to raise the Orc and then the Orc. However, shots to the ramp will do a u-turn because the ramp diverter will be down so be prepared for the balls to come right back to the flippers. This u-turn also allows you to backstab the beasts during this stage. After 10 Orcs a super jackpot is lit at the ???.

Further stages not known...

Mini-Wizard Mode: Battle of Five Armies

Not in 1.31

Wizard Mode: TBD

Not in 1.31

The final final mode - mode for completing all 31 modes (Completing!?! Or just starting?) Assume no need to do the Arkenstone modes though if you've gotten this far you probably have...

End of Ball Bonus

Bonus = (Ball Bonus + Beast Hit Bonus + ???) * Multiplier

(How do you advance bonus multipliers besides awards?)

Strategies

- You can delay mode start in order to get all qualifiers and the travelling drop target in order to light extra ball.
- Use the left ramp to select which mode you want to bring into Smaug Multiball.
- Delay lock can be used to get through a mode before starting Smaug Multiball.
- The 2x playfield award from the captive ball can be timed with a multiball to be more lucrative. Don't drain after activating it!
- More TBD... please consider contributing

Stacking

- It seems like most everything (except probably Arkenstone modes and the final wizard mode) can be stacked in this game. Specifically, it is possible to stack Beast Frenzy, Feast Frenzy, and Smaug Multiball together... and to start and finish modes while in this stack or in any of them individually.
- Some modes are more advantageous to get during a multiball than others...
- Supposedly playing the modes in a certain order may be advantageous

Super X Scoring

There is a Super X insert on the playfield. It can be lit from a Captive Ball Award, Mystery Award or ???. Super X scoring provides ???

Competition Mode / Tournament Play

If the machine is set up for competition mode the following changes occur:

- xxx

Tilting

By default you have 3 tilt warnings per game. Mystery awards can provide additional warnings.

Quotes

To be determined

Bugs and Potential Problems

- When ball is stopped in left outlane and it is supposed to be kicked out (kickback or from mode start loaded arrow) if it doesn't go back into the playfield but just falls back it is end of ball. This should be a ball save!

Easter Eggs

- Throughout the game dwarf runes appear
 - Left inlane plastic: "JPdeWin"
 - Right inlane plastic: "Jersey Jack Pinball"
 - The ramp decals spell out the team members
- More tbd



Full Page Rules Flowchart

