



GODZILLA

PINBALL RULES



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SKILL SHOTS

Whenever the game serves a ball into the shooter lane Skill Shots will be available. There are 2 inserts flashing when Skill Shots are active. The first is the "Skill Shot" insert located above the upper flipper. The second is the RGB arrow flashing red in the Mechagodzilla lane.

REGULAR SKILL SHOTS

1. **Mecha Lane 1 Switch** - Short plunge to the switch right below "King Caesar" on the playfield. Scores 250K x number of unique skillshots made and 3 seconds of balls save time. Boosts future Skill Shots #1 & #2 by 250K
2. **Mecha Lane 2 Switches** - Short plunge to the first switch out of the shooter lane. Scores 500K x the number of unique skill shots made and 5 seconds of ball save time. Boosts future Skill Shots #1 & #2 by 250K
3. **Saucer** - Short plunge directly to the pop bumper. Score 750K x the number of unique skill shots made and 5 seconds of ball save time.
4. **Lit Skill Shot** - Full Plunge the ball into the left spinner lane, behind the upper flipper indicated by the flashing white Skill Shot insert. Scores 5M + 1M x the number of unique skill shots made and 8 seconds of ball save time.

SECRET SKILL SHOTS

1. **Big Loop** - Plunge the ball to the upper flipper and flip to hit the big loop shot. Scores 4M x the number of unique skill shots made and 5 seconds of ball save time. Boosts future Secret and Super Secret Skill Shots by 2M.
2. **Left Inlane** - Plunge the ball to the left inlane. Scores 5M x the number of unique skill shots made, and 5 seconds of ball save time. Boosts future Secret and Super Secret Skill Shots by 2M.

SUPER SECRET SKILL SHOT

Hit the Lit Skill Shot #4 above and immediately shoot the scoop without hitting any other switches. Scores 10M and 2 Godzilla Power-ups, and lights and collects Ally. Does not add any additional ball save time. Boosts future Secret and Super Secret Skill Shots by 2M.

GODZILLA MULTIBALL

Building Damage

The "Damage Meter" window inserts in front of the building serve as the meter to tell when your locks are qualified along with the stability percent shown on the LCD screen when you do damage. Lit white arrows on the playfield indicate what shots do damage to the building. Shots to the building will do damage to the lower floor and middle floor inserts. Shots to the left or right ramp will do damage to the upper floor and middle floor inserts. Once the building stability has reached 0% and all damage meter inserts are lit red, the locks will either be lit on Premium / LE, or the multiball will be ready on Pro. Shoot the green arrow at the building to start Godzilla Multiball on Pro, or lock 3 balls on the Premium / LE. The 3rd lock on the Premium / LE will start the multiball.

Multiball

This multiball starts with 3 balls. Arrows will light for Jackpots with the base value being 500K * number of Godzilla Multiball starts. This value is increased by 250K for each Jackpot awarded. You can also build the Jackpot value by hitting building shots. The arrow color will indicate the multiplier level of that shot. Shoot a lit arrow to score a Jackpot and advance that shot to the next Jackpot X. Jackpots can only be advanced twice and the third shot will award but not be lit again until the Super Jackpot is awarded. The Jackpot X levels are:

- Blue - 1X Jackpot
- Green - 2X Jackpot
- Yellow - 3X Jackpot
- Orange - 4X Jackpot
- Red - 5X Jackpot

Once the Super Jackpot is awarded the Jackpots will relight at +1X of their initial color, but will never default higher than Yellow (3X) after a 3rd Super Jackpot.

6 Jackpot shots will light Super Jackpot at the Building Shot. The damage meter inserts will fill to indicate Jackpot progress to light Super Jackpot. The Super Jackpot base value consists of all Jackpot shot value collected in preceding Jackpot round. Completing all lit shots will award +1X when Super Jackpot is collected. Shoot backwards through the building will add another +1X.

Add A Ball is awarded by hitting the 3 Mechagodzilla shield standup targets on Premium / LE or hitting the 2 Mechagodzilla shield standup targets plus 1 shot to the right spinner. In both cases a final shot to the right spinner will award the Add A Ball.

Mechagodzilla Multiball

Mechagodzilla Offline

Shoot the right spinner enough times to reach the threshold to bring Mechagodzilla online and deploy him to the battlefield. The Mechagodzilla target lights will turn from green to yellow to red the closer you are to bringing him online.

Mechagodzilla Online

When the flasher dome behind Mechagodzilla is flashing he is now online. Shoot the spinner and Mechagodzilla will deploy his Defense Neo Barrier and on the Premium / LE the spinner shot will be replaced with 3 standup targets.

Defense Neo Barrier

Shoot the 3 teal standup targets. On the Pro the right spinner will act as the right shot for this stage. Once all shots in the bank are completed the Barrier will be disabled and the Mechagodzilla flasher dome will be pulsing. On the Premium / LE the target bank will change back to the spinner shot.

Multiball Lit

Shoot the right spinner to begin Mechagodzilla multiball when the flasher dome is pulsing.

Multiball

The multiball starts with 3 balls. Blue arrows are lit at the ramps and the building for 1X Jackpots worth 1M + 500K for each Mechagodzilla Multiball start. Each Jackpot collected increases the next Jackpot by 250K. Shoot any Jackpot to unlight the remaining jackpots and light shield targets. Shoot any of the shield targets to collect another 1x jackpot and re-light the remaining 2 jackpot shots. Shoot one of the remaining jackpots for 2x jackpot then shield lights again with the two remaining targets. Shoot a shield target again for another 2x jackpot. The lone remaining jackpot arrow relights. Shoot for 3x jackpot, then final shield hit on the last remaining target for another 3x jackpot. On the Pro the right spinner shot will act as the right shot for the shield target.

The Super Jackpot phase now begins for 15 second timed build phase on all 3 spinners. Shoot any spinner for 350K a spin and add 500K a spin to the Super Jackpot value. Once time expires the spinners are unlit and the Mechagodzilla side lane lights for the Super Jackpot collect for 20 seconds or until it's collected. If you drain down to 1 ball during the first Super Jackpot phase there will be a 10 second grace period before the mode ends to try and cash in the Super Jackpot at it's current value. The Super Jackpot value starts at 4X the Jackpot value when the spinner build phase starts.

MONSTER MONITOR

Each city in the game requires you to collect each of the Monster Monitor inserts to do damage to a particular part of the city. The more damage that is done to the city, the more Carnage Bonus you will receive when it becomes time to leave the city. When an insert is collected it will be steadily pulsing on / off. The four Monster Monitor inserts and their collection conditions are:

- Raid - complete a Tier 1 Kaiju Battle
- Tanks - complete Tank Attack Multiball
- Bridge - complete Bridge Attack Multiball
- Power - complete Tesla Strike

Raid

Raid is the only feature that is required to be attempted to change to a different city. All the other features are optional, but passing them up may result in missing out on big scores. In order to collect the Raid insert, you must defeat the Tier 1 monster for a particular city in a Kaiju Battle. See Kaiju Battles below.

Tanks

In order to collect the Tanks insert you must start and finish a Tank Attack Multiball. There are initially 2 round green tank inserts that are randomly lit up on various shots. Shoot the shots indicated by these green inserts to collect 10 tanks in order to qualify the multiball. Once the multiball is qualified the tank insert located at the scoop will begin flashing quickly. Lighting this multiball will block any lit Select City and Kaiju Battles until the mode is complete. Shoot the scoop to start the multiball. Subsequent starts of the multiball will increase the difficulty of the qualifying stage requiring more tank shots to start. See Tank Attack Multiball below.

Bridge

In order to collect the Bridge insert you must start and finish a Bridge Attack Multiball. Collect switches to light the Attack Bridge insert. Once lit, you can shoot the bridge / captive ball shot to "damage" the bridge. Continue to damage the bridge until the bridge integrity value reaches 0% at which point the bridge will collapse and Bridge Out insert on either the left or right ramp billboards will light. On Premium / LE games the side Bridge Out lights on depends on which floor the building is at. For Pro builds the side Bridge Out lights is random. Shoot the Bridge Out ramp to begin the multiball. Subsequent starts of the multiball will increase the difficulty of the qualifying stage requiring more switches to start. See Bridge Attack Multiball below.

Power

In order to collect the Power insert you must start and finish Tesla Strike. Shoot the powerline standup targets to complete sets of targets until Powerline Attack starts. Powerline Attack will begin a single roving target from left to right that must be hit 5 times to begin Tesla Strike. Subsequent starts of Tesla Strike will increase the difficulty of the qualifying stage requiring more target hits to start. See Tesla Strike below.

When one of the objectives above is completed Destruction Jackpot will be lit at the building. Also, if you have completed half the shots in a Tier 1 mode and already chosen to stay in the current city the Select City insert at the scoop will light.

KAIJU BATTLES

To qualify a Kaiju Battle you must shoot a left and right ramp that are indicating Light Battle on the billboard insert located near the left and right ramps. This will then light the Kaiju Battle on the billboard insert located above the scoop. Once the battle is lit at the scoop you can shoot the scoop to bring up the Kaiju Battle Select which will allow you to select your opponent for the current city.

On the Kaiju Battle Screen there will be 2 columns of Monsters. Tier 1 on the left and Tier 2 on the right. Tier 2 Battles are initially locked. Use the left and right flippers to move the actively selected battle. Use the action button or flip both flippers to make your selection. After a period of inactivity the currently selected battle will automatically be selected.

TIER 1 BATTLES

The available Tier 1 battles are:

- Godzilla vs. Ebirah
- Godzilla vs. Titanosaurus
- Godzilla vs. Gigan
- Godzilla vs. Megalon

Once you select a Tier 1 Kaiju for a particular city, that Kaiju will stay locked into that city for the duration of the game and will control that city unless you complete the Battle Mode's objectives. All Tier 1 battles are timed 60 second modes. Draining or running out of time causes the battle to end. If you fail to complete the Kaiju Battle, the scoop billboard will relight the Kaiju Battle so you can have another attempt. Kaiju Battle progress is saved from mode to mode so you don't have to start over on subsequent retries of Tier 1 battles. If you manage to complete half of the objectives required for a Tier 1 battle you will Light Ally as well as unlock the Tier 2 battles for that city. The exception to this is the first city (Tokyo) where Tier 2 battles are never available. Changing cities or starting a Tier 2 Kaiju battle before you have completed the Tier 1 Kaiju battle will leave the enemy Kaiju in control of that city for the remainder of the game.

At the end of each successful Tier 1 battle, a timer bonus is scored worth 500K x the number of seconds remaining in the mode when the player made the final blow. If this is not the first time the mode has been played the timer bonus is reduced to 50K x the number of seconds remaining. Jet Fighter Attack, Tesla Strike, and any Multiball modes can be activated during and stacked with Tier 1 battles. A Kaiju Battle cannot be started if a multiball is already running or if Tank Multiball is lit at the scoop.

GODZILLA VS EBIRAH

4 shots are required to defeat Ebirah. Collect 15 spins from the left and right spinners each, and 40 spins from the center spinner. The first completed spinner scores 5M. The second completed spinner scores 10M. The third completed spinner scores 15M. After completing all three spinners, shoot the pop bumper for the final blow which scores 25M. Completing two spinner shots is required to light Ally and qualify the Tier 2 battles.

GODZILLA VS TITANOSAURUS

5 shots are required to defeat Titanosaurus. In order the shots are:

1. Left Powerline Target
2. Center Powerline Target
3. Right Powerline Target
4. Maser Cannon Target
5. Captive Ball

The first target scores 4 million, then 7M, 10M, 15M, and the final shot is 20M. Each shot to the Mechagodzilla shield bank of yellow flashing targets scores 1M and adds 500K to the next shot. A right spinner rip on the Pro is equivalent to hitting the Mechagodzilla shield bank targets. Completing three shots is required to light Ally and qualify the Tier 2 battles.

GODZILLA VS GIGAN

8 shots are required to defeat Gigan. Left and right ramp shots award 1M + 500K per shot. Making a ramp lights the opposite ramp for a combo worth 2X. The final blow is worth 2X for non-combo shots and 4X for combo shots. Completing four shots is required to light Ally and qualify the Tier 2 battles.

GODZILLA VS MEGALON

7 shots are required to defeat Megalon. A random flashing yellow shot will light for about 10 seconds but this time gets faster when the mode timer is getting close to timing out. Hitting the flashing shot before it times out will award 4M at 1X. Each shot that is made and doesn't time out adds 1X to the shot award to a maximum of 5X. If a shot times out the shot multiplier is reset to 1X and Megalon will go underground before he locates a new shot. Shooting switches when Megalon is underground will build value for the next award by 45K a switch. Shooting Ramps when Megalon is underground will build value for the next award by 250K a ramp and will cause Megalon to appear on the next shot in a predictable way. Shooting the left ramp will cause Megalon to appear on the right ramp. Shooting the right ramp will cause Megalon to appear on the Building shot. If none of the ramps are hit while Megalon is underground it will timeout and he will again show up on a random shot. The final blow is worth a normal shot +10M. Completing 4 shots is required to light Ally and qualify Tier 2 battles.

TIER 2 BATTLES

Tier 2 battles take priority over other running modes and do not allow stacking. These battles are different from Tier 1 battles in that they don't have any win conditions. There are incentives to make you want to keep building value and getting higher scores however. After playing each of these modes the Select City insert will be lit at the scoop.

The available Tier 2 battles are:

- Godzilla, Mothra, and Rodan vs. King Ghidorah
- Godzilla and Jet Jaguar vs Megalon and Gigan
- Godzilla and Anguirus vs. King Ghidorah and Gigan

GODZILLA, MOTHRA, AND RODAN VS. KING GHIDORAH

Shoot flashing shots to defeat King Ghidorah. Mode time starts at 75 seconds. An arrow shot will award 400K to start. The color of the shot will change each time it is made from Green (1X), Yellow (2X), Red (4X) and will add 150K. Hitting enough shots to collect a red arrow will light the scoop for a Jackpot. Collecting additional red arrows will increase the Jackpot multiplier. Shooting the scoop when lit awards a Jackpot worth $8M + 1.5M \times$ each arrow collected and allows you to choose Fight or Flee.

Selecting Fight:

- Adds 35 seconds the first time
- Adds 15 seconds the second time
- Adds 10 seconds the third time and beyond
- Relights all jackpot shots and the jackpot value carries over.

Selecting Flee:

- Awards a final jackpot worth the Jackpot $\times$ current Jackpot multiplier + $200K \times$ seconds remaining in the mode
- The mode is ended and normal play resumes.

If the time runs out or the ball drains, normal play resumes.

GODZILLA AND JET JAGUAR VS MEGALON AND GIGAN

This mode starts as a 3 ball multiball. Two shots light up to represent Gigan and Megalon. They will count down via RGB color. The color sequence will go from yellow to orange to red. Shoot the shot before the red times out to award a jackpot that scores 1.5M to start. Complete the other shot to award a multiplied jackpot and light a Jet Jaguar counterattack super jackpot shot at the right spinner shot. Shoot the super jackpot for 2X at first with an increasing value for each difficulty up to 4X. Each super jackpot increases the jackpot value by 500K. After a super jackpot the shot difficulty increases and two new shots light up. When a shot times out Jet Jaguar is attacked and the multiplier resets along with both jackpots being re-lit.

GODZILLA AND ANGIURUS VS. KING GHIDORAH AND GIGAN

Mode time starts at 75 seconds. All switch hits score points and build jackpot value. Switches score 50k and add 35k to jackpot. Reach the spin threshold to light all shot arrows. Shot arrows score 2.5M and add 350K to jackpot. Jackpot starts a 1M. Shoot through building to Magnet Grab for Fight or Flee or shoot arrows to build X and jackpot further. When Fight or Flee is shot all arrow shots unlight.

Selecting Fight:

- Adds 35 seconds the first time
- Adds 25 seconds the second time
- Adds 10 seconds the third and beyond
- Starts the switch phase again and you must reach the threshold to relight the arrows

Selecting Flee:

- Collects jackpot with multipliers + 200K * seconds remaining in the mode
- The mode is ended and normal play resumes.

If the time runs out or the ball drains, normal play resumes.

TANK ATTACK MULTIBALL

This is a 2 ball multiball. Shoot the tanks before they reach Godzilla on the bridge / captive ball shot. Flashing tank inserts will spawn at the left spinner and scoop shots. Initially when you start the mode there will also be a tank located on the right ramp. As time passes the tank inserts will move toward the captive ball shot one shot at a time. Newly spawned tanks are worth 2.5M points and are reduced in value 500K each time the shot moves closer to Godzilla. Tank value will never be reduced below 1.5M no matter how many times the tank moves. When you shoot a tank shot and “destroy” the tank you are awarded the current tank’s value and new tanks will now spawn at $2.5M + 150K * \text{number of tanks destroyed}$ which carries over from multiball to multiball. If you destroy enough tanks to reach a threshold the super jackpot at the Maser Cannon target will light. The super jackpot is worth 1M + 50% of the sum of all collected tanks for the current wave (not including playfield multiplier). The mode begins with a 3X multiplier for maser super jackpots. If a tank reaches Godzilla and times out, the tank will fire on Godzilla and reduce the multiplier by 1X. The current wave you are on will carry over from multiball to multiball. The thresholds for tanks needed to reach the super jackpot for each wave are:

- Wave 1: 4 tanks
- Wave 2: 5 tanks
- Wave 3: 6 tanks
- Wave 4: 7 tanks
- Wave 5 and beyond: 8 tanks

Playing Tank Attack Multiball will light an Annihilation Bonus. See Annihilation Bonus below.

BRIDGE ATTACK MULTIBALL

This is a 2 ball multiball. Flashing orange shots light to score jackpots worth 1M each. Shooting the right ramp will boost the jackpot value by 250K. Collect 4 jackpots to light double jackpots at the bridge / captive ball shot. Collect 2 double jackpots to light a timed super jackpot on the right ramp for 15 seconds. The super jackpot value is 6X the jackpot value. The first super jackpot you collect will add a ball. You can collect as many super jackpots as possible during the 15 second timer. Once the super jackpot has timed out the jackpot shots are lit orange again and their values are increased by 750K. Playing Bridge Attack Multiball will light an Annihilation Bonus. See Annihilation Bonus below.

TESLA STRIKE

This is an untimed single ball mode that can stack with Tier 1 battles and multiballs. Begin the mode by shooting the center spinner to build the Tesla Strike value. Tesla Strike value starts at 2M and is increased by 100K each center spinner spin. Once the spinner is spun, blue flashing shots are lit for the current Tesla Strike value. Shoot a blue arrow to collect the Tesla Strike award and relight the spinner at +1X the increment value. Repeat this process until all the blue shots have all been collected to complete the mode. Draining the ball or changing cities will also complete the mode early. Subsequent starts of Tesla Strike will increment the starting value of the spinner by 2M. Playing Tesla Strike will light an Annihilation Bonus. See Annihilation Bonus below.

DESTRUCTION JACKPOT

Destruction Jackpot is a 2 stage award where you first need to light the "Light Destruction Jackpot" insert at the building shot. Once the building is lit, shoot through the building and the Magna-Grab post will hold the ball. The ball will stabilize on the magnet and a countdown of 3-2-1 will be heard while the "Destruction Jackpot" insert will light at the big loop shot. The ball will then be dropped to the upper flipper which can shoot the big loop to collect Destruction Jackpot. A generous grace period is given to collect the Destruction Jackpot if you miss the initial loop shot.

Destruction Jackpot value = base value x Destruction Jackpot multiplier.

The base value starts at 5M, and increases permanently by 1M for each Monster Monitor insert collected. 5% of the scores from modes associated with the Monster Monitor inserts, Monster Rampage, and Jet Fighter Attack and 3% of the scores from Godzilla Multiball and Mechagodzilla Multiball are added as well, however, this portion of the increment is reset after changing cities. You can also increase the Destruction Jackpot permanently by 15M by controlling the 4th city (win all Tier 1 Kaiju Battles)

The Destruction Jackpot multiplier starts at 1x and increases permanently throughout the game when then following objectives are achieved:

- Win a Tier 1 Kaiju Battle
- Collect 10 Trains
- Collect 25 loops
- Collect a Level 3 Imposter Battle
- Destroy 15 Jet Fighters
- Destroy 12, 20, or 30 Saucers (1X for each threshold)
- Complete the Rage Combo sequence

ANNIHILATION BONUS

When you play the required modes to light the Tanks, Bridge, and Power Monster Monitor insert an Annihilation Bonus shot will be lit until a new city is selected. The Annihilation shots are:

- Tanks - a single pulsing green tank shot with starting value at 2% of the Tank Attack Multiball total in that city
- Bridge - hitting a switch threshold to light a pulsing Attack Bridge insert with starting value at 4% of the Bridge Attack Multiball total in that city
- Power - a single pulsing Powerline Target with starting value at 2% of the Tesla Strike total in that city

Annihilation Bonus value can be boosted by +1% for doing the following:

- Collect a Destruction Jackpot
- Collect a Level 2 Imposter Battle

The Annihilation Bonus multiplier can be increased +1X for each Annihilation Bonus (Tanks, Bridge, or Power) that is still running on the same ball up to 3X. Once the ball has drained, any Annihilation Bonuses that were running will no longer contribute to the multiplier but any new ones started still may contribute on the next ball. In addition, once the ball has drained the mode value for those running modes is reset to 20M base value. Therefore, it is highly desired to start all Annihilation Bonuses on the same ball and get them all running at once with a high score in each of the qualifying modes to maximize the bonus value.

CARNAGE BONUS

Once the player leaves a City, they will score the Carnage Bonus. The value collected includes a base value of the Destruction Jackpot as well as the total scores from all three types of Annihilation Bonus the player has collected. This value is multiplied by +1x for each Annihilation Bonus that has been lit on the current ball, plus an additional +1x for having started all the Annihilation Bonuses in a city.

CITY SELECT

The right scoop will light for City Select occasionally and allow you to change your current City, or remain in the current one. The game always begins in Tokyo. You may also select New York, London, and Paris. Once you change cities you may never travel back to the old city. There is a preview of the current Carnage Bonus visible when you currently have highlighted a new city that you haven't traveled to. This can be used to see if you would rather continue building Carnage value and stay in the current city or travel to a new City and collect the Carnage value. If you decide to stay in the same city you will have to complete one of the unfinished Monster Monitor features to re-light City Select again. If there are no more Monster Monitor features left to complete (the city is completely destroyed), you will have no choice but to select a new city.

The clear city inserts are lit in the following way:

- Pulsing: Godzilla controls City / Tier 1 Battle won
- Lit steady: Monster controls City / Tier 1 Battle lost
- Flashing: This is the current city

CITY PERKS

Perks are awarded as Godzilla defeats the Tier 1 Kaiju in a city and conquers a number of cities. All cities Godzilla controls gives a permanent +1 Bonus X.

The city specific perks are:

- Tokyo gives +1% Annihilation Bonus
- New York gives +2M Saucer base value
- Paris gives +500K Loop value
- London gives +4M Destruction Jackpot

The number of cities perks are:

- 1st City gives 5M and +3 Godzilla Powerup
- 2nd City gives 10M and Extra Ball
- 3rd City gives 20M and Turbo Heat Ray (Heat Ray Action Button hold time is shorter)
- 4th City gives 40M and +15M Destruction Jackpot

JET FIGHTER ATTACK

Collecting Missiles

This is a hurry-up mode that can be started by inlanes rollover collection. The Advance Fighter inserts in the inlanes indicate when a Missile can be collected. There are 3 missiles on each side of the playfield. Light all 6 missiles to begin Jet Fighter Attack.

Hurry Up

Shoot roving red arrows to destroy Jet Fighters and collect the hurry-up value which starts at 1M and counts down over time. Each fighter destroyed will reset the hurry-up value at a +1M and temporarily pause the countdown. If 5 Jets are destroyed during the mode the left spinner will light for a final hurry-up starting at 3X the normal hurry-up value. Each additional Jet Fighter Attack start the base values are incremented by 500K.

Award Thresholds

- 5 Fighters destroyed - Light Ally
- 10 Fighters destroyed - Extra Ball
- 15 Fighters destroyed - +1X Destruction Jackpot
- 21 Fighters destroyed and every 12 beyond - Light Ally
- 27 Fighters destroyed and every 12 beyond - +1 Godzilla Powerup

SAUCER ATTACK

Lighting Saucer Attack

Light Saucer Attack by hitting the Pop Bumper 5 times or by hitting the single Mecha Lane Bottom Switch in single ball play only. You then have a limited amount of time to shoot the Pop Bumper to destroy a Saucer. Each time you destroy a Saucer the Pop Bumper threshold to light Saucer Attack grows by 3 and the Saucer level is increased.

The Saucer levels are indicated by the color of the Saucer RGB LED:

- Blue (1X) - lights for 10 seconds
- Green (2X) - lights for 8 seconds
- Yellow (3X) - lights for 6 seconds
- Orange (4X) - lights for 5 seconds
- Red (5X) - lights for 4 seconds

Destroying Saucers

Once the blue Saucer Attack insert is flashing you can now hit the Pop Bumper to destroy it. Destroying the Saucer starts at 2M + 100K for each pop hit built up to that point. 75% of the built value is reset after each Saucer is destroyed. You can also ally pass through the right inlanes to destroy 2 saucers for a single lit Saucer Attack. Awards are given for reaching specific thresholds of.

Awards

- 3 Saucers: Extra Ball
- 6 Saucers: Light Saucer Attack Multiball
- 12 Saucers: both +1x and Lights Destruction Jackpot
- 20 Saucers and every 10 Saucers beyond: both +1x and Lights Destruction Jackpot

SAUCER ATTACK MULTIBALL

When the Pop Bumper is hit to start Multiball, the flippers will turn off and the balls will drain and wait for the mode intro to complete. 3 balls will then launch from the trough and the multiball will start.

Targeting phase

Shoot white arrows to target between 2 and 4 of Saucers. The more Saucer Super Jackpots scored the more difficult shots and greater number of them are required. Award starts at 2.5M + 1M for each Saucer Jackpot scored.

Locked on phase

Shoot Maser Target to lock on to a Saucer with the sonic weapon. Award is 2X of what the targeting phase scores, so it also increases after each Saucer Jackpot.

Saucer Jackpot phase

The Pop Bumper will light up to indicate to shoot it during this phase for only 15 seconds. Shoot the Pop Bumper to score a Saucer Jackpot. Saucer Jackpot scores 6X the targeting phase value and increments 1X after each Saucer Jackpot is scored. If the timer expires the Saucer Jackpot phase will end and the Targeting phase will start over again.

MAGNA-GRAB & IMPOSTER BATTLE

When the right inlane is lit and the ball rolls over it, the Magna-Grab will light to score points and capture the ball. If the magnet fails to capture the ball the next switch hit will kill the display, however, points will still be awarded. The player can control when the Magna-Grab releases the ball by pressing both flippers. The Magna-Grab display effect must be running at the time to drop the ball. If you drop the ball directly to the flipper and shoot the big loop all loops will be awarded at 2X. Alternatively, you may time the release of the ball as it is swinging so that it enters the left Under Flipper lane and triggers the Skill Shot roll under switch within a short time period and you will be awarded one of the Imposter Battle awards:

- Level 1 - 15M and Light Ally
- Level 2 - 20M and +1% Annihilation Bonus
- Level 3 - 30M and +1x Destruction Jackpot
- Level 4 - 250M

ALLIES

Use Allies to help Godzilla along the way. Each Ally has their own unique perk that will help in certain situations. The Allies are:

- Rodan - 2X Playfield scoring for 60 seconds
- Mothra - Left outlane ball saver that will be used when there is not a ball saver running
- Anguirus - Lights the action button to add a ball during any multiball

Lighting Allies

There are several ways to light Summon Ally on the scoop billboard including:

- Destroy Jet Fighters, awarded at thresholds 5, 21, and every 12 beyond that
- Progressing halfway through a Tier 1 Kaji Battle
- 6 Consecutive Loops
- Hitting 3 of 5 shots in a Rage Combo sequence
- Collect a Level 1 Imposter Battle award
- Hit a Super Secret Skill Shot
- Mystery Award

Collect Ally

When Summon Ally is lit on the scoop billboard you can now shoot the scoop to collect an Ally. The currently lit Ally insert on the playfield will cycle between unlit ones using the right flipper. You can then set up a shot to the scoop by holding the ball on the left flipper, and use the right flipper to light the ally you want before shooting the scoop.

RAGE COMBO

Rage combo is available on the left inlane and is lit primarily from every 3 levels of Heat Ray that you level up. You can also light it by the Light Inlanes Mystery award. Rolling over the lit left inlane will light the right ramp to start the 5-way Rage Combo sequence. The following shots must be made in succession:

1. Right Ramp
2. Left Ramp
3. Center Spinner
4. Big Loop
5. Tail Whip

Each shot awards $3M + 1M \times \text{the number of the shot in the sequence}$. Each activation the base value will increment by 1M. Making 3 of the 5 shots will light an Ally. You can light Ally up to 3 times per game on different Rage Combo attempts. The 2d time it awards on the 4th shot and the 3rd time it awards on the 5th shot. Making the 5th and final shot will score a 20M bonus and increase the Destruction Jackpot multiplier as well as light it- which can only be done one time per game.

MONSTER RAMPAGE

Spellout

Complete R-A-M-P-A-G-E spellout to start Monster Rampage. Each letter can be collected at the left spinner at the start of a game, after changing Cities, after collecting a Destruction Jackpot, or after collecting an Ally.

Rampage

This single ball mode starts with a generous ball save. The shots will move left to right across the playfield every 15 seconds. You can shoot the lit shot repeatedly as many times as you can before it moves on to the next shot. The jackpot value starts at 3M and increases by 1M for each jackpot collected. The roving shot sequence is:

1. Left Ramp
2. Building
3. Center Spinner (around this point in time ball save ends)
4. Right Ramp
5. Loop
6. Tail Whip
7. Left Spinner

Make 10 shots during the mode to award an Extra Ball the first time the mode is run. On subsequent starts you will be awarded +1X Destruction Jackpot.

HEAT RAY

Charging

Charge the Heat Ray by spinning the center spinner enough times. The playfield inserts will indicate what level the Heat Ray is currently at. When the Heat Ray insert is flashing all by itself the Heat Ray is charged.

Activating

The action button will begin flashing blue once eligible shots can be collected by the Heat Ray. Once the action button is flashing, hold the action button to build up the Heat Ray to collect all lit shots. As soon as the meter on the display reaches 100% the shots will be collected and the sum total of all awarded shots will be displayed. The more times you use the Heat Ray, the longer you will need to hold the action button to use it, however, this can be sped up by conquering three Cities. The Heat Ray cannot be used on Destruction Jackpots.

Super Spinner

After using the Heat Ray, the next spinner shot will score Super Spinner points for 1 spinner rip only. Super Spinner spins are worth 6X per spin the normal spinner value but this value is capped to 25M or 50M if Rodan (2X Playfield) is running.

Cooldown

Heat Ray enters a cooldown period when used in Tier 2 Kaiju Battles and multiballs. Once the mode ends the Heat Ray can begin charging again.

CITY COMBOS

Each of the 4 Cities has a set of unique combos, 3 combos on the Premium / LE and 2 on the Pro. Hit each shot in sequence to get the award. There is no time limit between shots as long as no other switches kill the combo. An Extra Ball is awarded after completing 5 City Combos. Each Combo and the shots to complete them are listed on the Instant Info page with the status of if it has been collected already or not.

Combo	1st Shot	2nd Shot	3rd Shot
Tokyo Combo 1	Center Spinner	Big Loop	Mecha Side Lane
Tokyo Combo 2	Right Ramp	Building Through	Big Loop
Tokyo Combo 3 (Prem/LE only)	Center Spinner	Pop Bumper	
New York Combo 1	Left Ramp	Center Spinner	Mecha Side Lane
New York Combo 2	Right Ramp	Left Ramp	Pop Bumper
New York Combo 3 (Prem/LE only)	Right Ramp	Center Spinner	Mecha Side Lane
London Combo 1	Right Ramp	Left Ramp	Scoop
London Combo 2	Right Ramp	Building Through	Shield Targets
London Combo 3 (Prem/LE only)	Left Ramp	Captive Ball	
Paris Combo 1	Left Ramp	Right Ramp	Left Spinner
Paris Combo 2	Left Ramp	Right Ramp	Building Hit
Paris Combo 3 (Prem/LE only)	Left Ramp	Left Spinner	Under Flipper

***Note: Premium / LE only combos all require the Building to be in Lock position.**

GODZILLA / MINILLA WALLOP

If no mode is running, shooting the Reverse Building shot will award Godzilla Wallop as one of the currently lit shots. Further Reverse Building shots during the mode just award 1M. If no mode is running, this will award a Minilla Wallop of just 5K. Any time a Wallop is awarded it will also light Advance Train at the left ramp if it is not already lit. There are a limited number of ball saves for shooting this shot which defaults to 2.

LOOPS

Shoot the big loop from the upper flipper to score 350K +10K per loop up to a maximum of 750K. Consecutive loop shots also add +1X to the Loop value for only that consecutive sequence up to a maximum of 10X. When started from a lit Magna Grab post the loop value is 2X.

Consecutive Loop Awards

Reaching consecutive loop thresholds awards the following but once they are achieved they are no longer available:

- 3 consecutive loops: +1 Godzilla Powerup
- 6 consecutive loops: Lights Ally
- 10 consecutive loops: +3 Godzilla Powerup

Total Loop Awards

Reaching total loop shot thresholds awards the following:

- 25 total loops: +1X Destruction Jackpot and Lights it
- 40 total loops and every 40 beyond: +1X Destruction Jackpot and Lights it

Tail Whip

Collecting Magna Grab when lit will light the Tail Whip insert shot to collect a Tail Whip. Collecting Tail Whips will give awards at certain thresholds:

- 3 Tail Whips: +2 Godzilla Powerups
- 7 Tail Whips and every 13 beyond: +2 Godzilla Powerups + Light Destruction Jackpot

SUPER TAIL WHIP

Shooting the Big Loop followed by the Tail Whip awards a Super Tail Whip worth 2x the value and collects 2 Tail Whips.

TRAINS

Light Advance Train at the Left Ramp by shooting:

- Captive Ball shot when Attack Bridge is lit
- Godzilla Wallop / Minilla Wallop - Reverse Building shot
- Scoop

Shoot the left ramp when Advance Train is lit to collect 1 train for 2M points + 200K per train. Collecting Trains will also give awards at the following thresholds:

- 3 Trains - +2 Godzilla Powerup
- 5 Trains - Super Train Starts on Prem / LE, 50M on Pro
- 10 Trains - +1x Destruction Jackpot and Lights it
- 15 Trains and every 10 beyond - 50M
- 20 Trains and every 10 beyond - +2 Godzilla Powerup

SUPER TRAIN (PREM/LE ONLY)

Timed mode starts immediately when you collect 5 Trains. The building is set to divert the balls back to the same flipper they came from to be able to loop either ramp. Making ramp shots awards points and increases the value of the next shot. If you hit any switches that are not involved in making the loop shot the point value will start over. Shooting through the building or starting another multiball will end the mode before the timer has counted down.

Right Ramp Loops

Right Ramp Shots will add 3 seconds to the timer. Shooting 4 consecutive Right Ramps from the Left Flipper will cause the building to deliver the ball to the Right flipper on the 5th consecutive Right Ramp shot and will then light a Train Jackpot on the Left Ramp to be shot from the Right Flipper.

Left Ramp Loops

Left Ramp Shots will add 5 seconds to the timer. Shooting 5 consecutive Left Ramps will destroy the Bridge and cause the ball to be delivered to the playfield while also scoring a Train Jackpot.

Train Jackpot

Train Jackpot starts at 20M and is boosted by 2M for each consecutive Left Ramp scored in the mode. Each Train Jackpot also boosts the Train Jackpot value by 5M.

Godzilla Powerup

Godzilla Powerup energy can be collected by doing various tasks throughout the game. The energy is collected in the Godzilla Powerup meter at the upper left corner of the screen. Light Godzilla Powerup at the scoop by building up the meter to where the yellow up / down arrows are indicated on the meter.

Build up Godzilla Powerup energy meter by:

- Collect 3 Trains +3
- Tesla Strike Successful Finish +2
- Bridge Attack MB Start +1
- Megalon and Gigan Super +1
- Tier 1 Monster Defeat: initial +2 / replay +1
- Loops +1 or +3 at different times
- City Combo +1
- Monster Rampage Start +2
- Enter New City +1
- Saucer Attack MB Start +2
- Tank Attack MB Start +1
- Destruction Jackpot +1
- Tail Whip Award +2
- Powerline Attack Start +1
- Godzilla MB Super +1
- Mechagodzilla MB Start +1
- 5 Secret Combos +2
- Super Spinner Rip +1
- Super Secret Skill Shot +2
- Maser Mystery +1
- First City Under Control +2 (in addition to the Tier1 Monster Defeat)
- Jet Fighter Attack Start +1
- Jet Fighter Attack Finish +1
- Jet Fighter 27 kills (and every 12 after) +3

Powerup Levels:

Each time you shoot the scoop with the Godzilla Powerup lit you will be presented with a choice between two awards. There is a Left choice and a Right choice. For the first level there are more than 2 awards but 2 will be selected at random and displayed as the choices. For all the other levels there are only 2 award choices.

Level	Cost	Left Choice	Right Choice
Level 1	2	*GODZILLA MB BASE JP +250K	*MECHA MB BASE JP +500K
Level 1	2	LIGHT HEAT RAY	SKILL SHOT +1X MULTIPLIER
Level 1	2	15M POINTS	LOOP VALUE +250K
Level 1	2	DESTROY SAUCER	SAUCER VALUE +500K
Level 1	2	JET FIGHTER ATTACK +250K	COLLECT BONUS
Level 2	3	TIER 1 BATTLE TIMERS +10 SEC	TIER 1 BATTLE TIME BONUS +5X
Level 3	4	DESTRUCTION JP +3 SEC	TIER 2 BATTLE TIMERS +10 SEC
Level 4	6	LIGHT MONSTER ZERO	LIGHT TERROR OF MECHAGODZILLA
Level 5	6	SAUCER ATTACK +3 SEC	RAGE COMBO +3 SEC
Level 6	6	RODAN TIMER +15 SEC	MAGNA GRAB 2X
Level 7	6	SUPER SPINNER 2X	LOOP VALUE 2X
Level 8	6	UNCHOSEN OR UNQUALIFIED MODE FROM LEVEL 4	
Level 9	6	DESTRUCTION JP +2X	LIGHT ALL ALLIES
Level 10	6	COLLECT BONUS	COLLECT IMPOSTER

* Competition Mode default value instead of randomized. When random all players will have the same choices.

Mystery Award

Collect mystery awards at the Maser Cannon standup target when the Mystery lightning bolt insert is flashing. Qualify the target by either rolling over the switch directly right of the pop bumper or hitting the Maser standup target itself until Mystery is lit.

Awards

- +1X Bonus
- 5M Points
- +1 Tail Whip
- Advance Fighter
- Advance Train
- Advance R-A-M-P-A-G-E
- +1 Godzilla Powerup
- Begin Mechagodzilla Battle (only available one time when Mechagodzilla is offline)
- Advance Heat Ray
- Start Hedorah / Smog Monster Frenzy (only one time, must collect 2 Secret Combos)
- Light Ally
- Light Kaiju Battle
- Light Destruction Jackpot
- Light Inlanes
- Spot Tank
- Spot Powerline
- Spot Bridge Attack
- Destroy Saucer

SECRET COMBOS

There are 10 secret combos throughout the game. Collect 2 Secret Combos to make Hedorah Mystery award available.

HEDORAH / SMOG MONSTER FRENZY

Untimed mode that starts through Mystery Award after 2 Secret Combos have been collected. Light green insert lights at random shots around the playfield. Shoot the shot to collect Hedorah Award starting at 750K and incremented 15K for each switch hit. Center spinner only counts for 10 switches per rip. Once 100 switches are hit the light green insert starts blinking and indicates that Hedorah Jackpot is lit for 3X the Hedorah Award value. This mode never ends and can stack with all modes until the ball drains.

END OF BALL BONUS

- Cities: 750,000 x number of cities visited
- Tail Whips: 150,000 x number of tail whips
- Godzilla Powerup: 100,000 x number of Godzilla Powerups earned
- Fighters: 200,000 x number of Fighters destroyed
- Total Loops: 100,000 x total number of loops
- Bonus X: Incremented by +1X permanently for each city that Godzilla controls, Mystery can give you a temporary +1X increment for the current ball.

PLANET X MULTIBALL:

After Godzilla travels to all 4 cities and plays all of the Tier 2 Battle modes, Planet X will appear as an option at the scoop when Select City is lit. If all the Monster Monitor inserts are not lit yet in the final city you can choose to either stay in the current City or move on to Planet X. If all the Monster Monitor inserts are lit then there will be only one choice and Planet X will be auto selected from the selection screen. Once Planet X is selected you will be awarded with the final city Carnage Bonus and then the game will proceed to award the Earth Bonus.

Earth Bonus

The total of the Carnage Bonus for all 4 cities up to that point will be awarded again before you reach Planet X.

Planet X wizard mode

Planet X Multiball starts with 3 balls. This multiball has 4 stages where each stage adds a ball when you complete it. You can also drain down to a single ball but will end if that ball drains. The Heat Ray is disabled during Planet X Multiball. The Jackpots for each stage are multiplied by the number of cities Godzilla controls from the 4 cities on Earth that were visited, called "multiplier" below.

Defeat the Xiliens by making it through all of these phases:

1. 3 Powerline Targets (2M + 250K each hit) then Center Spinner (10M x multiplier)
2. All Tank shots (3M + 500K each tank) then Maser Cannon (15M x multiplier)
3. 5 Magna Grab shots (2M + 750K each shot) then Right Ramp (20M x multiplier)
4. All Arrows lit yellow (2M + 1M each arrow) collect all to start final shot Hurry-Up

Final Shot Hurry-Up

A 20 second hurry-up starts at the Scoop for 50M x multiplier. When the hurry-up times out the base value of 50M will still be collected though if the ball goes into the scoop after the time has expired. This will now start the Victory Challenge mode.

Planet X Victory Challenge mode

After the final scoop hurry-up, the Planet X Victory Challenge mode will start along with a 120 second timer. You must play through all four phases again and light the Final Shot Hurry Up again within the time limit or the mode will end and all balls will drain out. If you drain down to one ball in the Victory Challenge mode the mode will end.

MONSTER ZERO

Qualifying

Monster Zero is qualified by achieving a Super Jackpot in Godzilla Multiball. Once qualified it can then be selected as one of the awards for the Godzilla Powerup at Level 4. That powerup level is special in that it will not light until one of either Monster Zero or Terror of Mechagodzilla are qualified. If both are qualified then you will have a choice of which to select, if only one is qualified it will be automatically selected as it is the only choice. The mode that isn't chosen or qualified yet will be lit when the Godzilla Powerup reaches Level 8.

Starting

When the mode has been lit from Godzilla Powerup the building damage meter and arrow will light up with yellow chase lights. The ball needs to be shot up the middle through the building to the VUK on PREMIUM or to be caught on the Godzilla magnet on PRO. The mode will then start. This mode consist of 2 phases. A lock phase and a multiball phase.

Phase 1 - Locking Balls

Shoot green arrows to enable locks at the building shot. When the lock is lit red arrows will light for 30 seconds. Shooting the red arrows will build the Jackpot value for the forthcoming multiball. The Jackpot build rate multiplies for each ball that is locked. Repeat the sequence to lock up to 3 balls. Each locked ball boosts the Super Jackpot value. Locking at least one ball qualifies the Multiball phase if the ball drains before all 3 balls are locked.

Phase 2 - Multiball

Shoot lit arrows to score Jackpots which are multiplied by number of balls in play. Collect 10 Jackpots to light Super Jackpot at the Wallop shot (Reverse Building Shot). Super Jackpot builds the Jackpot Value by 1M. Super Jackpot Adds-a-ball the first time it is awarded.

TERROR OF MECHAGODZILLA

Qualifying

Terror of Mechagodzilla is qualified by achieving a Super Jackpot in Mechagodzilla Multiball. Once qualified it can then be selected as one of the awards for the Godzilla Powerup at Level 4. That powerup level is special in that it will not light until one of either Terror of Mechagodzilla or Monster Zero are qualified. If both are qualified then you will have a choice of which to select, if only one is qualified it will be automatically selected as it is the only choice. The mode that isn't chosen or qualified yet will be lit when the Godzilla Powerup reaches Level 8.

Starting

When the mode has been lit from Godzilla Powerup the building damage meter and arrow will light up with orange chase lights. The ball needs to be shot up the middle through the building to the VUK on PREMIUM or to be caught on the Godzilla magnet on PRO. The mode will then start. This mode is a flip count based multiball that has 4 stages.

Stage 1

1 Ball. All standup targets are lit for points, boost the target value, and add back 1 flip to the flip counter. Completing all the standup targets adds more flips to the flip counter. Each time the ball drains it will subtract 6 flips. Once all the flips run out the target values are locked in and Stage 2 will start.

Stage 2

2 Ball Multiball. The flip counter is now reset to 45. Shoot the spinners to build and score the spinner value. There are 2 spinner values for this stage. Left Spinner value and Center/Right Spinner value. The Left Spinner scores higher than the Center/Right Spinners. The Center/Right Spinner value cannot be increased higher than what the current Left Spinner value is set to. Spins to the Center/Right Spinners will still award full value but will not build value until the Left Spinner is also shot to increase that value. Once 100 spins are reached more flips will be added to the flip counter. Each time the ball drains it will subtract 5 flips. Once all the flips run out the spinner values are locked in and Stage 3 will start.

Stage 3

3 Ball Multiball. The flip counter is now reset to 60. Shoot the left and right Ramps to build and score the Ramp value. Collect 8 ramps to add flips to the flip counter. Each time the ball drains it will subtract 4 flips. Once all the flips run out the ramp value is locked in and Stage 4 will start.

Stage 4

4 Ball Multiball. The flip counter is now reset to 100. No more flips can be added. All previous stage's shots are lit at the locked in values. The pop bumper and captive ball now score 3M. Each time the ball drains it will subtract 3 flips. Once all the flips run out the flippers will turn off and all the balls will be collected and the mode ends.

OXYGEN DESTROYER

The Oxygen Destroyer outlane ball save is lit on the final ball of the game in the right outlane. Rolling over the outlane when it's lit and no other ball save is lit causes the ball to be saved but also starts the Oxygen Destroyer countdown at 12 seconds. You must shoot the ball up the middle through the building before the timer expires. If the shot is not completed in time the flippers will turn off and the ball will be collected. If the shot is successful the ball will be caught on the magnet and returned to the player to continue playing the rest of the ball.