

# **Stern Mustang Pinball Rules & Game Info**

Software Version 1.40 / Factory Default Settings

**12/31/15 *UPDATED Draft\****

**Compiled by Tim Leonard**

**\*Note:** This document has been compiled from information obtained from numerous online sources as well as many hours of “glass off” research with a Mustang LE game. Although an extensive effort has gone into making the information contained herein as comprehensive as possible, without access to official game code data other than Stern Pinball’s upgrade README file, additional rule details and scoring variations are sure to exist. Given this, this document is subject to potential further refinement and intended only as a best effort “draft” for game enjoyment purposes.

## **Contents**

<b><u>Topic</u></b>	<b><u>Page(s)</u></b>
Game Overview .....	2
Game Design Credits .....	2
Pro, Premium, and LE Model Differences .....	3 - 4
Playfield Features and Scoring .....	5 - 12
Plunge Skill Shots .....	13
Special Awards .....	14 - 15
Mustang Event Modes .....	16 - 22
Special Modes .....	23 - 25
Multiballs .....	26 - 29
Music Selections and Recommended Mods .....	30
Gameplay Strategy Tips .....	31 - 32
Future Code Update Suggestions .....	33

## Game Overview

Like the car itself, Stern Pinball's **Mustang** is terrifically fun and **FAST**! Even the best of players will be challenged to complete all six Mustang Event modes, collect super jackpots in the numerous multiballs, score style points in the **DRIFT** race mini wizard mode, and ultimately win the **SILVERBALL STAMPEDE** race wizard mode.

- Supercharged gameplay full of risk vs. reward shots!
- Multiple real skill and super skill shot options for valuable rewards
- Take off from the starting line with **DRAG RACE multiball**
- Shift into higher gears and play progressively bigger (up to 6 balls) and higher jackpot value **GEAR SHIFT multiballs** by knocking down **GEARS** drop targets
- Shoot the **Mustang Store** scoop to win valuable **TOOLBOX** rewards and launch modes
- High velocity ball route variations via the 3-way ramp, electric gates, and **"Shooter Lane"** cross ramp
- Play **MUSTANG multiball** after lighting all **M-U-S-T-A-N-G** letters
- Select and go for assorted valuable **MYSTERY FORD** awards at the **360° BONUS BOWL**
- Bash the **Donut Time** captive ball to peel out and play **BURNOUT multiball**
- Scream around the ramp curves to set up a high octane **COMBO JACKPOT**
- Earn car upgrades along the way to play challenging timed **UPGRADE SCORING** mode and **UPGRADE multiball**
- Activate timed 2X scoring blast by hitting **N<sub>2</sub>O NITROUS** targets
- Rev up the spinner value for big points by completing **RPM** target bank
- Smash pop-up **Road Hazard** drop targets to earn **Power Shifts** rewards
- Amass bitchin' bonus amounts by increasing multiplier via **Ford** rollover lanes

## Game Design Credits

<b>Designer:</b>	John Trudeau
<b>Software:</b>	Lonnie D. Ropp, Tanio Klyce, Jack Benson, Mike Kyzivat, & Waison Cheng
<b>Music and Sound:</b>	David Thiel & Mike Kyzivat
<b>Art:</b>	Camilo Pardo, John Youssi, & Greg Freres
<b>Mechanics:</b>	John Rotharmel, Mike Redoble, & Rob Blakeman
<b>Dots/Animation:</b>	Mark Galvez & Tom Kyzivat

## Pro, Premium, and Limited Edition Model Differences

- **Exclusive Pro model features:**
  - Red colored Mach 1 themed cabinet art
  - Mustang car translite art
  - 1/24 stationary Mustang toy car mounted above **GEARS** drop target bank
    - Toy car is manufactured by Maisto and is one of 5 different options randomly installed at factory
    - Toy car part numbers are #31997 in red or yellow, #31946 in red, and #31260 in red or blue
  - Plastic ramps are pre-drilled to allow the after-factory addition of 1/64 scale cars, one for each ramp
  - Post-style diverter to top lanes
  - 4 different player selectable Mustang Event mode songs
  - Black ABS plastic bottom arch
  - Dual latch lockdown bar
- **Premium (*Boss*) model adds following features/revisions to Pro model:**
  - Blue colored Boss themed cabinet art
  - Boss themed translite art
  - Boss themed playfield art featuring Boss 302, Boss 351, Boss 429 and Boss race cars
  - 1/24 stationary Boss Mustang toy car mounted on revolving “show car” turntable
    - Toy car is manufactured by Maisto and is one of 2 different options randomly installed at factory
    - Toy car part numbers are #31943 in green and #31269 in orange
  - Each ramp has a factory-installed 1/64th scale Boss car; style and color is random from the supplier
  - 2 electric control gates for orbit lanes
  - 8 different player selectable Mustang Event mode songs
  - Powder coated steel bottom arch in "Low Glare Black"
  - Deluxe lock down bar with Action Button
  - 2 pop-up "Road Hazard" drop targets
  - Stainless steel “*shooter lane*” crossing ramp with diverter
  - 8 race shot arrows featuring "Full Spectrum Color" LED's
  - Genuine FORD Mustang OEM chrome pony emblem on speaker display panel
  - Playfield support service brackets

- **Limited Edition (LE)** model adds following features/revisions to Premium (Boss) model:
  - Blue colored "50 Years" high definition cabinet art
  - "50 Years" themed translite art
  - Blue metallic powder coated armor, legs, hinges, and front molding
  - Illuminated speaker surrounds with laser cut hexagon grills
  - 5 backbox flash lamps
  - Designer signed playfield - John Trudeau's signature under playfield hard coat
  - 1/24 stationary Mustang toy car mounted on revolving "show car" turntable
    - Toy car is manufactured by Maisto and is one of 5 different options randomly installed at factory
    - Toy car part numbers are #31997 in red or yellow, #31946 in red, and #31260 in red or blue
  - Shaker motor
  - Action button trim plate
  - Serialized number plate and certificate of authenticity

## Playfield Features and Scoring

- **Skill Shot “SNEAK IN” Pocket**

- Located in upper right of playfield just before the right orbit gate/access to the upper rollover lanes area
- Access to pocket is from shooter lane only and flasher insert at entrance is lit during the ball plunge (see **Skill Shot** section)
- Only exit from pocket is through a one-way gate to pop bumper area

- **Ford Top Rollover Lanes**

- Lit “*Ford*” inserts can be cycled among lanes with either flipper
  - Left flipper cycles lit inserts right to left
  - Right flipper cycles inserts left to right
- Lit inserts reset (unlight) with each new ball
- Initial lighting of all four “*Ford*” inserts awards TECH upgrade and 50,000 min
- Second lighting of all four “*Ford*” inserts awards bonus multiplier of 2X; 55,000 min; and starts sweeping lit inserts
- Sweeping lit lanes score 500,000; 1,000,000; 1,500,000 and finally 2,000,000 and 3X bonus multiplier for 4<sup>th</sup> lane completion
- Each successive lighting of all four “*Ford*” inserts increases bonus multiplier by one and increases awarded point value by 5,000
- Bonus multiplier and point value resets after each ball
- Once **TECH** upgrade has been earned and applied (toward **UPGRADE SCORING** or **UPGRADE multiball**), lighting all four “*Ford*” inserts will relight **TECH** upgrade again

- **Pony Top Rollover Lanes**

- Lit pony inserts can NOT be manually cycled
- First lighting of all four pony inserts awards **BODY MODS** upgrade and points
- Second lighting of all four pony inserts awards 60,000
- Each successive lighting of all four pony inserts increases awarded point value by 5,000
- Point value resets after each ball
- Once **BODY MODS** upgrade has been earned and applied (toward **UPGRADE SCORING** or **UPGRADE multiball**), lighting all four pony inserts will relight **BODY MODS** upgrade again

- **Pop Bumpers**

- 4 pop bumpers located in middle of upper playfield (under car turntable on Premium/LE models)
- Access to pop bumpers is through top rollover lanes, **SNEAK IN** pocket, or via left or right of **GEARS** drop target bank
- Initial value per pop bumper hit = 5,000 for each ball
- 25 pop bumper hits required to complete initial level
- Completing Level 1 awards **HANDLING** upgrade and 50,000 min
- Award value per pop bumper hit increases by 1,000 on each successive level
- Level completion award value increases by 5,000 on each successive level
- Number of pop bumper hits required to complete each successive level increases by 5
- With each new ball, initial value per pop bumper hit resets to 5,000; but number of pop bumper hits required to complete each level does NOT reset

- **M-U-S-T-A-N-G Letters (all models) and “Show Car” Turntable (Premium and LE models only)**

- Individual **M-U-S-T-A-N-G** letters can be lit one at a time by shooting:
  - the spinner (on Pro model)
  - the scoop (on Premium and LE models) while the particular letter is within the 5:00 – 7:00 position on the revolving turntable
- Light at front of turntable will flash when an unlit **M-U-S-T-A-N-G** letter can be lit by shooting the scoop
- Turntable will revolve during active Mustang Event modes
- Lighting all **M-U-S-T-A-N-G** letters will activate **MUSTANG multiball** at the scoop (see **MUSTANG multiball** section)
- Lit **M-U-S-T-A-N-G** letters carry over from game to game in single player games as well as from player to player in multi-player games
- Carryover feature can be turned off in Tournament settings

- **3-way Ramp/Left Orbit Lane**

- Located at upper left of playfield and consists of left orbit lane with two separate (lower and upper) drop-down ramp sections above it
- Both ramp sections up sends ball via left orbit to upper rollovers area/right orbit
- Lower ramp section only down sends ball 180° to left inlane/left flipper
- Lower ramp down with diverter activated (Premium & LE models only) sends ball to right inlane/right flipper
- Both lower and upper ramp sections down sends ball to **360° Bonus Bowl** and then right flipper

### 3-way Ramp/Left Orbit Lane cont'd

- **Shortcut** bulb lights when ramp activated for special mode shortening shot in **RALLY RACE** mode
- **Shoot Combo Jackpot** bulb lights when ramp activated for combination ramp/captive ball **COMBO JACKPOT** shot in **BURNOUT multiball**
- **360°** sign bulbs flash along with left lane stoplight to indicate applicable orbit/ramp functions have been activated
- **Orbit Gate(s)**
  - Gates allow for travel in both directions during certain modes such as **POLICE PURSUIT** and **ROAD RACE**
    - Left gate closes after multiple full orbit shots are completed
    - Left gate also closes when the lower left ramp section is down
  - Left gate opens during plunge for **SUPER SKILL SHOT** when left flipper is held in
- **Diverter & Cross Ramp (Premium and LE models only)**
  - **"Shooter Lane"** cross ramp enables ball to take faster route from left ramp to right flipper
  - **Activated** during various modes such as the timed portion of **ROAD COURSE**, the second sequence of **CRUISIN'**, **COMBO JACKPOT**, and **MUSTANG multiball**
- **Nitrous (N<sub>2</sub>O) Targets**
  - **N<sub>2</sub>O BOOST** standing target located at top of far left lane in middle of playfield
  - One **N<sub>2</sub>O** mini standup target located at each of following locations:
    - Between far left Nitrous Boost target lane and left ramp
    - To right of left ramp
    - Between captive ball and right orbit
  - Hit all 3 mini standup targets to activate **N<sub>2</sub>O BOOST** standing target
  - "Hit the nitrous boost!" will be called out once per ball when the **N<sub>2</sub>O BOOST** target has been activated
  - Hitting **N<sub>2</sub>O BOOST** standing target awards **2X scoring** for 20 seconds
  - No **2X scoring** countdown timer or audio alerts currently exist in the game
  - Hitting **N<sub>2</sub>O BOOST** standing target also awards **N<sub>2</sub>O NITROUS** upgrade (see **Upgrades** section)
  - There is no limit on the number of times or when **2X scoring** can be activated
  - **2X scoring** can be carried into a mode or earned within a mode

- **GEARS Drop Targets**

- Game starts in first gear
- Hitting all **GEARS** drop targets will upshift gear by 1 and light additional gear number insert accordingly
- Drop target bank resets with each new ball, but current gear will carry over from ball to ball until advanced or used to start a **GEAR SHIFT multiball**
- Advancing to 5<sup>th</sup> gear also requires hitting one of the two standup targets behind the **GEARS** drop targets within 5 seconds of hitting the last **GEARS** drop target
- Advancing to 6<sup>th</sup> gear requires hitting one of the two standup targets behind the **GEARS** drop targets within 5 seconds of hitting the last **GEARS** drop target AND then hitting one of the two standup targets again within 5 seconds of hitting the first one
- See applicable **multiball** descriptions for additional information

- **Mustang Store Scoop**

- Located to immediate right of **GEARS** drop target bank
- Lit lamps above scoop indicate **UPGRADE SCORING/multiball**, **TOOLBOX** award, or **NEW CAR** (new **Mustang Event** mode) have been activated
- Scoop shot will start/earn the following when activated:
  - New **Mustang Event** mode
  - **TOOLBOX** award (see **TOOLBOX** award section)
  - **UPGRADE SCORING** mode
  - **GEAR SHIFT** multiball
  - **BURNOUT** multiball
  - **MUSTANG** multiball
  - **MUSTANG** multiball **SUPER JACKPOT**
  - **UPGRADE** multiball
  - **DRIFT** Race
  - **SILVER STAMPEDE** Race

- **Donut Time Captive Ball**

- Located between scoop and right orbit lane
- Hit 3 times to activate **BURNOUT multiball** at scoop (see **BURNOUT multiball** section)
- 3 hits also awards **TIRES** upgrade (see **Upgrades** section)
- Registered hits are indicated by lit bulbs on **180°** sign
- Activated for **Jackpot** and **SUPER Jackpot** (flashing insert) during **DRAG RACE multiball**



- **Spinner/Right Orbit Lane**

- Located at far right of middle playfield
- Initial spinner award on each ball = 3,000 per spin
- Completing Level 1 awards 80,000
- Award per spin increases by 1,000 on each successive level
- Number of spins required to complete each successive level increases by 5
- Example:

	POINTS PER	LEVEL	SPINS REQ'D TO
LEVEL	SPIN*	COMPLETION	ADVANCE TO NEXT
		AWARD	LEVEL
1	3,000	80,000	25
2	4,000	85,000	30
3	5,000	90,000	35
4	6,000	95,000	40
Etc.			

\*Note: initial point value resets to 3,000 with each new ball, but number of spins required to complete each level does NOT reset

- Spinner award value also increases with:
  - Number of **upgrades** earned
  - Lighting full **RPM** target bank (see **RPM Targets** section)
- Right orbit lights for **JACKPOT** reward in various modes

- **RPM Targets**

- Bank of 3 individually lit standing targets on right side of playfield
- Completing full bank starts timer for increased spinner value
- Any **RPM** target hit awards 2,000,000+ during timed mode
- At start of timed mode, all three **RPM** inserts will start flashing; as time counts down; "**M**" insert will turn off, followed by "**P**" insert, and finally, "**R**" insert will go out when time ends
- Timer is approximately 1:15 in total duration and can be restarted by hitting target bank again

- **Road Hazard Drop Targets** (Premium and LE models only)
  - After each successful **Mustang Event** mode completion, the **Road Hazard** drop targets will pop up and the first hit on one will award at least 250,000 points and one **Power Shift**
  - 2nd target hit increases award by 50,000 and also awards 1 **Power Shift**
  - After initial hit on each is completed, the targets will typically continue to pop up alternately approximately every 3 seconds and both may be collectively hit an additional 6 times total for additional points per hit

- **Upgrades**

- Each insert lights when associated upgrade has been earned
- Upgrade requirements and end of ball bonus values:

Upgrade	Required to activate Mustang Store for UPGRADE award*	End of Ball Bonus Value
<b>N<sub>2</sub>O NITROUS</b>	Hit 3 mini standup targets and then <b>N<sub>2</sub>O Boost</b> target	100,000
<b>BODY MODS</b>	Light all 4 pony top rollover lane inserts	100,000
<b>DRIVE TRAIN</b>	Complete <b>GEARS</b> drop target bank	100,000
<b>ENGINE</b>	Hit all 3 <b>RPM</b> standing targets	100,000
<b>TIRES</b>	Hit captive ball 3 times	100,000
<b>HANDLING</b>	Complete pop bumpers Level 1	100,000
<b>TECH</b>	Light all 4 " <b>Ford</b> " top rollover lanes inserts	100,000

- Earned upgrades determine end of ball bonus amount and increase spinner value
- Earned upgrades factor into end of ball bonus award and carry over to next ball until applied toward **UPGRADE SCORING** or **UPGRADE multiball**

- **Gear Shift Inserts**

- Lit during **DRAG RACE** mode to reflect cumulative total number of **GEARS** drop targets hit
- Otherwise lit to indicate current gear (1<sup>st</sup> thru 6<sup>th</sup>) in game

- **Mustang Event Mode Inserts**

- Cycle among inserts with right flipper to select mode
- Mustang Event modes associated with Mustang cars inserts clockwise from upper left are:
  - **CRUISIN'** (1965 convertible on Pro & LE / 1969 Boss 302 on Premium)
  - **ROAD COURSE** (1969 Boss 302 on Pro & LE / 1970 Boss 429 on Premium)
  - **POLICE PURSUIT** (2000 SVT Cobra R on Pro & LE / 2011 Boss 302 R on Premium)
  - **ROAD RALLY** (2011 GT on Pro & LE / 2012 Boss 302 on Premium)
  - **DRAG RACE** (1970 Mach I on Pro & LE / 1971 Boss 351 on Premium)
  - **STUNT DRIVER** (1968 Fastback on Pro & LE / 1969 Boss 302 on Premium)
- Insert flashes quickly when associated mode is available to start
- Insert flashes slowly when associated mode has been started, but not yet completed
- Insert stays lit after associated mode has been completed

- **Mustang Race Mode Inserts**

- **DRIFT race** (2012 Boss 302 on Pro & LE / 2012 Boss 302 S on Premium)
  - Selectable once all 6 Mustang Event modes have at least been started
  - Cycle among inserts with right flipper to select mode
- **SILVER STAMPEDE race** (2015 Mustang on Pro & LE / 2013 Boss 302 on Premium)

- **360° Bonus Bowl**

- Switch in bowl is activated once per each revolution of ball within bowl and advances potential award displayed on DMD by one spot accordingly
- Bonus displayed in center of DMD when ball exits bowl will be awarded after approximate 5 second delay
- **360° Bonus Bowl** can be reshot via left ramp repeatedly as long as no other major switch is struck and ramp shot is made within allowed allotted time
- Potential awards are:
  - Qualify **BURNOUT** multiball
  - + \_\_ Gear(s)
  - Light **EXTRA BALL**
  - Light **SUPER NITROUS**
  - + \_\_ race(s) qualified for **DRIFT**
  - + \_\_ **UPGRADE(S)**
  - + \_\_ **M-U-S-T-A-N-G** letter(s)
- Type and degree of awards vary depending upon particular mode or multiball

- **F-O-R-D Letter Bottom Rollover Lanes**
  - Lighting all 4 lane inserts activates **TOOLBOX** award at scoop
  - Lit inserts are cycled by left or right flipper
- **Flippers**
  - Use right flipper to:
    - cycle among selectable **Mustang Event** modes
    - cycle lit “**Ford**” top rollover lane inserts
    - cycle lit F-O-R-D letter bottom rollover lane inserts
    - cycle forward through high scores and miscellaneous display info on DMD when game is in attract mode
  - Use left flipper to:
    - select different music selection when applicable
    - activate **SUPER SKILL SHOT**
    - cycle lit “**Ford**” top rollover lane inserts
    - cycle lit F-O-R-D letter rollover lane inserts
    - cycle backward through high scores and miscellaneous display info on DMD when game is in attract mode
  - Hit both flippers simultaneously twice to abort activated **GEAR SHIFT** multiball
  - Holding both flippers in simultaneously during the game will cause the following **INSTANT INFO** to be displayed on the DMD:
    - Ball # in play and game credit status
    - **GEARS** drop targets status (hit or not)
    - “Start \_\_\_ more races for **EXTRA BALL**”
    - “\_\_\_ of 6 races qualified for **DRIFT**”
    - “\_\_\_ of 7 races qualified for **SILVER STAMPEDE**”
    - **M-U-S-T-A-N-G** letters lighting status
    - Total current bonus
    - “Replay at \_\_\_\_\_”
    - High scores
- **Lockdown bar “Action” button** (Premium and LE models only)
  - Auto launches ball for plunge shot if desired
  - Flashes white when mode/multiball/award is activated at **Mustang Store** scoop
  - Flashes in mode color when **Power Shift** is available to use
  - Use to start next mode (once selected) after ball is shot into scoop
  - Utilize **Power Shifts** (see **Power Shift** section)

## Plunge Skill Shots

- **Skill Shot**
  - Land the ball in the “sneak in” pocket just before the one-way gate access to the upper rollover lanes area
  - Awards 1,000,000 and a **Power Shift**
  - Value increases by 1 million on each successive successful plunge shot
  
- **Super Skill Shots**
  - Holding the left flipper button in while plunging will allow the ball past the left orbit gate and activate the following potential **super skill shot** awards (until significant switch contacts are detected):
    - 1) The 3 (red/white/blue) insert columns in front of the **GEARS** drop targets will light and cycle back and forth between the “**GE**”, “**A**”, and “**RS**” targets
      - Hitting the “**A**” while the white insert column under it is lit, will advance two gears and award 1,000,000
      - Hitting “**G**”, “**E**”, “**R**”, or “**S**” while lit awards 1,000,000
      - You cannot advance past 4<sup>th</sup> gear using this skill shot
    - 2) Hitting the scoop awards 2,000,000 plus 2 **Power Shifts**
  - A “soft” plunge shot can also be used for a super skill shot as long as the left flipper button is held in

## Special Awards

- **Extra Ball**

- Awarded by hitting **NITROUS BOOST** standing target when activated
- **NITROUS BOOST** standing target will be activated for **EXTRA BALL**:
  - at start of 2nd **Mustang Event** mode
  - via **TOOLBOX** or **MYSTERY FORD** award
- Multiple **Extra Balls** may earned during the course of a single ball in play

- **TOOLBOX Awards**

- Earned by lighting all four **F-O-R-D** letter bottom rollover lanes and then shooting scoop
- Potential awards are:
  - **Extra Ball Lit**
  - **Add-A-Ball**
  - **500,000**
  - **Special Lit**
  - **\_\_X Bonus**
  - **Add More Time**
  - **Pops Score \_\_\_\_**
  - **Super Special Lit**
  - **Super Pop Bumpers Lit**
  - **Style Points \_\_\_\_ Points** (during **DRIFT Race** only)
  - **Drift Final Jackpot + \_\_\_\_** (during **DRIFT Race** only)
- Type and degree of awards vary depending upon particular mode, multiball, and progress within game
- **Add-A-Ball** is often the first **TOOLBOX** award during multiballs other than **GEAR SHIFT** multiballs

- **MYSTERY FORD Awards**

- Insert (between flippers) lights after completion of each **Mustang Event** mode
- Shoot left ramp to collect award at **360° Bonus Bowl**
- Potential awards are:
  - Qualify **BURNOUT** multiball
  - + \_\_ Gear(s)
  - Light **EXTRA BALL**
  - Light **SUPER NITROUS**
  - + \_\_ Race(s) qualified for **DRIFT**
  - + \_\_ Upgrade(s)
  - + \_\_ **M-U-S-T-A-N-G** letter(s)
- Type and degree of awards vary depending upon particular mode, multiball, and degree of progress within the game

- **Power Shifts** (Premium and LE models only)

- A **Power Shift** is awarded:
  - each time a **SKILL SHOT** is successfully completed
  - each time a **SUPER SKILL SHOT** at scoop is successfully completed
  - by hitting a **ROAD HAZARD** drop target after completing a Mustang Event mode or applicable multiball
- “**Action**” button will be lit in mode color when **Power Shift** is available to use during a **Mustang Event** mode
- Each **Power Shift** used will automatically complete the next required shot within a **Mustang Event** mode
- **Power Shifts** cannot be used within special modes or for multiball **JACKPOT** shots

## End of Ball Bonus

- Bonus score = [(number of **UPGRADES** earned X 100,000) + 125,000] X Bonus Multiplier

## Mustang Event Modes

### General info

- Upper row modes (**CRUISIN'**, **ROAD COURSE**, and **POLICE PURSUIT**) are more difficult to complete, and consequently earn greater variety and value **MYSTERY FORD** awards when completed, than the lower row modes (**STUNT DRIVER**, **DRAG RACE**, and **ROAD RALLY**)
- **DRAG RACE** is the default mode at the start of the game and generally the easiest to complete
- Starting all 6 **Mustang Event** modes qualifies **DRIFT Race** for activation at the scoop
- Completing all 6 **Mustang Event** modes plus the **DRIFT Race** mode activates **SILVERBALL STAMPEDE**
- Each mode requires completing a different group of lit shots
- Mode insert will flash quickly when available to start
- Mode insert will flash slowly when mode has been started, but not yet completed
- Mode insert will stay lit after mode has been completed
- Modes continue during **GEAR SHIFT** and **BURNOUT** multiballs

### CRUISIN'

- Requires completing two separate sequences; only mode to do so
- Shot arrows lit in yellow (Pro model) or orange (Premium and LE models)
- **First sequence**
  - Hit 8 lit shots once each (far left **N<sub>2</sub>O BOOST** target, far left **N<sub>2</sub>O** mini standup, left ramp/orbit, upper left **N<sub>2</sub>O** mini standup, scoop, captive ball, right **N<sub>2</sub>O** mini standup, and right orbit)
  - Points awarded for shots start at 250,000 and increase by 150,000 for each additional shot made (up to 1,300,000 for 8<sup>th</sup> completed shot)
  - The farthest left remaining shot will always blink and is worth double points
  - Point value resets after each ball to 250,000
  - Once all 8 shots have been made:
    - Both **Road Hazard** targets will pop up (Premium and LE models only)
      - 1st target hit awards at least 250,000 and 1 **Power Shift**
      - 2nd target hit awards at least 350,000 and 1 **Power Shift**
    - Scoop will light; shooting it will complete first sequence
  - First sequence award values depend upon the degree of progress within the game



- **CRUISIN' second sequence**
  - Select the **CRUISIN'** mode again after first sequence has been completed
  - The 4 left side shots (**NITROUS BOOST** target, far left **N<sub>2</sub>O** mini standup, left ramp, and upper left **N<sub>2</sub>O** mini standup) will be lit individually left to right in sequence; hit all 4
  - Points awarded for shots start at 250,000 and increase by 150,000 for each additional shot made (up to 700,000 for 4<sup>th</sup> completed shot)
  - Point value resets after each ball to 250,000
  - Once all 4 left side shots are made, a single roving shot arrow will light that cycles back and forth among the 8 race arrow shots
  - Points awarded for roving target shots start at 850,000 and increase by 150,000 for each additional shot made (up to 1,300,000 for 4<sup>th</sup> completed shot)
  - Point value resets after each ball to 250,000
  - Roving lit shot arrow will speed up slightly after each successful shot
  - Hit roving lit shot a total of 4 times to complete mode
  - Each **Road Hazard** target will then pop up (Premium and LE models only)
    - 1st target hit awards at least 350,000 and 1 **Power Shift**
    - 2nd target hit awards at least 400,000 and 1 **Power Shift**
    - After both targets hit, they alternately pop up individually approximately every 3 seconds and both may be hit collectively an additional 6 total times for additional points per hit
    - Second sequence target point values depend upon the degree of progress within the game
  - Shoot left ramp to collect one of the following **MYSTERY FORD** awards at **360°**  
**Bonus Bowl:**
    - Qualify **BURNOUT** multiball
    - +\_\_ **Gears**
    - Light **EXTRA BALL**
    - Light **SUPER NITROUS**
    - +\_\_ races qualified for **DRIFT**
    - +\_\_ **UPGRADES**
    - +\_\_ **M-U-S-T-A-N-G** letters
  - **MYSTERY FORD** awards and values depend upon the degree of progress within the game (for example: award(s) already collected for previously completed **Mustang Event** mode(s) in the same row, will not be offered)

## **ROAD COURSE**

- Semi-timed mode (ending race portion only has time limit)
- Shot arrows lit in yellow (all models)
- Hit any 4 of 6 lit shots at start (far left **N<sub>2</sub>O** mini standup, left orbit, upper left **N<sub>2</sub>O** mini standup, captive ball, right **N<sub>2</sub>O** mini standup, and right orbit)
  - Points awarded for first four lit shots made start at 1,100,000 and increase by 100,000 for each additional shot made (up to 1,400,000 for 4<sup>th</sup> completed shot)
  - Shot award value carries over after each ball
- Once first 4 lit shots are made, a 25 second race clock will start
- Race clock time reset after each ball to 30 seconds
- Hit two remaining lit shots a total of 3 times (any combination) and then shoot scoop, all before time runs out, in order to win race and complete the mode
  - Points awarded for 3 lit shots made start at 1,500,000 and increase by 100,000 for each additional shot made (up to 1,700,000 for 3<sup>rd</sup> completed shot)
  - Award value resets after each ball to 1,100,000
- At completion of mode, each **Road Hazard** target will pop up (Premium and LE models only)
  - 1st target hit awards at least 250,000 and 1 **Power Shift**
  - 2nd target hit increases award by 50,000 and also awards 1 **Power Shift**
  - Targets may alternately pop up individually approximately every 3 seconds and both may be hit collectively an additional 6 times total for additional points per hit
  - Target point values depend upon the degree of progress within the game
- Shoot left ramp to collect one of the following **MYSTERY FORD** awards at **360° Bonus Bowl**:
  - Qualify **BURNOUT** multiball
  - +\_\_ **Gears**
  - Light **EXTRA BALL**
  - Light **SUPER NITROUS**
  - +\_\_ races qualified for **DRIFT**
  - +\_\_ **UPGRADES**
  - +\_\_ **M-U-S-T-A-N-G** letters
- **MYSTERY FORD** awards and values depend upon the degree of progress within the game (for example: award(s) already collected for previously completed **Mustang Event** mode(s) in the same row, will not be offered)
- Race position adjusted depending on how much time is remaining when **ROAD COURSE** mode is restarted
- More time automatically added if ball drains with less than 10 seconds left

## **POLICE PURSUIT**

- Features Steve Ritchie as the speeding driver in the animations
- Shot arrows lit in yellow (Pro model) or red (Premium and LE models)
- 6 shots lit at start (far left **N<sub>2</sub>O** mini standup, left ramp/orbit, upper left **N<sub>2</sub>O** mini standup, captive ball, right **N<sub>2</sub>O** mini standup, and right orbit)
- Hit any of 6 lit shots to light green traffic light inserts in left and right orbits
- 3 shots on the opposite side of the playfield will remain lit; hit 1 of 3 lit shots to advance orbit traffic light inserts to yellow light
- After 2<sup>nd</sup> shot is made, the farthest outside two shots on each side (far left **N<sub>2</sub>O BOOST** target, far left **N<sub>2</sub>O** mini standup, right **N<sub>2</sub>O** mini standup, and right orbit) will be lit; hit any 1 of these 4 shots to advance traffic light inserts to red light
- Hit the right orbit and the left ramp twice each
- Shoot the left ramp to complete mode
- At completion of mode, each **Road Hazard** target will pop up (Premium and LE models only)
  - 1st target hit awards at least 250,000 and 1 **Power Shift**
  - 2nd target hit increases award by 50,000 and also awards 1 **Power Shift**
  - Targets may alternately pop up individually approximately every 3 seconds and both may be hit collectively an additional 6 times total for additional points per hit
  - Target point values depend upon the degree of progress within the game
- Shoot left ramp to collect one of the following **MYSTERY FORD** awards at **360° Bonus Bowl**:
  - Qualify **BURNOUT** multiball
  - +\_\_ **Gears**
  - Light **EXTRA BALL**
  - Light **SUPER NITROUS**
  - +\_\_ races qualified for **DRIFT**
  - +\_\_ **UPGRADES**
  - +\_\_ **M-U-S-T-A-N-G** letters
- **MYSTERY FORD** awards and values depend upon the degree of progress within the game (for example: award(s) already collected for previously completed **Mustang Event** mode(s) in the same row, will not be offered)

## **STUNT DRIVER**

- Semi-timed mode; allows 3 “takes”
- Shot arrows lit in yellow (Pro model) or green (Premium and LE models)
- **GEARS** drop target bank resets at start
- 2,000,000 awarded for each required shot completed
- Must hit a **GEARS** drop target first
- Shoot left ramp next
- 2 Shots on each side (far left **N<sub>2</sub>O** mini standup, left ramp/orbit, right **N<sub>2</sub>O** mini standup, and right orbit) will then light; shoot one
- 3 targets on right (captive ball, right **N<sub>2</sub>O** mini standup, and right orbit) will then light; shoot one to complete mode
- Each **Road Hazard** target will then pop up (Premium and LE models only)
  - 1st target hit awards at least 250,000 and 1 **Power Shift**
  - 2nd target hit increases award by 50,000 and also awards 1 **Power Shift**
  - Targets may alternately pop up individually approximately every 3 seconds and both may be collectively hit an additional 6 times total for additional points per hit
  - Target point values depend upon the degree of progress within the game
- Shoot left ramp to collect one of the following MYSTERY FORD awards at **360° Bonus Bowl**:
  - +1 **Gear**
  - +1 **M-U-S-T-A-N-G** letter
  - +1 **UPGRADE**
  - +1 race qualified for **DRIFT**
- **MYSTERY FORD** awards and values depend upon the degree of progress within the game (for example: award(s) already collected for previously completed **Mustang Event** mode(s) in the same row, will not be offered)

## **DRAG RACE**

- Default mode at start of game and generally easiest to complete
- Features DMD animations and audio clips of “Daisy Diesel” as drag race opponent
- **GEARS** drop target inserts light in unified pattern
- Hit total of 5 **GEARS** drop targets to temporarily advance to 6<sup>th</sup> gear and start **DRAG RACE multiball** (see **DRAG RACE multiball** section)
  - Next gear number to be achieved is indicated by associated flashing gear insert
  - Initial **GEARS** drop target value = 200,000 and lights 2<sup>nd</sup> gear insert
  - Each successive **GEARS** drop target hit increases award by 50,000 and lights next higher gear insert
  - 5<sup>th</sup> drop target hit awards 400,000 lights 6<sup>th</sup> gear insert, and starts **DRAG RACE multiball**
- **GEARS** drop targets can be hit in any order and will reset when ball drains, but hit count will be maintained and progress is continued on next ball
- Multiball ends when only one ball remains
- Each **Road Hazard** target will then pop up (Premium and LE models only)
  - 1st target hit awards at least 250,000 and 1 **Power Shift**
  - 2nd target hit increases award by 50,000 and also awards 1 **Power Shift**
  - Targets may alternately pop up individually approximately every 3 seconds and both may be collectively hit an additional 6 times total for additional points per hit
  - Target point values depend upon the degree of progress within the game
- Shoot left ramp to collect one of the following MYSTERY FORD awards at **360° Bonus Bowl**:
  - +1 **Gear**
  - +1 **M-U-S-T-A-N-G** letter
  - +1 **UPGRADE**
  - +1 race qualified for **DRIFT**
- **MYSTERY FORD** awards and values depend upon the degree of progress within the game (for example: award(s) already collected for previously completed **Mustang Event** mode(s) in the same row, will not be offered)

## **RALLY RACE**

- Features audio clips of Tanner Foust in role of navigator
- Shot arrows lit in yellow (Pro model) or blue (Premium and LE models)
- Shoot left ramp or upper left **N<sub>2</sub>O** mini standup
- Shoot right orbit or right **N<sub>2</sub>O** mini standup
- Shoot captive ball or right **N<sub>2</sub>O** mini standup
- **Shortcut** is then lit at left ramp
  - If hit within the allotted time, just need to shoot:
    - the left ramp twice more
    - and then either the far left **N<sub>2</sub>O** BOOST standing target or the left **Road Hazard** target (Premium and LE models only) to complete the mode
  - If the shortcut shot is not hit within the allotted time, need to shoot:
    - the captive ball next
    - then the left ramp twice
    - and finally, the far left **N<sub>2</sub>O** BOOST standing target to complete the mode
- Upon completion of the mode, each **Road Hazard** target will pop up (Premium and LE models only)
  - 1st target hit awards at least 250,000 and 1 **Power Shift**
  - 2nd target hit increases award by 50,000 and also awards 1 **Power Shift**
  - Targets may alternately pop up individually approximately every 3 seconds and both may be collectively hit an additional 6 times total for additional points per hit
  - Target point values depend upon the degree of progress within the game
- Shoot left ramp to collect one of the following MYSTERY FORD awards at **360° Bonus Bowl**:
  - +1 **Gear**
  - +1 **M-U-S-T-A-N-G** letter
  - +1 **UPGRADE**
  - +1 race qualified for **DRIFT**
- **MYSTERY FORD** awards and values depend upon the degree of progress within the game (for example: award(s) already collected for previously completed **Mustang Event** mode(s) in the same row, will not be offered)

## Special Modes

### **UPGRADE SCORING**

- Timed mode: limited time available for each sequential shot as potential score counts down on DMD
- Once all upgrades are earned, scoop will light and “Are you ready for Upgrade Scoring?” will be announced
- Shoot scoop to start; game will then announce “Upgrade scoring!”
- One target within each upgrade target group must be hit in sequence (i.e. one nitrous target must be hit, one pony rollover lane must be made, etc.)
  - Award value counts down from 1,000,000 for first required target
  - Actual awarded value is remaining amount when required target is hit
  - Subsequent initial award value increases by 1,000,000 per target up to 7,000,000 for 7<sup>th</sup> (and final) required target
- Sequence of required shots is:
  - 1) **N<sub>2</sub>O Nitrous targets** (nitrous)
  - 2) **Pony top rollover lanes** (body mods)
  - 3) **GEARS drop targets** (drive train)
  - 4) **RPM targets** (engine)
  - 5) **Captive ball** (tires)
  - 6) **Pop bumpers** (handling)
  - 7) **“Ford” top rollover lanes** (tech)
- Mode ends when an award value reaches zero or all shots are completed

## ***DRIFT Race***

- A single ball mode
- Each of the Mustang Event modes must at least be started (but not necessarily fully completed) to qualify the ***DRIFT Race*** at the scoop
- Shot arrows lit in yellow (Pro model) or pink (Premium and LE models)
- Shoot scoop to start ***DRIFT Race***
  - 8 shot arrows (far left ***N<sub>2</sub>O BOOST*** target, far left ***N<sub>2</sub>O*** mini standup, left ramp/orbit, upper left ***N<sub>2</sub>O*** mini standup, scoop, captive ball, right ***N<sub>2</sub>O*** mini standup, and right orbit) will all light
  - ***GEARS*** drop target bank will reset and light
  - ***Road Hazard*** targets will pop up (Premium and LE models only)
- Hit lit arrow shots, any ***GEARS*** drop target, or ***Road Hazard*** targets to build style points and score 300,000 per hit
- Collect style points bonus by shooting ***DRIFT*** shot at left ramp within allotted time when ***Cobra*** insert is lit
- Lit shots will unlight when hit and then relight (and drop targets will reset) after style points are collected
- Initial ***DRIFT*** shot time limit for collecting style points is 25 seconds
  - Allotted time resets and increases by 5 seconds after each successful ***DRIFT*** shot up to maximum of 50 seconds during 6<sup>th</sup> (and final) style points sequence
- Mode ends if ***DRIFT*** shot time expires, maximum of 6 ***DRIFT*** shots are made, or ball is lost



### **SILVERBALL STAMPEDE Race**

- Complete all **Mustang Event** modes and **DRIFT Race** to start
- Shot arrows lit in yellow (Pro model) or each individually in one of the mode specific colors (Premium and LE models)
- 3 ball multiball to start
- Ball count can be increased by earning **Add-A-Ball TOOLBOX** award
- Requires completion of 3 tiers
  - First tier
    - 6 shots light [far left **N<sub>2</sub>O BOOST** target, left ramp/orbit, entire **GEARS** drop target bank (must hit all 5 collectively to count as hit), scoop, captive ball, and right orbit]
    - Must hit all 6 shots once each to complete
    - Target values vary and increase with each successful hit to other targets
    - Bonus award = 5,000,000
  - Second tier
    - 6 shots relight [far left **N<sub>2</sub>O BOOST** target, left ramp/orbit, entire **GEARS** drop target bank (must hit all 5 collectively to count as hit), scoop, captive ball, and right orbit]
    - Must hit all 6 shots twice each to complete
    - Target values vary and increase with each successful hit to other targets
    - Bonus award = 7,500,000
  - Third tier
    - Must hit roving target 4 times when lit to complete
    - Lit target roves among same 6 locations as in 1st and 2<sup>nd</sup> tiers
    - Any target hit within **GEARS** drop target bank counts as hit, but targets stay down after being hit
    - Target values vary and increase with each successful hit to other targets and as alien ships on DMD animation get closer to bottom of display
    - Bonus award = 10,000,000
- Successful completion of all 3 tiers results in 6 ball multiball
  - Objective is to destroy an alien mother ship
  - Remaining strength of mother ship indicated by horizontal status bar on DMD
  - Successful completion results in 50,000,000 bonus award, flippers de-activating, and remaining balls automatically draining
- Mode ends and game returns to original starting point (no **Mustang Event** modes or **UPGRADES** earned) with score intact

## Multiballs

### **DRAG RACE Multiball**

- 2 ball multiball
- Ball count can be increased by earning **Add-A-Ball TOOLBOX** award
- Not stackable
- Progress toward earning **UPGRADES** is suspended during multiball
- Start in **DRAG RACE** mode by hitting a total of 5 **GEARS** drop targets – any combination (see **Drag Race** in **Mustang Events** section)
- Gear inserts will be temporarily lit during multiball
- **JACKPOT** award of 400,000 awarded for first shot to left ramp, any **GEARS** drop target, or right orbit
- **SUPER JACKPOT** then lights for 10 seconds for first shot to flashing left ramp or flashing captive ball for single award of 1,000,000
- **JACKPOT** shots then relight and sequence repeats
- Multiball ends when only one ball remains

### **GEAR SHIFT Multiball**

- Number of balls varies between 3 to 6 and matches current gear (i.e. 3<sup>rd</sup> gear = 3 balls, 4<sup>th</sup> gear = 4 balls, etc.)
- Ball count can be increased by one by earning **Add-A-Ball TOOLBOX** award
- Stackable with all **Mustang Event** modes except for **DRAG RACE**
- Start by shooting scoop when multiball insert is lit in 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, or 6<sup>th</sup> gear (see **GEARS** drop target section)
- Abort starting a **GEAR SHIFT** multiball by pressing both flippers twice before end of countdown shown on DMD
- Once a specific gear's multiball has been played, it cannot be played again until all four gear multiballs (3<sup>rd</sup> – 6<sup>th</sup>) have been played
- The higher the gear, the higher the **JACKPOT** and **SUPER JACKPOT** values
- Hit **GEARS** drop targets and lit **JACKPOT** shots at left and right orbits to light flashing **SUPER JACKPOT** at left ramp and captive ball for limited time
- Minimum 3<sup>rd</sup> – 5<sup>th</sup> **SUPER JACKPOT** values equals sum of the current gear and preceding gears in millions:
  - Minimum 3<sup>rd</sup> gear **SUPER JACKPOT** award = 1 + 2 + 3 = 6,000,000
  - Minimum 4<sup>th</sup> gear **SUPER JACKPOT** award = 1 + 2 + 3 + 4 = 10,000,000
  - Minimum 5<sup>th</sup> gear **SUPER JACKPOT** award = 1 + 2 + 3 + 4 + 5 = 15,000,000
- First 6<sup>th</sup> gear **SUPER JACKPOT** = 50,000,000
- Minimum second 6<sup>th</sup> gear **SUPER JACKPOT** = 1 + 2 + 3 + 4 + 5 + 6 = 21,000,000

## **BURNOUT Multiball**

- 3 ball multiball
- Ball count can be increased by earning **Add-A-Ball TOOLBOX** award
- Stackable with all **Mustang Event** modes except for **DRAG RACE**
- Initially activate at scoop by hitting the captive ball three times
  - A bulb will light on the 180° sign each time a captive ball hit is registered
  - When all three bulbs are lit, the scoop insert will light and “*Multiball is ready!*” will be announced
  - Shoot scoop to start
  - **BURNOUT** multiball will automatically start unless **GEAR SHIFT** multiball is also available
  - If **GEAR SHIFT** multiball is available, it must be purposely aborted in order for **BURNOUT** multiball to start instead
  - When **BURNOUT** multiball starts, “*It’s burnout time!*” will be announced.
- Required captive ball hits increase by 3 for each successive activation up to a maximum of 9 total hits
- Also awarded as a random **Mystery Ford** award after completing one of the top row modes (**CRUISIN’**, **ROAD COURSE**, or **POLICE PURSUIT**)
- **JACKPOT** sequence:
  - Hit the lit **JACKPOTS** at the left ramp, captive ball, and right orbit to score 200,000 for each and:
    - Collect **SUPER JACKPOT** with captive ball hit for 10,000,000 initial award
      - **SUPER JACKPOT** awards increase by 5,000,000 on each successive round up to 20,000,000 maximum
  - or-
  - Shoot left ramp as needed to spell **B-U-R-N-O-U-T** at **360° Bonus Bowl** (one letter for each switch hit)
    - Successfully spelling **B-U-R-N-O-U-T** lights **COMBO JACKPOT** at captive ball
    - “**Shoot Combo Jackpot**” bulb will also light at left ramp sign
    - Hitting captive ball for **COMBO JACKPOT** awards 20,000,000 initially
    - **COMBO JACKPOT** awards increase by 20,000,000 on each successive round up to 100,000,000 maximum
  - Reset **JACKPOT** sequence by scoring minimum number of pop bumper hits
    - 40 pop bumper hits required to reset **JACKPOT** sequence initially
    - Required number of pop bumper hits increases by 20 per round (up to 100 maximum for each successive reset)

## **MUSTANG Multiball**

- When **MUSTANG Multiball** is activated at the scoop, a new **Mustang Event** mode may NOT be selected
- 3 ball multiball
- Ball count can be increased by earning **Add-A-Ball TOOLBOX** award
- NOT stackable
- Progress toward earning **UPGRADES** is suspended during multiball
- Start by lighting all **M-U-S-T-A-N-G** letters and then shoot scoop
- 7 shot arrows (far left **N<sub>2</sub>O BOOST** target, far left **N<sub>2</sub>O** mini standup, left ramp/orbit, upper left **N<sub>2</sub>O** mini standup, captive ball, right **N<sub>2</sub>O** mini standup, and right orbit) will flash at start
- Shot arrows are lit in yellow (Pro model) or light blue (Premium and LE models)
- Objective is to hit each shot twice and then shoot scoop for **SUPER JACKPOT**
- First target hit will score 1,500,000 **JACKPOT** and remain flashing while all other shot arrow lights will turn off
- Hit flashing shot 2<sup>nd</sup> time to score 2,000,000 **DOUBLE JACKPOT** and relight remaining shots
- Sequence repeats until all 7 shots have each been hit twice while flashing
- Once all shots have been made, scoop shot arrow will flash; shoot it to score **SUPER JACKPOT** and restart multiball scoring
- **JACKPOT** values increase by 500,000 with each successive round
- **DOUBLE JACKPOT** values increase by 1,000,000 with each successive round
- **SUPER JACKPOT** values vary with each successive round
- Multiball ends when only one ball remains in play

### **UPGRADE Multiball**

- 3 ball multiball
- Ball count can be increased by earning **Add-A-Ball TOOLBOX** award
- NOT stackable
- Progress toward earning **UPGRADES** is suspended during multiball
- Activated by earning all upgrades again (2<sup>nd</sup> time) after **UPGRADE multiball** has been played
- Objective and sequencing similar to **UPGRADE SCORING** mode, except that you have to hit ALL of the targets within each group (i.e. all **N<sub>2</sub>O** targets, all **GEARS** drop targets, all pony top rollover lanes, etc.) and there is no time limit this time
- Shoot scoop to start
- Sequence of required shots is:
  - 1) **N<sub>2</sub>O Nitrous targets** (nitrous)
  - 2) **Pony top rollover lanes** (body mods)
  - 3) **GEARS drop targets** (drive train)
  - 4) **RPM targets** (engine)
  - 5) **Captive ball** (tires)
  - 6) **Pop bumpers** (handling)
  - 7) **“Ford” top rollover lanes** (tech)
- Each set of shots in sequence must be completed in entirety
- 1,000,000 is initially awarded for each target hit within first set
- Award per target hit increases by 1,000,000 for each successive set up to 7,000,000 for each **“Ford”** top rollover lane made in last required set
- Multiball ends when all shots are completed, only one ball remains, or it is interrupted by a conflicting mode (by start of **MUSTANG multiball** for example)

### **SILVER STAMPEDE Multiball**

- 6 ball multiball
- Grand finale mini mode at end of **SILVER STAMPEDE Race** wizard mode

## Music Selections and Recommended Game Mods:

- **Music**
  - The pre-installed selectable song list, in alphabetical order, is (all 8 available on Premium and LE models only):
    - ***Ace of Spades*** (***Road Rally*** mode default song) – Motorhead
    - ***Drag City*** (***Drag Race*** mode default song) - Jan & Dean
    - ***Free Ride*** (***Cruisin'*** mode default song) - Edgar Winter
    - ***Frankenstein*** (***Road Course*** mode default song) - Edgar Winter
    - ***Go, Boy, Go*** (multiball and game end default song) - Jimmy D'Anda
    - ***I Just Want to Celebrate*** - Rare Earth
    - ***My Own Worst Enemy*** – Lit
    - ***What I Like About You*** - The Romantics
  - At start of game the default Mustang Event mode is ***DRAG RACE*** and the accompanying song is ***Drag City*** by Jan and Dean
  - Use left flipper, prior to ball plunge, to select a different song to accompany ***Road Rally***, ***Drag Race***, ***Cruisin'***, or ***Road Course*** modes
  - All songs (and audio clips) are replaceable via separate ***Pinball Browser*** software
- **Recommended available Mustang specific aftermarket game mods**
  - **Custom apron cards** (available for free via *Pinside* forum)
  - **Desert artwork pinblades** (*Pingrafix*)
  - **Plastics protectors** (*Pinbits*)
  - **Interactive undercab lighting** (*Rock Custom Pinball*)
  - **Shooter rod shifter plate** (*Hooked On Pinball*)
  - **Hurst shifter shooter rod** (*Hooked On Pinball*)
  - **Tachometer** (*Hooked On Pinball*)
  - **Dashboard** (*Hooked On Pinball*)
  - **Speaker acrylics** (*Speaker Light Kits*)
  - **Micro display mod** (*Sparky Pinball*)
  - **Mini nitrous bottle(s)** (multiple sources)
  - **Mustang emblems** for speaker or DMD panel decorations (multiple sources)
  - **Replacement 1/32, 1/43, and/or 1/64 Mustang cars** (multiple manufacturers)
- **Highly recommended non-Mustang specific aftermarket game mods**
  - **Shaker motor** (not included with Pro and Premium models)
  - **Powered subwoofer**
  - **Misc. colored LEDs** (to replace overused stock cool white LEDs as desired)
  - **Customized song and audio selections** as desired using ***Pinball Browser*** software

## Gameplay Strategy Suggestions

- Knocking off the **Mustang Event** modes in the lower row first can be a sound strategy as they are easier to complete and earned **Power Shifts** and multiballs can be used toward completing the more difficult upper row modes.
- If following the above strategy, try to delay collecting the **MYSTERY FORD** “Qualify Race for **DRIFT**” award if possible until the second or third lower row **Mustang Event** mode is completed so that it is more likely to be applied toward an upper row mode.
- In order to increase your odds of making it to **DRIFT Race**, don’t necessarily try to complete all of the **Mustang Event** modes; you can always come back to them later. If you lose a ball before completing one, you can select a different mode on the next ball and get credit for starting the mode if you’ve made enough progress on it (required extent of progress varies by mode).
- **Drag Race** is generally the easiest **Mustang Event** mode to complete and includes a multiball. Though not stackable, it can also be advantageous to save this mode for playing at a later point in the game. An example alternative strategy for completing **Mustang Event** modes:
  - Start with the **Stunt Driver** mode and go for a **Super Skill Shot** to ideally advance to 3<sup>rd</sup> gear right off the bat
  - Complete **Stunt Driver** in the minimum four shots
  - Set up **BURNOUT** multiball for activation and do so after starting **Road Rally**
  - Then stack **Police Pursuit** with a **GEAR SHIFT** multiball
  - Next, complete **Drag Race** as it’s easiest and doesn’t need to be stacked with a multiball
  - Complete **Road Course** with earned **Power Shifts** as needed
  - Finish up the **Mustang Event** modes with **Cruisin’** last
- Earn **Power Shifts** as much as possible via **Skill** or **Super Skill Shots** or by hitting bonus **Road Hazard** targets. These can be invaluable in helping to complete the more difficult modes.
- Take advantage of **BURNOUT** multiball
  - Stack it with a more difficult mode to provide extra firepower to help complete it and score big jackpot points.
  - Set up **BURNOUT** multiball to be activated at the scoop when **UPGRADE SCORING** is activated; having multiple balls in action will greatly increase your odds of completing all the targets sequentially as required.
  - Activate **COMBO JACKPOT** and build award value up to 100,000,000.
- Take advantage of big point values available from completing the **RPM** target bank and shooting the spinner

## Gameplay Strategy Suggestions cont'd

- Pay attention to the lit **Ford** top rollover lane inserts in order to earn the **TECH** upgrade as soon as possible. Progress on lighting all four inserts is lost with each ball drain. Also: replacing the bulbs for these inserts with a different color than those in the pony inserts immediately below them is highly recommended in order to better differentiate between the two separate sets of inserts for the top rollover lanes.
- Pay attention to the **F-O-R-D** bottom rollover lane inserts in order to light the **TOOLBOX** award at the scoop as much as possible. It will often award an **EXTRA BALL** and will typically award an **Add-A-Ball** during multiballs.
- Be careful on target contact locations when hitting **GEARS** drop targets or **ROAD HAZARD** pop-up targets as the ball rebound angle will often result in a SDTM drain.
- Don't use the **"Action"** button auto launch on the plunge unless you're going for a **SUPER SKILL SHOT** (by also holding the left flipper down).
- Set up and activate **Nitrous 2X** scoring strategically. Examples of scoring opportunities to take advantage of:
  - Flashing (double point) shots in **Cruisin'** mode
  - Stacked mode/multiball scoring paloozas
  - Multiball **JACKPOT** and **SUPER JACKPOT** shots such as:
    - The first 6th gear **GEAR SHIFT** multiball **SUPER JACKPOT** can be doubled for a score of 100,000,000!
    - The maximum value **COMBO JACKPOT** in **BURNOUT** multiball can be doubled for 200,000,000!!!
- Consider holding off on starting **GEAR SHIFT** multiball during the first two balls in order to try to reach 6<sup>th</sup> gear. If unsuccessful, start **GEAR SHIFT** multiball during the third ball.



## Future Code Update Suggestions

- Activate flashers in LE model's backbox (currently unused!!!)
- Add attract mode audio clip(s) for flippers. Potential suggestions:
  - Engine revving and/or racing noises
  - An ignition failing to start when there are no credits
- Add a **Nitrous Boost** 2X scoring timer countdown to DMD and/or add audio timer countdown
- Randomize the target sequencing in **UPGRADE SCORING** mode and **UPGRADE multiball**
- Add a **DRIFT RACE** champion
- Increase points for **UPGRADE SCORING** and/or make it stackable with modes
- Increase the frequency of the orbit gates being open during modes
- Add a more proactive ball search for the ramp area in order to eliminate lengthy delays while a ball is trapped under the lower ramp. For example: when it's in left orbit mode and a shot is registered, the ramp lowers; it should ideally be programmed to confirm another switch contact at the top rollover lanes or right orbit and if this doesn't occur within a second or two, the game should assume a ball is stuck under the ramp and raise it accordingly.
- Increase the variability of the left ramp functions and the frequency of use of the diverter/cross ramp. For example: sometimes a mode has left targets lit and the ramp is in left ramp mode and returns the ball to the left flipper when it would be more fun to have it returned to the right flipper.
- Enable the lockdown bar "action button" to activate the cross ramp diverter at certain points in the game.
- Add additional awards to the **TOOLBOX**.