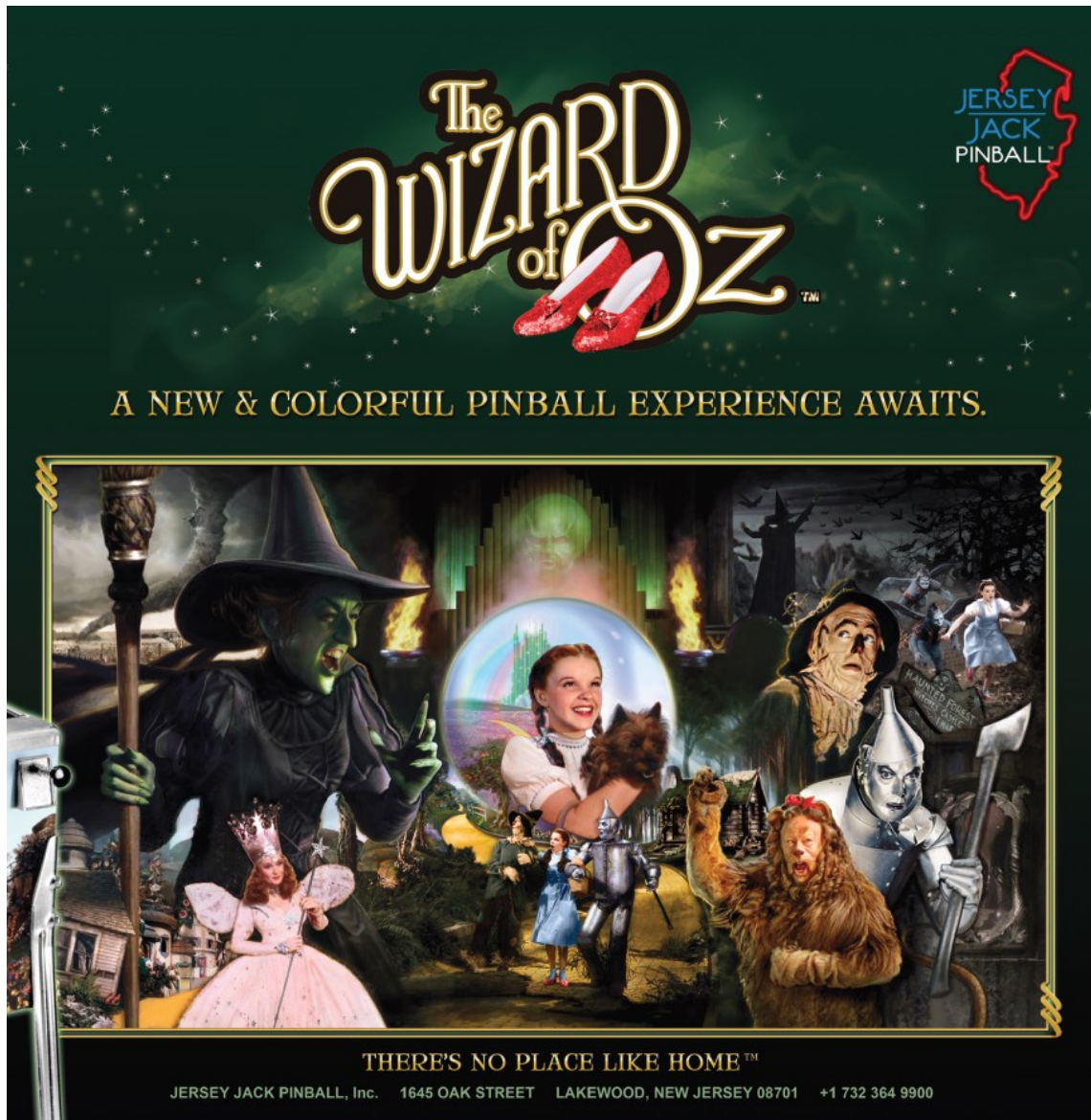


# Wizard of Oz Rulesheet

Version 1.24 (June 10, 2015)

*This version should be considered incomplete and I welcome and encourage additions, corrections, and editorial suggestions to improve the document.*

**Note:** Red text indicates items that may be incorrect or for which more information is needed.



## New To This Version

- General Clarifications and consistency in terminology
- Updated special thanks to those helping revise this
- Added images including playfield maps and rule flow chart.
- Added numbering system to playfield layout section matching playfield shot map
- Updated version information

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## Notes and Disclaimers

After playing and immensely enjoying the Wizard of Oz pinball and trying to better understand the rules I found that a lot of information was available but not in a single cohesive place other than possibly through a video. Videos are great and I highly recommend them to hear how some truly amazing players approach and strategize how to play this game; however, I wanted something that could be easily searched or referenced so I decided to put this together as an additional reference for players seeking such a guide.

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

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

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## References and Special Thanks

Portions of the rulesheet have been directly copied or paraphrased from the Wizard of Oz Operations Manual from June 2015 identified with 70-0001-00 and/or pages on the Pinball News Wizard of Oz pages (<http://www.pinballnews.com/games/wizardofoz/index.html>), an initial rulesheet and discussion located at Pinside (<https://pinside.com/pinball/forum/topic/woz-rulesheet-written>), and a wizard mode video located at <http://funwithbonus.com/somewhere-over-the-rainbow-wizard-of-oz-pinball/>.

Design credits obtained from the Internet Pinball Database (<http://www.ipdb.org/machine.cgi?id=5800>) and KingPinGames.

Special thanks to the additional people who have also contributed additions and corrections:

- Many pinside or tiltforum posters (in no particular order: alichino, Karl, dcfan, herg, pimp77, DaveH, pinball\_keefer (a programmer for this game), generica, neurokinetik, KingPinGames, DCFan, Snailman, dgpinball, excalabur, aobrien5, Devin Smith, rawfulevil, CapitalAuctions, and more that I probably haven't referenced)

## Machine Versions

Three versions of WOZ have been created by Jersey Jack. All differences between the versions are cosmetic (i.e. the game and software play the same between versions). Additionally some items changed throughout production so there may even be differences within a version.

### WOZ Standard Edition

- Silver color body armor
- Green tinted backglass
- Greenish glass topper showing wizards castle
- Can optionally add Invisiglass and/or Shaker Motor

### WOZ 75<sup>th</sup> Anniversary Edition

- Ruby Red color body armor
- Red tinted backglass
- Alternate topper showing characters from WOZ
- 4 custom toy playfield additions
  - Molded castle walls
  - 3D sculpted Twister
  - Lollipop (RAINBOW) targets
  - Sculpted Toto
- Shaker motor
- Originally limited to 1500 units but then made unlimited
- Can optionally add Invisiglass

### WOZ Emerald City Limited Edition

- Emerald Green color body armor
- Green tinted backglass
- Alternate topper showing Oz and some flames
- Shaker motor
- Invisiglass
- Limited to 1000 units, Numbered Plaque

### Design Credits

- Design by: Joe Balcer
- Art by: Jerry Vanderstelt, Greg Freres, Matt Riesterer
- Dots/Animation by: Jean-Paul de Win
- Mechanics by: Bryan Hansen
- Engineering by: Eric Meunier
- Music by: Chris Granner, Rob Berry
- Sound by: Chris Granner, Rob Berry
- Software by: Keith P. Johnson, Ted Estes
- Dennis Nordman built the original house model and the concept for the original witch mechanism.
- Matt Riesterer was the sculptor and fabricator of the Ruby slipper flippers, Munchkin huts and roofs, the witch legs in the house, the witch castle walls, the throwing apple trees, the witch, the State



Fair balloon, and the topper. In addition, he co-created the laser-cut Oz head, helped design the crystal ball, and helped with the powder coating.

### Abbreviations

- BTWW – Battle the Wicked Witch
- ECM – Emerald City Multiball
- HOADC – Horse of a Different Color
- SOTR – Somewhere Over The Rainbow
- TNPLH – There’s No Place Like Home
- VUK – vertical up-kicker
- WOZ – Wizard of Oz
- YBR – Yellow Brick Road

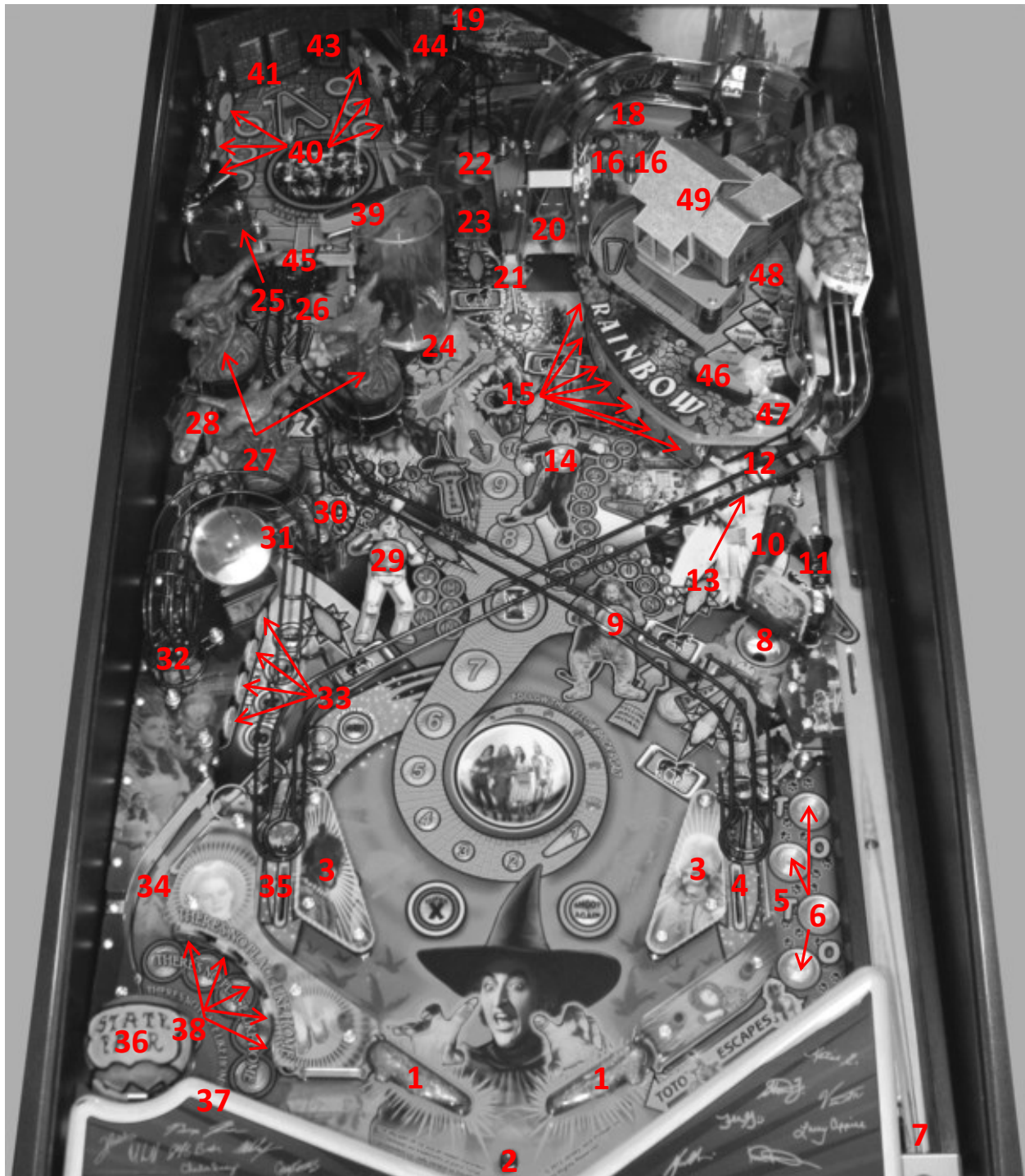


Image of lower playfield. Note the ruby red slippers on the flippers.

In the next section you will see and read about the playfield layout. Please forgive the black and white tone I had to give the playfield. It was the only way I could make the reference numbers stand out.

## Playfield Layout

This is a glossary of the shots and features that will be referred to during the discussion of the game. Because WOZ is a rather cluttered widebody design, this section is quite lengthy. The features are, in general, described starting from the lower right and proceeding counter-clockwise around the main playfield and then describing the two upper playfields.



## Main-Playfield

1. Flippers  
Normal configuration
2. Center Post  
Between the flippers
3. Slingshots  
Normal configuration.
4. Right Inlane  
This inlane starts one or more hurry-up shots and is the end of the wireform leading from the Witch's Castle exit.
5. Right Outlane  
This outlane contains the T-O-T-O rollovers.
6. Toto Rollovers  
4 button rollovers used to spell T-O-T-O.
7. Manual Plunger  
This is a normal plunger. Its lane is medium length and deposits into the right orbit. Different plunge strengths will result in the ball going completely around the orbit, falling into the OZ lanes, or coming down the right orbit to the upper flipper on the main playfield. This enables different skill shots.
8. Throne Room Saucer  
A standard saucer with a lit etching of the wizard above it.
9. Lion Rollover  
A button rollover located left of the throne room
10. Upper (Main Playfield) Flipper  
Standard Flipper used to hit select shots.
11. Collect Lane  
Accessed by raising the right flipper and hitting the ball into this hidden lane which leads to the plunger area.
12. Munchkinland Magnet  
A magnet located in below the exit hole from the mini-playfield above. Used to capture the ball when starting a munchkin mode.
13. Right Orbit  
This lane leads past the upper right flipper around the back of the playfield to the upper left flipper, exiting down the Left Orbit.
14. Scarecrow Rollover  
A button rollover located below the Rainbow targets
15. Rainbow Targets  
7 colored targets left of the right orbit
16. Oz Lanes  
Two standard lanes near the top of the machine to collect O and Z letters. Each pair advances multiplier to a maximum of 10x.
17. Oz Lane Slingshots (Not indicated on playfield map. Under Twister Mini-Playfield)  
Below the O-Z Lanes and instead of adding more bumpers

18. Flying Monkey Magnet  
A magnet above the O-Z lanes used to stop and hold the ball when Capture Dorothy is lit
19. Flying Monkey Toy  
The Flying Monkey toy captures Dorothy and brings her to the castle.
20. Ramp  
Feeds Munchkinland (lock for Emerald City Multiball) or Twister Mini-Playfield.
21. Glinda Target  
A bright pink target between the ramp and Winkie Guard Drop Target.
22. Castle Entrance Vertical Up Kicker  
A VUK located behind the Winkie Guard Drop Target. It feeds the Witch's Castle mini-playfield.
23. Winkie Guard Drop Target  
A drop target in front of the Castle Entrance VUK
24. Wicked Witch / Witch Target  
The Wicked Witch is a playfield toy that raises and lowers. The Witch Target is located on the playfield where this toy resides. Near the witch and under the playfield are two magnets which can play tricks with the motion of the ball.
25. Left Orbit  
The left orbit is achieved by shooting through the Haunted Forest Trumper Bumpers and advances the Yellow Brick Road, feeds the Winged Monkey when available, collects a Horse of a Different Color if available, and if nothing else, sends the ball round the orbit lane to the upper right flipper.
26. Winged Monkey Targets (Left target not indicated on playfield map. Behind upper left bumper.)  
Two blue targets on each side of the left orbit. These both need to be hit some number of times to activate the Winged Monkey / Capture Dorothy feature.
27. Haunted Forest Trumper Bumpers  
Three pop bumpers on the left side of the playfield.
28. Haunted Forest Target / SKILL Target  
A target on the left wall near the bumpers. It can only be hit by a precise shot from the upper right flipper or a bounce off the pop bumpers.
29. Tin Man Rollover  
A button rollover located below left orbit.
30. Switch/Rubber between spinner and bumpers (does this have a name?)  
Relights Glinda target
31. Crystal Ball Spinner  
Standard spinner located at entrance to Crystal Ball lane
32. Crystal Ball Lane, Saucer, VUK, and Toy  
After passing the spinner the ball will be redirected down to a saucer with VUK. Between the entrance and the saucer is the Crystal Ball toy.
33. Ball Targets  
4 standup targets used to spell B-A-L-L which then lights the Crystal Ball feature.
34. Left Outlane  
A standard outlane but with unique ball save feature at the bottom.



35. Left Inlane

This inlane starts one or more hurry-up shots and is the end of the wireform leading from the Ramp and Crystal Ball VUK.

36. State Fair Balloon Bumper

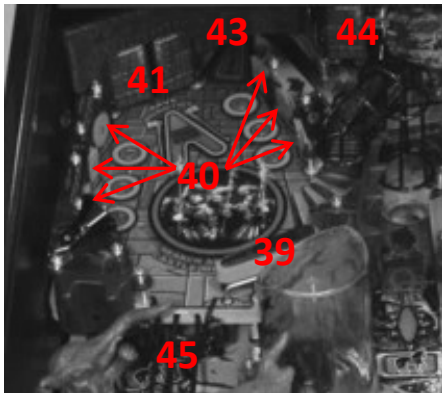
A standard bumper that is fed from the left outlane. Only about 40% of the bumper is available to be hit by the ball.

37. Additional Switch

An additional switch next to the State Fair Balloon Bumper

38. There's No Place Like Home Targets

5 targets around the exposed portion of the State Fair Balloon Bumper. These activate the left lane ball save feature when all are lit.



### The Witch's Castle Mini-Playfield (Upper Left)

39. Flipper

A standard size flipper

40. Rescue Targets

6 targets used to spell R-E-S-C-U-E

41. Castle Doors

A pair of doors with a saucer behind it.

42. Rescue Saucer (Not indicated on playfield map. Hidden behind castle doors)

Saucer which starts Rescue Multiball

43. Search Orbit

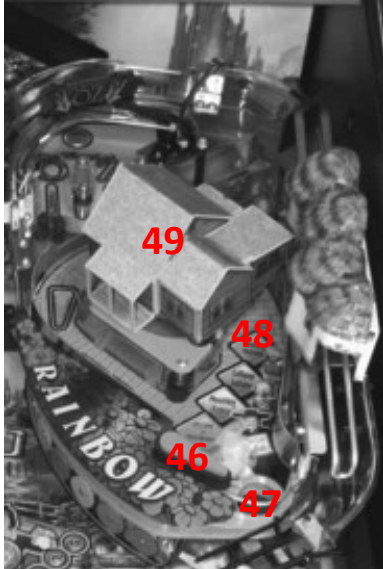
An orbit at the top of the mini-playfield that when lit completes virtual locks in support of Rescue Multiball.

44. Winged Monkey Door / Lock Area

A door in the upper right of this mini-playfield behind which Dorothy can be captured (a ball locked)

45. Exit Lane

Returns the ball to the right inlane.



#### Twister Mini-Playfield (Upper Right Mini-Playfield)

46. Mini-Flipper

A mini-flipper

47. Exit Hole

A hole in the mini-playfield below the mini-flipper which drops the ball to the right orbit slightly above the upper right flipper.

48. Twister Orbit

An orbit going around the house to make it spin.

49. Spinning House

A toy on this mini-playfield which spins with each twister orbit that is made.



## Rules

Note: A rule flowchart (created by Jean-Paul De Win the WOZ Animation director) providing a very nice visualization of how things progress in this game is available in the WOZ user manual version 3.0. This flow chart is also presented at the end of this document. The original version may be downloaded at

[http://support.jerseyjackpinball.com/downloads/woz/Wizard\\_of\\_Oz\\_Manual\\_3\\_0\\_June\\_2014.pdf](http://support.jerseyjackpinball.com/downloads/woz/Wizard_of_Oz_Manual_3_0_June_2014.pdf).

## Basic Features

### *Skill Shots*

Skill shots are available at the start of each ball and any time the ball is locked and a new ball is served to the shooter lane (excluding the start of multiballs). This also means that during multiplayer games if a player locks a ball and it is replaced from the playfield they don't get the skill shot opportunity.

#### Oz Lanes

Plunge ball so that it goes through the lit lane (which cannot be controlled by flippers). Starts at 5,000 points and increases by 1,000 with each subsequent skill shot. Also awards an OZ multiplier.

#### Witch Skill Shot

Plunge ball so that it feeds the upper right flipper and then hit the witch target. Starts at 5,000 points and increases by 1,000 with each subsequent skill shot. Also starts a Wicked Witch Hurry Up.

#### Haunted Forest Skill Shot

Plunge ball so that it feeds the upper right flipper and then hit the haunted forest (skill) target. Starts at 7,500 points and increases by **?2,500?** with each subsequent skill shot. Also starts a haunted mode.

#### Ball Targets Skill Shot

Before plunging note the lit B-A-L-L target then plunge ball so that it feeds the upper right flipper and then hit the B-A-L-L target that had been lit. Starts at 10,000 points and increases by **?5,000?** with each subsequent skill shot. Also spots all BALL letters.

### *Inlane Hurry Ups*

There are 5 different hurry ups available from the inlanes when they are lit. Each hurry up decreases in value over a short period of time until it expires or the hurry up is collected. If a hurry up is collected the next time you start that same hurry up the starting value will be higher.

The hurry ups available from the left inlane are:

- Rainbow – hit any rainbow target
- Oz – hit the right orbit to feed the Oz lanes
- Wizard – hit the throne room saucer

The hurry ups available from the right inlane are:

- Spinner – hit the Crystal Ball spinner
- Oz – hit the left orbit to feed the Oz lanes
- Winkie – hit the Winkie Guard Drop Target

### *Glinda Awards*

When lit, hit the Glinda target for a “timely, helpful, magical” award.

The awards are:

- During crystal ball mode: except during flipper frenzy hitting Glinda will implement a short timer which negates the existing crystal ball modes curse (lights out, lights on, ...) while maintaining the 2x scoring.
- During haunted mode: adds time
- During ECM
- During Rescue Multiball
- During munchkin mode
- During wicked witch hurry-up
- During Fireball Frenzy
- When no modes are active: typically spots a Rainbow or Ball letter

To relight Glinda hit the rubber between spinner and bumpers.

### *Wizard Awards*

Spell W-I-Z-A-R-D using the throne room saucer to get a random award from the wizard.

Possible awards include:

- Light Extra Ball
- Spot Character
- Multiball
- Points (2,500, 5,000, 7,500, 10,000, ...)
- Light Special
- More to be determined



### *Horse of a Different Color*

There are six shots around the playfield that can be lit to collect a colored horse toward Horse of a Different Color (HOADC): They are the crystal ball spinner lane, left orbit, Castle Entrance VUK, ramp, right orbit, and throne room saucer.

Throughout the game the horse inserts around the playfield will randomly change color (and be relit if collected) at the slingshot below the OZ lanes. Each time you make a horse shot that colored horse will be added to your collection (of 4 to 7 horses). If you make the same horse color again you increase the value of that horse's color. If you have a full collection of horses collected and add another horse that horse will be placed in the leftmost slot and the other horses will shift to the right with the rightmost one falling off the list.

Progress on HOADC continues between balls (i.e. doesn't restart at the lowest level).

Collection of HOADC points is done by hitting the Collect Lane behind the upper right flipper once you have a full stack of horses (4-7 depending upon what you've done previously).

HOADC points are awarded based upon the number and color of horses you have collected. Additionally horses required for the next collection will be increased or decreased and a munchkin multiplier may be added to for the ball in play.

The below summarizes and gives examples of how this works:

Each color horse is worth a specific point value.

- White: 500 points (note: this is actually displayed as a cow!)
- Rainbow : 400 points
- Red: 350 points
- Orange: 300 points
- Yellow: 250 points
- Green: 200 points
- Blue: 150 points
- Violet: 100 points

All horse values added together equal the base points.

Then the horse colors are evaluated to determine the first multiplier.

- If each horse is a different color or all are the same color then this is considered a success
  - base points are multiplied by the number of horses in that collection (4-7)
  - and the number of horses required for the next collection is increased by 1 (to a maximum of 7)
  - and the munchkin multiplier for the current ball has 0.5, 1.0, 1.5, or 2.0 added to it (for collecting 4, 5, 6, or 7 horses respectively). This multiplier is 1x at the beginning of every ball and caps at 10x.

- If at least two different colors and at least one color is repeated then this is considered a failure
  - base points are multiplied by 0.5 (i.e. they are halved)
  - and the number of horses required for the next collection is decreased by 1 (to a minimum of 4).

Then the horse colors are evaluated for a second time to determine a second multiplier.

- If all one color (and not rainbows)
  - Another multiplier of 3x is applied (e.g. Base points X number of horses X 3)
- If all rainbows
  - Another multiplier of 5x is applied (e.g. Base points X number of horses X 5)
- If some but not all were rainbow horses
  - Another multiplier of 0.5 for each rainbow horse is applied (e.g. Base points X number of horses X 0.5 (if one rainbow present and not colors duplicated))
  - Another multiplier of 0.5 for each rainbow horse is applied (e.g. Base points X 0.5 X 0.5 (if one rainbow present and a color was duplicated))
- If none of the above this multiplier is not used. For mathematical purposes consider it to be 1x.

As such the scoring is: Base Points X First Multiplier X Second Multiplier

Here are some scoring examples

- 4 Rainbow = 32,000 = (400 + 400 + 400 + 400) \* 4 (Success) \* 5 (All Rainbows)
- Y, G, B, V = 2,800 = (250 + 200 + 150 + 100) \* 4 (Success)
- Y, G, B, Rainbow = 2,000 = (250 + 200 + 150 + 400) \* 4 (Success) \* 0.5 (Rainbow)
- Y, B, V, V = 300 = (250 + 150 + 100 + 100) \* 0.5 (Failure)
- V, V, G, Rainbow = 200 = (100 + 100 + 200 + 400) \* 0.5 (Failure) \* 0.5 (Rainbow)

## Ball Saver Modes

### *There's No Place Like Home (Left Outlane Ball Save) Mode*

After the ball goes down the left outlane nudge to light the 5 There's No Place Like Home (TNPLH) targets (which carry over from ball to ball until completed). Once successful a ball will be placed in the plunger lane and after plunging a four stage timed mode will begin. All lit targets in each stage must be completed before time runs out or the ball drains in order to collect bonus points and continue playing / save that ball. The stages are:

- Spell R-A-I-N-B-O-W
- Shoot Crystal Ball and Throne Room
- Shoot Left Orbit and Right Orbit
- Shoot Ramp

Additional time is added to the timer after each successful shot.

It is possible to complete RAINBOW with one shot or a combination. (I have had this happen 2 or 3 times but I'm not sure how other than very shortly after launching the ball and flipping.)

Note: if you somehow light all the TNPLH targets and the ball gets bumped back into play then it is pre-qualified for a future left outlane exit since the targets carry-over from ball to ball.

### ***Toto Escape (Right Outlane Ball Save) Mode***

After the ball goes down the right outlane and all T-O-T-O rollovers have been lit a ball will be placed in the plunger lane and after plunging the Toto Escapes mode will begin.

Under default settings, you have three opportunities activate and complete this mode. The three opportunities can be all on the same ball or across multiple balls. And if you do not complete an escape you will repeat it until you do.

For the first Toto Escape a single lit shot (typically the ramp) must be completed before time runs out or the ball drains in order to continue playing / save that ball.

For the second Toto Escape two shots must be completed and for the third Toto Escape three shots must be completed

After 3 Toto Escapes, the TOTO rollover buttons will always be Red, and if you drain down that outlane, the lower right quadrant of the display will say "Toto Exhausted."

- The rule flowchart shows two different escapes (Escape Elmira and Escape Castle). During the first escape the display shows Toto escaping from Elmira (jumping out of a basket and running home). During the second escape the display shows Toto escaping the castle (jumping off the drawbridge as it is raising).

### ***Tilt Warnings***

By default tilt warnings are per game and not per ball for this pinball.

### ***Features towards Battle the Wicked Witch and Somewhere Over The Rainbow***

Note that you can determine your progress towards BTWW and SOTR through the status presentations on the display by capturing a ball and holding it and then using the other flipper to change pages.

### ***Emerald City Multiball***

Spell TINMAN, LION, and SCARECROW via the playfield rollovers. As each is completed the lock will light at the entrance to the ramp and can be collected by shooting this ramp. The ball will lock in Munchkinland and a new ball will be placed at the plunger. After the 3<sup>rd</sup> ball is locked Emerald City Multiball (ECM) will start which also credits you with progress towards Battle the Wicked Witch (BTWW).

To earn a Jewel towards Somewhere Over The Rainbow (SOTR) during ECM you must collect a gift from Scarecrow, Lion, and Tin Man.

The required sequence to collect gifts is:

- Qualify all three characters (can be done in any order):
  - Rollover Lion and hit ramp before hitting another rollover.
  - Rollover Tin Man and hit ramp before hitting another rollover.
  - Rollover Scarecrow and hit ramp before hitting another rollover.
- Hit the throne room
- Collect a gift from each character (can be done in any order):
  - Rollover Lion and hit Throne Room before hitting another rollover.
  - Rollover Tin Man and hit Throne Room before hitting another rollover.
  - Rollover Scarecrow and hit Throne Room before hitting another rollover.

For reference, Scarecrow gifts a diploma (for brains), Lion gifts a medal (for courage), and Tin Man gifts a heart (for a heart).

Once the 3 gifts are collected the jewel is awarded, the Wizard says "Onto the next level", and then you get victory laps (**?at the ramp and left and right orbits?**) until the multiball ends.

Completing ECM will score 150,000 points based upon the below progression:

- Rollover 1 for 2,500 + Ramp 1 for 7,500
- Rollover 2 for 2,500 + Ramp 2 for 10,000
- Rollover 3 for 2,500 + Ramp 3 for 12,500
- Throne Room for 15,000
- Rollover 4 for 2,500 + Gift 1 for 20,000
- Rollover 5 for 2,500 + Gift 2 for 30,000
- Rollover 6 for 2,500 + Gift 3 for 40,000

If you can combine these point collections with 2x or 3x scoring from the crystal ball and/or 2x or 3x scoring from Super X these points multiply significantly!

### ***Rescue Multiball***

To begin Rescue Multiball, Dorothy must be captured by the Winged Monkey and rescued by you. Progress towards rescue can occur prior to Dorothy being captured but rescue itself can't be completed until after Dorothy has been captured.

To Capture Dorothy, hit the lit Winged Monkey targets in the haunted forest until the Capture Dorothy insert on the back panel is lit. Then shoot the right orbit and the ball will be captured by a magnet above the O-Z Lanes. The winged monkey toy will then descend, pick up the ball, and return to the witch's castle where the ball will be locked behind the winged monkey door and a new ball will be placed in the plunger lane. If for some reason the Winged Monkey fails



to get the ball to that lock the game still recognizes that you have Captured Dorothy as indicated by the unlit Winged Monkey targets in the bumper area.

To Rescue Dorothy the Winkie Guard drop target must be knocked down (multiple hits may be required) and the castle accessed via the VUK hidden behind it. Then on the castle mini-playfield RESCUE must be spelled, the door must be hit 3 times (so it will open) and the ball must be shot into the Rescue Saucer. At this point Rescue Multiball will start which also credits you with progress towards BTWW.

Prior to Rescue Multiball additional balls can be added to this Multiball by spelling rescue and shooting the lit Search orbit. This also has an added benefit of increasing the jackpot values but comes at the disadvantage of requiring you to spell RESCUE again before you can start the multiball!

During this multiball the following jackpot shots are lit: Spinner, Left Orbit, Winkie Drop Target, Ramp, Right Orbit, and Throne Room. For each of those shots, the first time you hit it will award a 1x jackpot. The second time will award a 2x jackpot. The third time will award and 3x jackpot. And hitting it after that will award some lesser value.

Once a 3x jackpot has been achieved for a shot it will light a corresponding R-E-S-C-U-E target letter on the castle mini-playfield (R – Spinner, E – Left Orbit, S – Winkie Drop Target, C – Ramp, U – Right Orbit, E – Throne Room) and enable Super Jackpot. To collect a super jackpot you need to hit the castle doors to open them and get the ball into the rescue saucer. You can stack the super jackpots to get even more points (e.g. collect 3x jackpots at multiple locations and then get the super).

Note that once a super jackpot is collected all shots revert back to 1x so keep that in mind if you have good progress towards lighting the Rescue letters (e.g. 2x on the other jackpot shots). Fortunately a super jackpot does not unlight the rescue letters that have been collected.

Once all R-E-S-C-U-E letters have been lit (by collecting 3x jackpots from all jackpot shots) and by a Mega Jackpot can be collected by getting a search orbit to castle door combo (i.e. hitting the search orbit and then immediately hitting the castle doors).

It is possible to stack the super jackpot and mega jackpot together. **I think this is done by first opening the castle doors before doing the search orbit to castle door (now saucer) combination.**

Scoring a Mega Jackpot also immediately awards a Jewel towards SOTR.

Additional Notes:

- Spelling R-E-S-C-U-E is based upon getting “advances” on the castle mini-playfield.
  - Hitting a specific letter is one advance for that letter.
  - Hitting the search orbit is one advance for the first unlit letter.

- Hitting the Rescue Saucer is two advances for the first unlit letter(s)
- Prior to the first rescue multiball only one advance is needed per letter. Prior to the second rescue multiball two advances are required per letter. Prior to the third rescue multiball three advances are required per letter. And so on.
- The search orbit will be lit when spotting a letter is available.
- There is a rare circumstance where you could get the mega without super, but it involves all the letters being ready when multiball started and collecting it before the locked ball leaves the castle mini playfield.
- If the mega is lit, its rules (combo shot) take precedence over the door-smashing rules.

### *It's a Twister! Mode (Spinning House, Munchkin Modes)*

Spell R-A-I-N-B-O-W to light Twister and then access this by putting the ball up the ramp. The ball will then be diverted to the Twister mini-playfield to be shot around the orbit by the mini-flipper and spin the house. (Note: If lock is also lit that will take precedence.) After 10 orbits are made and the ball exits the mini-playfield a random Munchkin Mode will begin and you will also be credited with progress towards BTWW. Also, if you exit the mini-playfield fairly early the ramp will still be lit to regain access to the Twister mini-playfield.

A jewel towards SOTR is awarded as soon as you start Munchkin Multiball (which is always the fourth and final Munchkin Mode).

The Munchkin Modes are:

- Welcome to Munchkinland – 25 second mode, all shots score 1000 points, rainbow increases value
- Munchkin Frenzy – 25 second mode, all switches score 100 points, rainbow increases value
- Lollipop Lullaby – to be determined
  - Flashing shots add a dancing group? Pink shots switch groups? Chain dancers together for big ??? points?
    - Solid shots score 500?
    - Flashing shots score 1000?
- Munchkin Multiball – The twister orbit is lit for a jackpot for which the value is based upon how you did in prior munchkin modes. After collecting the jackpot it can be relit by hitting the lit shots on the main playfield.

Additional Notes:

- All munchkin scoring is applied during the bonus (after standard multiplier is applied to existing score for that ball). As such, tilting can have serious (point) consequences.
- Additionally, a specific munchkin multiplier awarded from HOADC completions during one ball applies to munchkin scoring for that ball. As such, completing HOADCs during the same ball as one (or many) munchkin mode(s) can be advantageous.

### ***Wicked Witch Attack / Fireball Frenzy***

Shoot the witch target 3 times to start a wicked witch attack and then hit the wicked witch target 2 times before the hurry up ends to complete the mode.

When you've completed three wicked witch hurry-ups the Fireball insert in front of the Wicked Witch will flash red. Hitting the witch target once more will start Fireball Frenzy and credit you with progress towards BTWW. During Fireball Frenzy shoot the blue flashing arrow to score a jackpot and avoid the red flashing arrow(s) as if you hit 3 of them the mode will end. Note: the flashing arrows move around during this mode after one is collected and more red flashing arrows can be added. The blue and red shots can be moved by hitting the witch target.

A jewel towards SOTR is awarded as soon as you collect 10 Fireball Frenzy Jackpots.

Additional Notes:

The points for blue shots during this mode are dependent upon your witch hurry up collections previously. The first blue shot is worth half the total of the 3 prior hurry ups. Hitting a blue shot adds 500 points to this value. Hitting a red arrow decreases the jackpot by 500 points.

### ***Mini-Wizard Mode: Battle the Wicked Witch***

After starting ECM, Rescue Multiball, a Munchkin Mode, and Fireball Frenzy you can start BTWW by hitting the witch target. This is a 2 ball multiball where you must hit 4 lit shots, lock a ball behind Winkie, and while that ball is held for a short period you must then hit the ramp to witch target combo in order to Liquidate the Witch and be immediately awarded a Jewel. Loss of a ball ends the mode. If you do not complete the ramp to witch target combo while the ball is held behind winkie you'll need to lock the ball their again for repeated attempts.

For the lit shots only 4 hits are needed. The eligible shots are Spinner, Left Orbit, Right Orbit, and Throne Room. Each shot starts out white and turn red if you hit it. A white or red shot will count towards your total of 4 but each white shots doubles the jackpot and red shots only add to the base value (which starts at 6250). This means that getting all 4 white shots to turn red would make the jackpot worth 100,000 points.

**If you Liquidate the Witch you are awarded a "Ding Dong the Witch is Dead" multiball with every shot worth 5000+ points. (More detail?)**

### ***Additional Features towards Somewhere Over The Rainbow***

#### ***Haunted Forest Modes***

Haunted Forest Modes are lit by spelling H-A-U-N-T-E-D via Haunted Forest Trumper Bumper hits and progress towards this spelling is shown via inserts in the playfield near these bumpers. Once a haunted mode is lit is started by the ball falling into the Crystal Ball VUK from the bumper area. It cannot be started using the Crystal Ball entrance lane.

To enhance player control of starting a haunted mode once HAUNTED is spelled you can stop the bumpers from popping by holding both flippers and if you time this correctly the ball will drop into the Crystal Ball VUK. (This is adjustable in settings to never allow or always allow as well.)

Each haunted forest mode is timed and gives bonus points for hitting specific shots. The number of shots hit also builds towards a value used during the Haunted Forest Multiball which is always the last mode awarded. The modes are:

- Haunted Shots – Extra scoring from select shots (Spinner, Left Orbit, Winkie Drop Target/Castle Entrance VUK, Ramp, Right Orbit, Twister Orbit, and Search orbit. Note that the Throne Room and HOADC collect shot are not haunted shots.)
- Haunted Targets – Extra scoring from the standup targets (TNPLH Targets, Ball Targets, Haunted Forest Target, Winged Monkey Targets, Witch Target, Winkie Drop Target, Glinda Target, Rainbow Targets, Rescue Targets, and Castle Door. Note that the rollovers do not count as a haunted target.)
- Haunted Holes – Extra scoring from the saucers and holes (Crystal Ball Saucer, Castle Entrance VUK, Rescue Saucer, Throne Room Saucer, Twister Mini-Playfield exit hole)
- Haunted Bumpers – Extra scoring from the bumpers and slingshots (haunted bumpers, outlane bumper, slingshots, and O-Z Lane Slingshots)
- Haunted Forest Multiball – A multiball where the haunted shots, haunted targets, haunted holes, and haunted bumpers score whatever you built them up to previously. Additionally a jackpot is lit at the Crystal Ball VUK for balls dropping down from the haunted forest area. **Once collected this is relit by spelling haunted.**

A jewel towards SOTR is awarded immediately upon starting Haunted Forest Multiball (i.e. start all 5 Haunted Forest Modes).

Additional Notes:

- **Haunted scoring is applied during the bonus and after the multiplier is applied to existing score for that ball.** As such, tilting on a ball with some great haunted scoring could be a significant mistake.
- During a haunted mode the shots always do what they normally do (e.g. Glinda will still give awards even if she is a haunted target). So think of the haunted modes as just a method to have increased points for a period of time.
- During a haunted mode if you spell haunted again (via the bumpers) it adds 10 seconds.
- Also, if you have a haunted mode start lit and spell haunted again it will increase the item value during the next haunted mode.
- If you spell haunted during Haunted Forest Multiball it requalifies the jackpot shot.

### ***Crystal Ball Multiball Modes***

Spell B-A-L-L to light this mode. Collect by shooting the Crystal Ball VUK through the spinner. A ball will then be auto-launched from the plunger lane. This mode will not start if the ball falls

into the Crystal Ball from the bumpers. The Crystal Ball modes feature 2 balls, a “curse”, and are awarded in a random, non-repeating order except for Flipper Frenzy which is always last. You can tell which mode will start next by the color displayed below the Ball Targets and change which mode will start next by hitting any Ball Target. The modes/curses and their associated crystal ball color are:

- Lights Off (Blue) – 2x scoring, all playfield inserts unlit
- Lights On (Yellow) – 2x scoring, all playfield inserts lit (a beautiful rainbow of colors and very lucrative)
- Weak Flippers (Green) – 2x scoring, flipper are weakened
- No-Hold Flippers (Red) – 2x scoring, flippers can’t be held up
- Flipper Frenzy (Light Blue/Cyan) – 3x scoring, flipper controls are reversed

A jewel towards SOTR is awarded immediately upon starting Flipper Frenzy (i.e. start all 5 Crystal Ball Modes).

### **Yellow Brick Road**

Advance the Yellow Brick Road (YBR) by hitting the ramp or orbit that is blinking yellow. Awards are given at specific increments as you advance (e.g. extra ball at 10, “Big Points” at 20, light special at 30, “Big Points” at 40, and a jewel towards SOTR is awarded immediately upon achieving 50 YBR advances. **Beyond that I do not know what the awards are.**

### **Wizard Mode: Somewhere Over The Rainbow**

Collect all 8 Jewels to light SOTR at the ramp. The 8 jewels that must be collected are listed below and method of collection described in more detail above.

- Complete Wicked Witch Battle (liquidate the wicked witch)
- Master Fireball Frenzy (collect 10 jackpots)
- Start Munchkin Multiball (play all munchkin modes)
- Travel the Yellow Brick Road (advance 50 times)
- Complete Emerald City Multiball (collect 3 gifts)
- Start Flipper Frenzy (play all crystal ball modes)
- Complete Rescue Multiball (score a mega jackpot)
- Start Haunted Forest Multiball (play all haunted modes)

After starting SOTR at the ramp the ball will be stopped so you can be given instructions on how to proceed. The instructions are:

- 3 rainbows: “hit” on castle, shots, targets
- Color value goes up each shot
- Relight shots by shooting same colored shot
- House loop changes doubled color (note: house loop is what I call Twister Orbit)
- Complete Rainbows to score a rainbow bonus
- Complete all 3 rainbows to increase scoring multiplier

- 3
- 2
- 1

(My conjecture based upon watching a video is that) During this mode the three rainbows can be found with 2 on the main playfield and 1 on the witch's castle mini-playfield. On the main playfield the first rainbow is the R-A-I-N-B-O-W targets and the second rainbow is made up of the below specific shots:

- Spinner is lit red
- Left orbit is lit orange
- Winkie/Castle Entrance VUK is lit yellow
- Glinda is lit yellow-green
- Ramp is lit green
- Right orbit is lit blue
- Throne room is lit purple

On the Witch's Castle playfield the third rainbow is made up of the below specific shots.

- R is lit red
- E is lit orange
- S is lit yellow
- Search Orbit is lit yellow-green
- C is lit green
- U is lit blue
- E is lit purple

When a rainbow is completed the playfield light show goes crazy. I've no clue if there is a way to complete this mode or if it is just a lucrative scoring mode.

### Extra Balls

Collected at the Throne Room.

Possibly Lit by advancing along the YBR (at 10, 50, and ...), ???, ??? (may require something else)

More to be determined

### Strategies

This section needs your input. Please consider contributing.

### If you feel overwhelmed

Regarding the game in general – it can be overwhelming if you try to take it all in at one time. Instead, it may be easier to learn the game if you take a long term progressive approach. First play until you know how to start ECM, Rescue Multiball, and Witch Attacks. Enjoy and get better at those until they are second nature. Then add in the Crystal Ball and Haunted modes and perhaps trying to get through them all to their multiballs. Then add in more like trying to collect gifts during ECM or superjackpot during rescue multiball or getting to Battle the Wicked Witch. And keep expanding after that.

## Stacking

Stacking of features and multiballs is very lucrative and recommended especially for features that multiply the scoring (like the crystal ball and haunted forest features).

In general though try not to activate Fireball Frenzy in a stack as if you have only select shots that are “good” it hampers your ability to score well without exiting that mode.

Also, it may help to be selective about avoiding certain crystal ball modes depending on your goals (whether they are points based or progress towards SOTR based).

## Super X Scoring

During a multiball, each active playfield becomes the multiplier. For example, if you're actively shooting balls on both the main playfield and the Munchkinland playfield, the multiplier changes to 2x. Add in the castle and you'll be at 3x. The playfields must be active meaning you cannot cradle a ball and maintain the multiplier.

If you have a double or triples scoring mode active (e.g. from Crystal Ball or Flipper Frenzy) then the multiplier is multiplied further (e.g. 2x – doubles to 4x or triples to 6x).

The colors of the Super X insert tell you what the current Super X multiplier is per:

- Cyan = 2x
- Green = 3x
- Yellow = 4x
- Orange = 6x
- Red/White = 9x

A simple ECM example of how to utilize this feature is using: With two balls cradled on the main playfield flippers, shoot one into the castle VUK. Once the VUK fires shoot the ECM jackpot shot to collect your jackpot value at 2x (or 4x w/Crystal Ball).

## Combining Stacked Features and Super X

Sometimes it is better to not score a key shot unless you have a crystal ball mode (2x or 3x scoring) running... and then also not scoring it until you Super X scoring active as well so that you can achieve 4, 6, or 9x scoring (which for a jackpot can be some very high points).

For example, collecting the gifts in ECM are worth base points of 20,000 - 30,000 - 40,000 points. Add in the crystal ball mode and they're worth 40,000-60,000-80,000. If you have balls on 2 playfields you can double that again (80,000-120,000-160,000) or on 3 playfields you can triple that (120,000-180,000-240,000). If you are lucky enough to have flipper frenzy running (3x) and get balls on three playfields the last gift could be worth 450,000 alone.

## HOADC and Munchkin Modes

HOADC It's EXTREMELY valuable if you did well on a munchkin mode that ball. WELL worth getting.

The points from a munchkin mode are given at the end of the ball bonus and the multiplier applies. Additionally, HOADC awards a Munchkin Multiplier which applies as well. Winning a 4-horse level adds .5x; 5-horse 1x; 6-horse 1.5x; and 7-horse 2x. The maximum is 10x. As such, completing HOADCs during the same ball can be advantageous as it provides a munchkin multiplier multiplies on top of the end of ball multiplier.

### Glinda Target

To be determined. I think Glinda target adds time during Crystal Ball modes?

### Quotes

To be determined

### Bugs and Potential Problems

- If the lights above the Rainbow targets (indicating which have been lit) need replacement it is not possible to tell which Rainbow targets need to be hit without cradling a ball and flipping through the status screens. This is a big issue for TNPLH where would be nice if the Rainbow letters were also somehow shown on the screen in such a way that it indicated those still needing to be hit (like perhaps unlit remain white and lit get colorized during this sepia mode).
- To be determined

### Easter Eggs

- There is a cow on the playfield near the right slingshot.
- Collecting a White HOADC gives a cow and also gives a mooing sound byte
- Entering KEF for initials ... does something with the lion on the screen I've heard
- More to be determined



## Additional Images from the Manufacturer's Flyer for the game

### A COLORFUL AND ENTERTAINING WORLD

Built on a widebody platform, **THE WIZARD OF OZ™** Pinball Machine is loaded with action on three playfields! Follow the *Yellow Brick Road™* through the main playfield, thematically split down the middle by the movie's theme of good vs. evil.

Rescue *Dorothy™* from the Castle of the *Wicked Witch of the West™*, spin the House through the Twister and visit the odd and colorful Munchkinland. You're definitely not in Kansas any more!



WICKED WITCH™ CASTLE



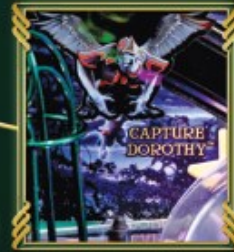
WICKED WITCH OF THE WEST™



TRUMPER BUMPERS™



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# Full Page Rules Flowchart

## Wizard of Oz Pinball – Rules flowchart

