

Williams®

16P-503-101
Game No. 503
April, 1981

JUNGLE LORD



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JUNGLE LORD

SUMMARY OF FEATURES

In the Williams tradition, Jungle Lord is loaded with new features, both for player appeal and reliability. This summary sheet is provided to give you a better initial understanding of the game.

PLAYER FEATURES

① Double Trouble™ Scoring

The five bank drop targets located on the upper playfield start with one target showing. Hit that target and two targets appear; knock those down and three emerge, and on to four and then five. Demolishing the last sequence of five targets qualifies the player for **Double Trouble** scoring. A single target pops up; make it for 10,000 and **Double Trouble** targets pop up one at a time at random and must be hit within a certain time period before they drop. The first target hit collects 20,000 points, doubles to 40,000 for the second target, on to 80,000 for the third, to a maximum of 160,000. Any target not hit in time drops the scoring back to 10,000. For even more interesting playfield action, it is even possible to achieve 2X scoring with **Double Trouble**.

② Multi-Ball™ Play

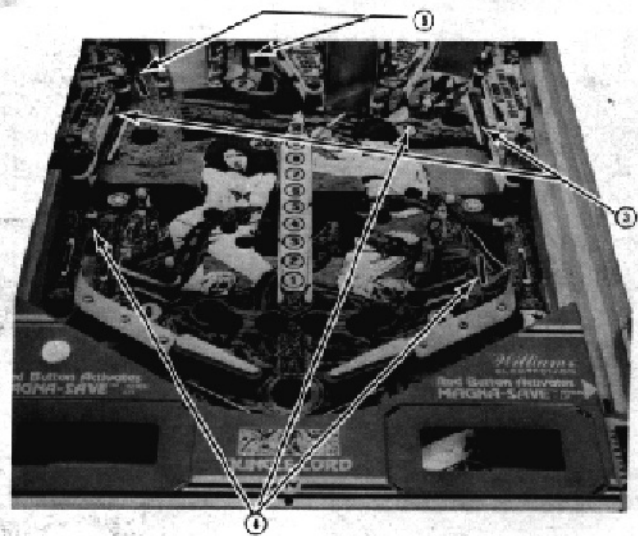
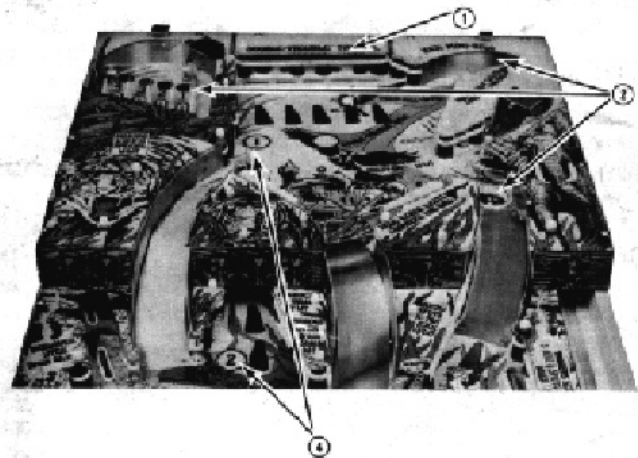
The mini-playfield with a captive mini-ball and four lanes spell out LORD. Making one of the two upper playfield eject holes kicks the mini-ball out to roll down one of the four lanes lighting a letter in LORD. Going down the #4 inside rollover lights the red arrow at the bottom of the right ramp; going up the ramp into the eject hole gives two kids on the mini-playfield. Completing a lower playfield 3-bank (adjustable) also spots a letter in LORD. When LORD is completely lit, **Multi-Ball** play is enabled. A shot to either of the two top playfield eject holes locks up the ball in play. A second ball is released to be shot onto the playfield. As soon as the second ball is shot, the eject hole releases the locked up ball for 2-ball, 35 second (adjustable) **Multi-Ball** play. Should one of the two balls drain with time left, then another shot to the eject hole will kick out the drained ball for more **Multi-Ball** shooting time. Completely re-lighting LORD during **Multi-Ball** play scores Special.

③ Magna-Save™ Feature

Hitting any drop target on the lower level banks will light timer lights for the **Magna Save** feature. Build up to five time units on each side of the playfield for use in saving draining balls. Players direct the number of seconds used for **Magna Save** via the left and right red control buttons forward of the flipper control buttons for spectacular playfield saves.

④ 2X Scoring

Hitting the variously placed number targets and rollovers clearly marked 1, 2, 3, 4, and 5 with one ball gives a shooter double scoring for the remainder of that balls play.



⑤ Bonus X and Drain Shield

The inside bottom rollover lanes, marked 4 and 5, light the timed green arrow located in front of the turnaround for bonus multiplier. Making the turnaround shot within a certain period of time collects 2X, 3X, 5X to 10X. When 10X is made, if the ball rolls down either rollover lane again, the amber arrow in front of the horseshoe is lit and that spots the left or right drain shield. Whenever the drain shield is lit and the ball drains on the lit side, the ball is returned to the shooter and play continues. Making the horseshoe through the difficult left entrance shot gives a player an automatic drain shield.