**LittleWing
Solid State Pinball**

Golden Logres ™

Player Guide
for
Internet Edition

LittleWing CO.LTD.

LITTLEWING COMPANY LIMITED
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FOR GOLDEN LOGRES(TM) INTERNET EDITION

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PINBALL Basic Techniques 1

Pinball is not a luck testing game but a game in which you can test your "Technique". Because LittleWing pinball is a real time simulation game which calculates ball motion in accordance with the physical law, a ball rolls on the playfield reflecting the player's skill accurately. When you get familiar with the basic techniques introduced here you will be able to enjoy another charm of pinball which you have never experienced when you played without exact objects.

A player can control a ball by three methods that are; 1) Plunger shot, 2) Flippers, 3) Nudging (shaking the playfield). The flipper techniques which are introduced here are actual techniques that are used for arcade pinballs. When you master these techniques by LittleWing pinball, please try your technique with arcade machines. You will be surprised that the arcade pinball machine responds so differently with your "improved" techniques. Also we recommend you to watch a game if you find a "pinball wizard" in an arcade from his back. Maybe he pretends he is unaware of you watching. But he will be pleased to show you his super techniques if he finds you reflected in the back glass. Pinball is also a game to watch.

How to Defence
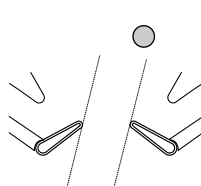
Fig.1 Double Flip
(Bad Defence)

"Double Flip" is a typical flipper operation of novices which means to flip up both flippers at the same time (fig. 1). With Double Flip, a big gap appears in center though It looks easy to hit a ball to do it. Please compare the gap made when you flip a one of flippers (fig. 2). Double Flip doesn't do any good. Only considering this should make the score much higher. <Continued on Page 3-3>
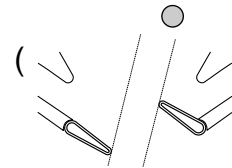

Fig.2 Good Defence

1. Installation

About Internet Edition of LittleWing PINBALL Software

The Internet Edition software runs as demonstration-version until you enter Key-Code. By purchasing the license, your own Key-Code will be sent from LittleWing. With the Key-Code, the Internet Edition software modify itself to run exactly the same with retail edition. The personalized Key-Code will be created by our system automatically and sent to you by e-mail.

How to purchase the license.

The procedure will be done easily by simply following the instructions of our site. Please access http://www.littlewing.co.jp/eng/online/ **for further informatin and to place an order.**

1. Please Read End User License Agreement. **It is shown in our site and also found in page 2 of this manual.**

> **IMPORTANT:** If you do not consent to the agreement, you shall not be able to use LittleWing PINBALL Software.

2. Please download Internet Edition software from our web site shown above.

3. Please print out either version of Order Form (HTML or PDF) of our web site shown above.

4. Please fill in the Order Form and send it to LittleWing by FAX.

Fax Number : (International call code) +81-764-22-6107Please ask your telephone company for assistance if you have any trouble to make an international call. 81 is the country code of Japan.

IMPORTANT: Note for customers except residents in Japan.The price is shown in Japanese Yen. The price shall be converted into the currency of your country by an exchange rate of your credit card company at withdrawal. (This is just like buying a souvenir in Yen during a trip to Japan.) Please ask your credit card company about the exchange rate and further details.

WARNING: Do not send the Order Form by e-mail since it contains your credit card Information.

5. You will recieve your own Key-Code by e-mail from LittleWing.
You will enter your e-mail address and your own Key-Code so that the Internet Edition Software will modify itself to run exactly the same with retail edition. Launch your Golden Logres right away!

2. Operation

To display the operation menu;

Macintosh: Click on "Operation" Menu in the menu bar
Windows: Click the right mouse button

The Contents of the Operation Menu

New Game: It starts a game
Resume : It resumes the suspended game. To suspend a game, click a mouse button for Macintosh and press ESC button for Windows.
Abort : It aborts the suspended game.
Practice Land's End : Practice mode of Land's End table starts.
Practice Land's End : Practice mode of Land's End table starts.

Following six keys are used in the game

Macintosh

Left Flipper:	Z
Right Flipper:	/
Plunger:	Return key
Push-Left Nudge:	X
Vertical Nudge:	Space bar
Push- Right Nudge:	.(Period key)

Windows

Left Flipper:	Z
Right Flipper:	Back Slash(next to the right shift key)
Plunger:	Right shift key
Push- Left Nudge:	X
Vertical Nudge:	Space bar
Push- Right Nudge:	/

Effect Sound ON : It the check is off, it doesn't play effect sounds
BGM Sound ON : It the check is off, it doesn't play BGM sounds
Display Option Setting... : It displays a dialog box of display options.
Sound Option Setting... : It displays a dialog box which has options regarding specs of sound cards. (Since all Macintosh have built-in sound function, Macintosh version doesn't have this option.)
Assign Keys: It changes the definition of keys used in a game. Also the changed setting can be reset to the original state here.
Save Game: It saves the current game.
Restore Game: It restores the saved game.
Create Contest File: It creates a report for High Score Contest Application.

3. Welcome to Golden Logres

The stage of Golden Logres is the ruined kingdom of Logres after Last Battle. King Arthur who was seriously wounded in the battle was taken to the land of the dead, Glass Island and waiting for his revival. The guardian wizard Merlin was confined by the witch Nimue and no one remains but Sir Bedivere, the last survivor at the start of a game. The purpose of the game is to revive the 11 Knights of the Round Table and reconstruct the Kingdom of Logres by achieving ten destined missions running through table to table with the Knights of the Round Table.

Golden Logres Story

They say King Arthur was a real person and ruled the Kingdom of Logres existed somewhere in Britain island. His life is full of legend and mystery.

King Uther plundered Ygerna from Gorlois, Duke of Cornwall and Arthur was borne by Ygerna and Uther. Uther entrusted Arthur to Merlin by their promise just after his birth. And he was brought up by Sir Ector without knowing his destiny as a king.

But one day he proved that he was the legitimate heir to the throne by drawing the sword from the stone. No one but Arthur succeeded to draw it because the sword was sealed in the stone by magic to be drawn only by the legitimate heir.

After the coronation, he was taken to a lake by Merlin and given Caliburn which is well known as Excalibur from the Lady of the Lake, the fairy queen. Caliburn was a magical sword which has a power to cut steel and emitted bright light which was equal to a hundred torches from itself.

He lived in the Castle Camelot with beautiful Queen Guinevere and ruled the Kingdom of Logres accompanied by many brave knights. Since he placed a big round table for the knights to gather, they were called as the Knights of the Round Table. There are lots of legends of their adventures that tell exciting stories of killing creatures and quests for magical treasures. Merlin, the greatest wizard was always close to him as his shadow to help him with his magic and prophecy. The great King Arthur established the golden age in the Kingdom of Logres.

One day the Knight of Purity, Sir Galahad appeared at Camelot accompanied by Merlin. The magical circle of the Round Table was completed by his coming which performed the miracle, the advent of Holy Grail.

And the Knights started their long hard quest for Holy Grail respectively. The account of the quest for Holy Grail is one of the most dramatic episode in their adventures. The quest for Holy Grail was accomplished by the Three Knights of Holy Grail who are Sir Galahad, Sir Bors and Sir Perceval. However, Holy Grail had never brought to Logres but remained in Sarras, far away from Logres.

Because of sins such as the incest Arthur committed with his half sister Morgause without knowing it and "Dolorus Stroke" which wounded Fisher King, the guardian of Holy Grail and involved brotherly murder of Sir Balin (one of the Knights of the Round Table) Holy Grail was never granted to Logres so it couldn't get eternal prosperity. Also his another half sister Morgan Le Fay conspired against Arthur time after time because her father was killed in the incident concerned with his birth. Merlin whom Arthur should rely on was sealed alive in a

rock by Witch Nimue with his own magic because of his love for her.

Many excellent knights were killed in the quest for Holy Grail. Also the tragic love of the most excellent knight Sir Lancelot with Queen Guinevere caused the Knights of the Round Table to split. And Last Battle caused by the coup d'etat by Arthur's illegitimate child Mordred had taken place.

As Mordred and Arthur equally suffered in the fight, Last Battle was over. Most of the Knights of the Round Table died on the battle field. King Arthur who was fatally wounded ordered Sir Bedivere, the last survivor to return Caliburn to the lake. As he threw Caliburn into the lake, an white arm caught the shining sword and carried it down to the bottom of the water. Great King Arthur was taken to Glass Island, in other words Avalon by his sister queens.

They say some day he will appear to rule the land again."Golden Logres" is the story after that. The last knight Sir Bedivere will go to Stonehenge to revive Knights to organize the Round Table by revelation. Knights will trace the past adventures again solving intricate spells and breaking the bonds to revive King Arthur with his kingdom which connects this world to Heaven.

*Golden Logres is a fiction and it has nothing to do with real people, matters or places.

PINBALL Basic Techniques 2

Deflection Post Transfer
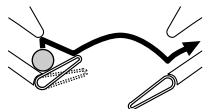
Fig.3 Deflect post transfer

Passing a held ball to the flipper of the other side is called "Deflection Post Transfer". It can be done by flipping the flipper which holds a ball down and up very quickly. Missing the timing to flip may cause dropping the ball between the flippers. To avoid this, only "practice" is the solution.

Intercept

This is a defensive technique for multiball. When a ball is going out of the reach of flippers, you can change its course by hitting the ball by another ball.
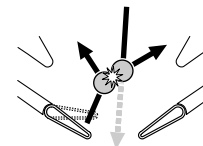
Fig.4 Intercept
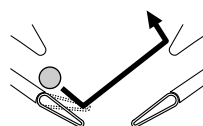
TIPS

Fig.5 Tip

When you are aiming at targets in the left direction and a ball comes from the left return lane, it is not possible to aim at the targets with an ordinary shot. In this case, you can shoot the right sling shot to bounce the ball to the left targets.

<Continued on Page 3-3>

PINBALL Basic Techniques 3

Holding
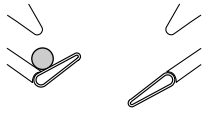
Fig.6 Holding

It is called "Holding' to hold a ball with a flipper as fig. 6. It is a basis of the attack. Please practice to aim at the target from this position.

Holding lift
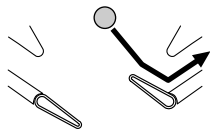
Fig.7 Holding Lift

With a ball coming to a flipper in a certain course, catching it with a flipper up can make the ball go to a return lane.

Trapping
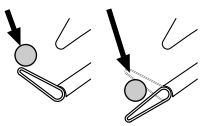
Fig.8 Trapping

This is a technique to stop the motion of the ball which comes to a flipper with much force. You wait the ball with a flipper up and flip down at the very moment of impact. To make it is very difficult but it is very impressive to see the success because the ball looks like "sticking" to a flipper as it trapped. It is not very effective for slow balls. It is called "Stop Shot" to shoot the ball with a flipper down from the trapping position.

Tapping
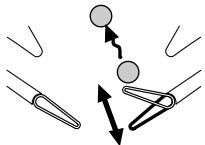
Fig. 9 Tapping

You can shoot a ball like "floating" by continuous quick flipping. The timing is also critical. In LittleWing pinball series, this technique works well as tapped ball from the right flipper can pass the ball to the right position for the left flipper.

Slide and Hit
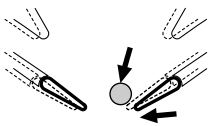
Fig. 10 Slide & Hit

When a ball is dropping to the out hole so close to a flipper, nudging playfield timely can send the ball to a position where flippers can reach. It is very effective to use this technique with other technique such as Pass Flip. In arcade pinball, sometimes a ball can be slid over six inches.

Power Shot

You can give a ball more force by nudging at a very moment of a shot by a flipper. It is called Power Shot. <Continued on Page 9-10>

4. Accolade Sequence & the Knights

4.1 About the Knights of the Roung Table

There are lots of characters in Arthurian Legend. And various stories which have various episodes and endings were written for Arthurian Legend by many authors from early times. Regarding the Knights of the Round Table, no definite record exists how many knights were involved and who. Some say there were hundreds of Knights.

Golden Logres is a fiction which is newly created by LittleWing based on Arthurian Legend on the whole. It is not based on a particular story.

We are introducing some episodes and profile of characters in Arthurian Legend in this chapter as you may want to be familiar with them for better play. (Some episodes may not appear at all or appear differently in Golden Logres. According to Golden Logres story, those may be called the stories of their former lives.)

0. Arthur Pendragon (Arthur the King)

The King of the kindom of Logres. He was motaly wounded by Modred who was his illegitimate child and he has been sleeping in Glass Island (Avalon) after Last Battle.

His epitaph is "

A legend tells that he became a Chak which is five time larger than a crow with a red bill. It is also said that he appears on the earth at the night of the summer solstice and running about the wilderness with his knights.

1. Sir Bedivere the Knight with Single Arm

One of the most handsome Knight of Britain who had only one arm. He knocked his opponent down faster than anyone else at battle field. He was the last survivor of Last Battle who took care of wounded King Arthur. He returned Excalibur to the Lady of the Lake by Arthur's order.

As he threw Excalibur to the lake for the third time after returning with it two times because he felt pity for the great sword, an white arm caught the sword and sank down to the bottom of the water.

2. Sir Kay the Knight of the Kaleidoscope

The Minister of Camelot. Also the foster brother of Arthur. He could march, or stay underwater for nine days and nights without sleep, he could make himself taller just like a tree. He had these kind of strange ability. He was a gay, cheerful knight and a heavy drinker. Nobody could heal wounds which was cut by his sword. As he could emit heat as much as he wanted people could make fire with his body.

3. Sir Yvain the Knight of the Lion

He killed a dragon backing a lion up as he saw the lion and the dragon was fighting in the forest. After that, the lion accompanied him like a dog anywhere he went. The episode of his adventures are famous especially the one in the Magic Forest of Broceliande.

4. Sir Lancelot, the Knight of the Sun

He was the number one Knight. He wore a white armor and his horse was also white. He was called Lancelot of the Lake because he was brought up by the Lady of the Lake (Dame du Lac) in the Kingdom of the Lake after his father's death. Sir Galahad is the son of him. Many episodes concerning to his tragic love with Queen Guinevere is one of the main motif of Arthurian Legend.

His adventure at Dolorus Gard (The Castle of Sorrow) is involved in Golden Logres.

Dolorus Gard was completely enveloped by evil curse. People were in despair and the epidemic spread. He got Magic Shield from Dame du Lac at the first gate of Dolorus Gard. Then he beat ten knights at the second gate.

As Sir Lancelot went down to the Catacomb to get the key to break the curse, he heard a terrible groan. When he opened a door, two huge knights of copper guarded the door with huge swords up. He jumped between the knights and entered the next room.

There was a big well which was about6 feet in diameter and it emit terrible smell. A monster which had a big battle axe was sending out the blue fire from his mouth stood the other side of the well. Sir Lancelot killed the monster and got the key. Scarcely when he opened a box with the key, strong whirlwind blew out with terrible noise and the devil flew away.

The evil curse was broken like this. Sir Lancelot changed the name of the beautiful castle into "Joyous Gard (The Castle of Joy)" which came into his possession.

5 Sir Tristan the Knight of the Dragon

He was called the Iron Fist. He fell in love with Princess Isolde when he had been to Ireland. Excellent harp player.

Sir Tristan took trip to Ireland looking for a bride of King Marc. But he was knocked down by the poisonous gas as he slew the dragon on the way of his trip. Princess Isolde who had special skill of medication took care of Sir Tristan. When he recovered, Sir Tristan brought Princess Isolde back as the bride of King Marc. But during the voyage they fell in love by drinking love portion by mistake.

Later, Sir Tristan married with Isolde of the White Hands (different person from Princess Isolde) and seriously wounded in a battle. He sent a ship for Princess Isolde who could heal his wound by her magic medicine. He told the messenger to sail back hoisting a white sail if Princess Isolde will be aboard and with a black sail if she won't come.

Of course Princess Isolde who wish to heal him was aboard with her medicine. But Isolde of the White Hands told Sir Tristan that the ship came back with a black sail though she saw a white sail because of her jealousy for Princess Isolde. Sir Tristan died of his great despair.

Princess Isolde who could not help him also died of terrible sorrow. Two roses sprouted up on their graves in which they were buried side by side. The roses intertwined with each other and no one could separate them.

6 Sir Gawain the Knight of Herculean Strength

His strength is tripled during 9 to 12 o'clock by the power which was given by a saint.His episode of the fight with the Green Knight, the adventure of the Castle of the wonder, the marriage with an ugly old lady are famous. Sometimes he is described as a wild knight with Herculean strength but sometimes described as a playboy who has rumors of love affairs with many ladies.

Episode of the fight with the Green Knight

On a Christmas day, a gigantic knight whose body and horse are all green suddenly came to the Christmas banquet of Camelot and said " Cut off my head if there is a brave one". As everybody was flinching, the Green Knight branded the Knights of the Round Table as cowards. Then Sir Gawain accepted his challenge and cut his head off.

The Green Knight didn't die but the head said that he must take his revenge at the Green Chapel a year later and the Green Knight had gone carrying his head in his arm.

Sir Gawain took trip to look for the Green Chapel which should be in north. He went on and on toward the north fighting against beasts and creatures such as dragons, wolves, bears and giants. One night, he found and stayed at the castle of Sir Bercilak. At the night, Lady Bercilak tried to allure him.

Sir Gawain resisted temptation of Lady Bercilak but accepted the Green Sash which is the amulet of reproduction keeping it secret from Sir Bercilak. In fact, the master of the castle Sir Bercilak is the Green Knight. He was changed into it during day by the magic of witch Morgan who changed her appearance into an old lady in the castle.

The next day, Sir Gawain went to the Green Chapel and presented his neck to the Green Knight as promised. But as the axe was swung down, Sir Gawain's head was not cut off but he was wounded a little on his neck. If he had fallen before temptation of Lady Bercilak, his head would have been cut off. The magic of the Green Knight was solved by the brave deed of Sir Gawain.

7 Sir Balin le Sauvage the Knight of Two Swords

*The story of Dolorus Stroke (the Stroke of Sorrow) and Spear of Longinus

One day, King Arthur ordered Sir Balin to take a knight passing by grieving in a loud voice. Sir Balin tried to take him to Camelot but the knight was killed by an invisible knight on the way back.

Sir Balin took a trip for revenge with a girl who was with the knight. And when they stayed overnight at the castle of a powerful clan, Sir Balin was asked by the load of the castle to kill the brother of the Fisher King to revenge his son's death. Since the brother was the same person with the one who killed the knight of grief, Sir Balin agreed and killed the brother of the Fisher King in Castle Carbonek (the castle of the Fisher King).

Sir Balin fought against Fisher King in a single combat. And Sir Balin wounded Fisher King on

his knees by Spear of Longinus which was kept in Castle Carbonek. By his deed, the castle collapsed and three countries was ruined. The wound of Fisher King was never healed until Sir Galahad came to cure him. Sir Balin was killed in the fight with his brother not knowing each other on the way back to Camelot.

8 Sir Gareth the Knight with Beautiful Hands

One day he appeared at Camelot and asked to keep him in the castle not telling his noble birth. And Sir Kay nicknamed him "Beaumains (Beautiful Hands) " for his large-handedness.

* His adventure at Castle Perilous (the Castle of Danger)

He went to Castle Perilous which located by the shore of Avalon. He found there forty knights in armor were hung from trees in the beautiful garden. An ivory horn was also hung from a tree. As he blew the horn, horrible knights who guarded the castle came to him with huge axes and will-o'- the -wisps around them.

When Sir Gareth beat the three horrible knights, the curse on them was solved. They had been captured there until a knight who is stronger than them came. Sir Gareth blew the horn again and got the ultimate honor.

9 Sir Palomides the Saracen Knight

He was a nomad of Saracen. An expert of Arabic science. Adventure of the Red City. He killed Questing Beast. His armor was all black.

He killed Questing Beast coming to the shore of a lake by a spear. That beast was one which King Arthur saw at the night he tried to win a Morgause's love not knowing she was a half sister of him. When Sir Palomides killed the beast, a terrible storm began to rage.

Questing beast had a body of a leopard, hind legs of a lion and forefeet of a rabbit. There came a noise like lots of dogs barking from its belly.

10 Sir Galahad the Knight of Purity

Though he was a son of Sir Lancelot and Elaine who was a daughter of Fisher King, he was brought up in a convent as an orphan. He was the one destined to get Holy Grail.

His armor was all red. He succeeded the ordeal of Siege Perilous (the Chair of Danger) and to pull a sword from the Red Marble.

A red marble drifted ashore to Camelot on a Pentecost day. A wonderful sword was sealed into the marble and there was a description on it; " Only the most excellent knight on the earth may withdraw this sword". Many Knights of the Round Table tried to pull it out, but no one succeeded.

As everybody was back in the castle to have meal, all doors and windows shut voluntarily and an old man in a white robe stepped in accompanied by a knight in red armor. The old man declared " This knight is the one who breaks the curse of Britain".

Then as the knight in red armor took seat on Siege Perilous, his name was appeared in golden letters on the Round Table as "GALAHAD".

Sir Galahad pulled out the sword form the marble very easily. As he put it on his waist, it

thunders and a light filled around. Suddenly Holy Grail appeared and filled the Round Table with feast. Then Holy Grail disappeared but no one could see its appearance.

Many knights decided to go for the quest for Holy Grail and very few could come back.

Sir Galahad achieved the quest for Holy Grail and healed Fisher King's wound by putting blood which dropped from Spear of Longinus. After that, he had gone to Saras with Sir Perceval and Sir Bors to be a king there. One year later, he ascended to heaven by a miracle of Holy Grail with Spear of Longinus. Since then no one ever happened to see Holy Grail.

11 Sir Perceval the Knight of Innocence

He was also one of the Three Knights of Holy Grail. He was an innocent and wild boy. He saw Holy Grail at the Castle of Fisher King.

He was brought up in a forest not being told of his noble birth because his mother did not wanted him to be a knight who might be killed as his father was. One day he met the Knights of the Round Table in the forest and decided to be a knight. He went to Camelot and learned about the chivalry and how to use weapons and horses. Later he had received the accolade.

Sir Perceval went to the Castle of Fisher King who could not even stand up since his knees were wounded and gifted a sword from him. He saw Spear of Longinus which kept on dropping blood from its tip and a girl carrying golden Holy Grail. But because he did not ask about them at all, the wound of the King was not healed and his sword was broken into pieces.

Later he went to the castle again and that time he asked about the enigma of Holy Grail and Spear of Longinus from Elaine. So that one of the curse of Britain was released.

12 Sir Bors de Ganis the Knight of Eminent Virtue

He was one of the Three Knights of Holy Grail. He went to the Castle of Fisher King and met baby Galahad in Elaine's arms after Sir Lancelot left there. Suddenly a white dove came flying with a golden incense burner in its bill. A girl who held Holy Grail also came into the room.

At the night, a lion attacked him and he killed it. Then an old dragon with golden letters of "ARTHUR" on its forehead and an old leopard came to the room and fought against each other. The dragon spat ten little dragons from its mouth and tore the leopard.

And an old man with two poison snakes around his neck stepped in the room and sang a song about the reason why Joseph of Arimathea built the castle. When Sir Bors left the castle, the old man with "Spear of Revenge" in his hand and the incense burner in another hand was surrounded by four children holding candles.

One night, he heard a holy voice that told him to go to the sea. He found a ship covered with white clothes as he went to the sea shore. He got aboard the ship and took trip to the Castle of Fisher King again with Sir Galahad and Sir Perceval.

Other characters

Merlin

A great wizard. He was a son of a lady and a devil. Since King Arthur was born, he helped Arthur with his magic and prophecy. He created Stonehenge by his magic in Salisbury hill. He moved gigantic stones which was called "the dance of giants "from Ireland across the sea.

He fell in love with witch Nimue who was beside him to steal his magic and he was confined in nine magical circles by her by his own magic.

Morgan le Fay

A half sister of King Arthur. A powerful witch and one of the three queens of Avalon. She conspired against Arthur time after time because her father was killed in the incident concerned with his birth. Also she appears a lot to challenge the Knights of the Round Table. She could fly.

Queen Guinevere

Queen of Arthur. The tragic love with Sir Lancelot caused the split of the Knights of the Round Table and consequently it drove the kingdom in ruins.

Taliessin The court poet and musician in Camelot. Unicorn was his symbol.

Nimue

She was a witch and one of the three queens of Avalon. She allured Merlin to steal his magic and confined him.

Dame du Lac

The Lady of the Lake. She was the one of three queens of Avalon who took wounded Arthur there. She awarded Excalibur to Arthur. Also she brought up orphaned Lancelot in the Kingdom of the Lake and took him to Camelot.

Sir Mordred

The illegitimate child of Arthur. He tried to take over the kingdom meanwhile Arthur was fighting against Sir Lancelot. He was killed by Arthur at Last Battle.

Fisher King

The King of Castle Carbonek who had been guarding Holy Grail for centuries.

Elaine

A girl who held Holy Grail. A daughter of Fisher King. She had Galahad with Lancelot.

Princess Isolde

Princess of Ireland. A lover of Sir Tristan. She had a special technique of medication.

Lady Bercilak

The wife of Sir Bercilak who was changed into Green Knjght by the magic of Morgan.

4.2 Round Table Lights & Crest Lights

There is a Roung Table Lights at the lower right corner of Camelot table as illustrated here. It is an accolade indicator which turns on clockwise as a knight is revived and accoladed one by one.

Thoes shields in the light represent the crests of the Knights of the Round Table. At the start of a game, only the shield of Sir Bedivere is on because he is the last and only survivor of Last Battle. The eagle of the center represents King Arthur. It will turn on when he revives by all 12 Knights of the Round Table achieved their missions.
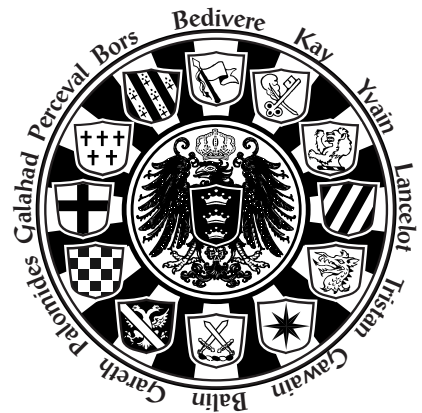
And there is a Crest Light in the center of Camelot Table playfield. They represent the missions of 12 Knights of the Round Table. It turns on one by one as the Knights achieve their missions.

Note: They don't turn on by practice mode of Land's End Table and Fisher King Table.

1 Sir Bedivere the Knight with single arm
Crest: Red flag on yellow.
Light: I1 (Ribbon)
Mission: He conducts the reconstruction of the Round Table and the revival of the Kingdom of Logres by revelation. He must get Silver Shield of Tole which is necessary to revive King Arthur back from Morgan.

2 Sir Kay the Knight of the Kaleidscope
Crest: Two keys or feathers on blue
Light: I2 (Key and Feather)
Mission: To find King Arthur's magic sword "Excalibur"

3 Sir Yvain the Knight of the Lion
Crest: Lion
Light: I3 (Lion)
Mission: To rescure Merlin from the confinement by Witch Nimue at Sea Forest

4 Sir Lancelot the Knight of the Sun
Crest: Red diagonal stripes on white
Light: I4 (The Sun)
Mission: To release Dolorus Gard from curse and receive MAGIC SHIELD from Dame du Lac.

5 Sir Tristan the Knight of the Dragon
Crest: Dragon
Light: I5 (Dragon)
Mission: To kill the Dragon and receive Magic Medicine from Princess Isolde.

6 Sir Gawain the Knight of Herculean strength
Crest: An eagle with two heads on blue

Light: I6 (Green Sash)
Mission: To beat Green Knight to release him from the curse and receive GREEN SASH for the proof of his bravery from Lady Bercilak.

7 Sir Balin the Knight of Two Swords
Crest: Two Swords
Light : I7 (Spear)
Mission: To bring back Spear of Longinus which stabbed Jesus's side at the Crucifixion.

8 Sir Gareth the Knight with Beautiful Hands
Crest: Red diagonal stripe with an eagle with two heads on blue
Light: I8 (Angel)
Mission: To beat the Three Evil Knights of the Castle Perilous (Castle of Danger) who are the Red Knight, Blue Knight and Black Knight.

9 Sir Palomides the Saracen Knight
Crest: Checker of red and blue
Light: I9 (Checker of red and blue)
Mission: To kill Queasting Beast which is the simbol of King Arthur's sin.

10 Three Knights of Holy Grail; Sir Bors, Sir Perceval and Sir Galahad
Crest of Sir Bors the Knight of Eminent Virtue: Red diagonal stripes on doted white
Crest of Sir Perceval the Knight of Innocence : Gold crosses on blue
Crest of Sir Galahad the Knight of Puriry : Red cross on white
Light: I10 (Holy Grail)Mission: To solve the enigma of Holy Grail and bring it to Camelot.

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5. Golden Logres Overview

Golden Logres consists of three tables. Each table is carefully designed to be differently enjoyable so that each of them requires different kind of strategy, technique and skill. Therefore every player can enjoy different kind of pleasure of pinball by the combination of the three tables.

5.1 Camelot Table

The status of your play is displayed in banners located at the both sides of the playfield as follows so that you can get the status at a glance.

A. Obtained features and bonus

B. Number of obtained special items

C. Number of balls

D. Current score

E. Ranking of the player which starts with "Squire"

F. Number of obtained extra ball

G. About the status of the adventure and its mission. During multiball play, Jack pot value will be displayed. Also when MYST is obtained, the MYST list will be displayed.

H. Status of the accolade sequence. The center eagle is the crest of King Arthur. It will turn on at the grand finale.

This table is the base of Golden Logres. Its motif is Camelot, the Castle of King Arthur and the kingdom of Logres which were ruled by King Arthur.

At Camelot until the final greatest feature "Revival of Arthur" will take place there is only single ball play which requires to aim at various targets one by one. Players can achieve the great adventure only by steadily accumulating "hold and shoot" for accurate shots.Since Golden Logres has obtained very accurate flippers, players can aim at single target per shot. Great feeling of achievement at the completion of features is guaranteed because the result should not be accidental but done by your effort and technique.

5.2 Land's End Table
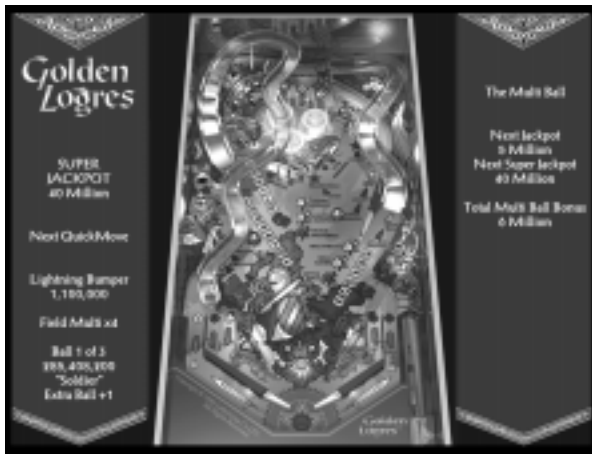
The wilderness of Land's End is the birthplace of King Arthur. Exciting multiball plays are characteristic of Land's End Table. Players should keep them at tension for the higher scores. Various multiballs starts with two balls and players can increase the number of balls on the field by "Add a Ball" feature.

Scores easily goes up when the player are doing mutiball play in a good condition. However, it is also characteristic of this table that multiball tends to finish in an instant if the player is out of form even slightly.This table is the wild quest which is suitable for "Sir Tristan" , "Sir Lancelot" and "Sir Gawain" who are known as the bravest knights.

5.3 Fisher King Table
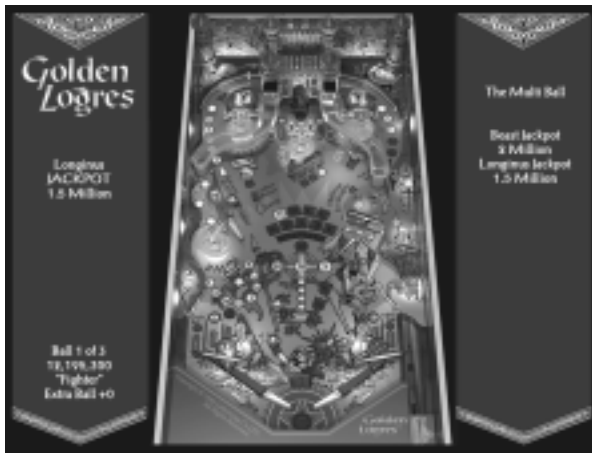
The stage of this table is the kingdom and the Castle of Fisher King who guards "Holy Grail" which was used by Jesus at Last Supper for century to century.

This table has mysterious atmosphere which is worthy of the legendary kingdom which is veiled in enigma.

This table requires strategic capture because of the irregularly placed gadgets. It is the first table which doesn't have any kickback as for LittleWing original design. It is also characteristic that it has dispersed bumpers, four flippers and a 3D castle. It also has multiball. However, unlikely Land's End multiball it is designed to be used for completing features rather than adding scores. Also bonus takes major part of scoring in this table.

The game starts with Camelot table and the stage switches to Land's End table, Fisher King table and Camelot table according to the status of the achieved features.

Camelot Table © 1998 LittleWing Co. LTD.

D1 BRAVERY Drop Target
D2 FORTUNE Drop Target
D3 LOYALTY Drop Target
D4 WEAPON Drop Target
D5 SHIELD Drop Target
D6 SLOTH Drop Target
D7 ENVY Drop Target
D8 LUST Drop Target

R1 TOURNAMENT Ramp
R2 MERLIN Ramp
R3 LEFT DRAGON Ramp
R4 RIGHT DRAGON Ramp

R5 WAR Lane
R6 QUEST Lane
R7 MAGIC Lane

H1 QUEST Hole
H2 ACCOLADE Hole
H3 AMULET Hole
H4 TALIESSIN Hole

L1 WAR Light
L2 ACCOLADE Light
L3 TOURNAMENT Light
L4 AMULET Light
L5 WEAPON Text Light
L6 MERLIN Light
L7 EXPLORE BOOK OF
     TALIESSIN Light
L8 EXTRA BALL Light
L9 SHIELD Text Light
L10 MAGIC Light
L11 SAINT MICHAEL Light
L12 SAINT GEORGE Light
L13 SHOOT AGAIN Light
L14 LEFT SHIELD KICKBACK Light
L15 RIGHT SHIELD KICKBACK Light

K1 LEFT SHIELD KICKBACK
K2 RIGHT SHIELD KICKBACK

CREST Indicator
I1   Bedivere Indicator
I2   Kay Indicator
I3   Yvain Indicator
I4   Lancelot Indicator
I5   Tristan Indicator
I6   Gawain Indicator
I7   Balin Indicator
I8   Gareth Indicator
I9   Palomides Indicator
I10 Holy Grail Knights Indicator
I11 Arthur Indicator

Camelot Table Overview

Camelot table is the base of the adventures. In this table, you should revive and accolade eleven knights who were lost in Last Battle. Sir Bedivere, one of the twelve Knights of the Round Table is the only survivor of the Last Battle. Therefore he is at the table from the beginning. Also Camelot table is the stage of the adventures of Sir Bedivere, Sir Kay and Sir Yvain.

6.1. The Revival and Accolade of the Knights of the Round Table

The revival and the accolade of the Knights will be done in Stonehenge. There are three drop targets which means three necessary elements of the chivalry; that are BRAVERY, FORTUNE and LOYALTY. First of all, those targets should be dropped. You should feel so good to drop the nine targets in total which is one of the best things in this table. However, there is profound thing hidden in this simple work.

"BRAVERY Drop Targets" and "FORTUNE Drop Targets"
They can be aimed at from lower left and right flippers directly, but since Camelot table has very open structure vertically, a ball running back from targets can not be held by lower flippers easily because the ball running back from upper part has too much force to use "Dead Flipper Bounce" technique which is to catch a ball by flippers. Also because those targets are situated in the center of the playfield, a ball tends to get in "Death Course" which goes through the gap of flippers. Aiming at the targets without strategy should cause such tragic result.

How to drop the targets safely
You should know which target can be dropped safely and which can not. When aiming at dangerous targets, you should make insurance. "MAGIC', " WEAPON & TOURNAMENT " and "WAR" features can be used for this purpose. Without those supports, you may not drop targets safely.

Completing "MAGIC" initiates the ball saver for regular period of time. It can be completed by balls which are spit out from dragons at both sides. (this will be detailed later)

Next, you can use " WEAPON & TOURNAMENT " which enables you to drop all three targets in a bank by one shot. It is done by the upper flipper. This should not cause a ball get into unhappy course. (this will be detailed later as it is important to aim at LOYALTY targets)

Fig. 6.1 Accolade & 6.2. Mission

Camelot Table © 1998 LittleWing Co. LTD.

D1 BRAVERY Drop Target
D2 FORTUNE Drop Target
D3 LOYALTY Drop Target
D4 WEAPON Drop Target
D5 SHIELD Drop Target
D6 SLOTH Drop Target
D7 ENVY Drop Target
D8 LUST Drop Target

R1 TOURNAMENT Ramp
R2 MERLIN Ramp
R3 LEFT DRAGON Ramp
R4 RIGHT DRAGON Ramp

R5 WAR Lane
R6 QUEST Lane
R7 MAGIC Lane

H1 QUEST Hole
H2 ACCOLADE Hole
H3 AMULET Hole
H4 TALIESSIN Hole

L1 WAR Light
L2 ACCOLADE Light
L3 TOURNAMENT Light
L4 AMULET Light
L5 WEAPON Text Light
L6 MERLIN Light
L7 EXPLORE BOOK OF
   TALIESSIN Light
L8 EXTRA BALL Light
L9 SHIELD Text Light
L10 MAGIC Light
L11 SAINT MICHAEL Light
L12 SAINT GEORGE Light
L13 SHOOT AGAIN Light
L14 LEFT SHIELD KICKBACK Light
L15 RIGHT SHIELD KICKBACK Light

K1 LEFT SHIELD KICKBACK
K2 RIGHT SHIELD KICKBACK

CREST Indicator
I1 Bedivere Indicator
I2 Kay Indicator
I3 Yvain Indicator
I4 Lancelot Indicator
I5 Tristan Indicator
I6 Gawain Indicator
I7 Balin Indicator
I8 Gareth Indicator
I9 Palomides Indicator
I10 Holy Grail Knights Indicator
I11 Arthur Indicator

Lastly, "WAR" feature could be the most effective method though it may be seemed to be a detour. Completing "WAR" drops one target without shooting it. It is very helpful when a target remains in very difficult position.

More about drop targets

Next remarkable point of the drop targets is that a ball bounces against where targets are already dropped because there are rubber bands behind the targets. It may cause danger, but at the same time, you can utilize it as well. For instance, if you hit dropped FORTUNE drop targets, the ball rebounds to the upper left flipper. You can aim at LOYALTY drop targets or AMULET hole with the rebounded ball. Also you can bring a ball directly to AMULET Hole by hitting dropped BRAVERY drop targets. However, please remember that completing a bank reset targets to original status. So if you wish to use this technique time after time, it is necessary not to complete banks intentionally.

LOYALTY Drop Targets, the difficult one

You should struggle the most at LOYALTY drop targets. It can not be dropped only by the upper left flipper. It is a key to bring a ball to the right position on the upper left flipper. It the best to shoot TOURNAMENT Ramp. Then, WEAPON & TOURNAMENT feature which were referred takes an active part.

First, you should complete WEAPON drop targets. Then, TOURNAMENT light starts to blink. when you shoot TOURNAMENT Ramp, all three target banks get into Group Knock Down Mode. All targets in the three banks shall be reset and the indicators start to blink. (indicator which has already completed still remains on) While they blink you can complete a bank by one shot. As the upper left flipper can not hold a ball, it is hard to aim at something precisely. But using WEAPON & TOURNAMENT enables you to complete the bank easily.

By the way, I'll give you a tip for aiming at BRAVERY drop targets by using this technique. It needs a trick. You should wait for a ball running down from TOURNAMENT Ramp keeping the upper left flipper up. Then receive the ball bouncing a little bit and hit it by the tip of the flipper. Just like toss and attack of volleyball. You can aim at ACCOLADE Hole by the same technique. There are more tips which uses this with some other techniques. But I left them for your homework.
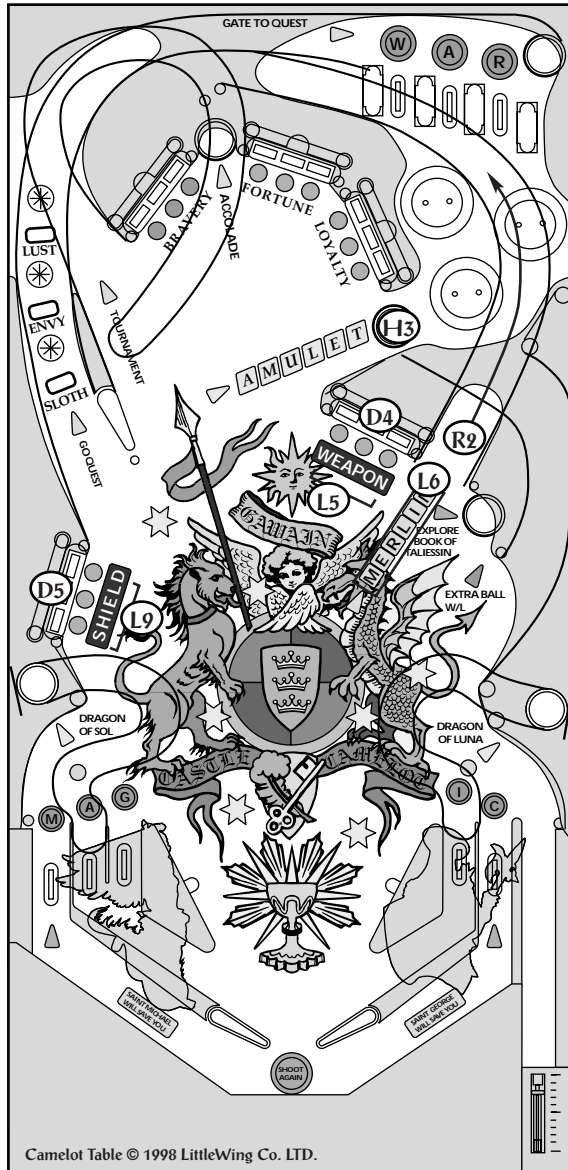
When completing "BRAVERY Drop Targets", "FORTUNE Drop Targets" and "LOYALTY Drop Targets" ACCOLADE Light situated in the center starts to blink. You can revive and accolade a Knight by shooting ACCOLADE Hole during it blinks. His crest on the right banner will turn on when he revives and accoladed.

6.2 The Destined Missions and the Quests of the Knights

The Knight who has revived and being accoladed doesn't know his mission at first. Therefore he will not go for his adventure. Who tells his destined mission and guides him to his adventure is Poet Taliessin of Castle Camelot.

When a Knight is accoladed, EXPLORE BOOK OF TALIESSIN Light starts to blink. Taliessin tells the Knight about his destined mission when a ball is shot into the hole. This hole can be aimed at easily by the left flipper holding the ball and shooting it by its tip. This hole is very important one which will be used to get an extra ball. So please practice! (It can not be expected to put a ball into the hole by chance)

Fig. 6.3 The Mission of the Knights in Camelot

Camelot Table © 1998 LittleWing Co. LTD.

D1 BRAVERY Drop Target
D2 FORTUNE Drop Target
D3 LOYALTY Drop Target
D4 WEAPON Drop Target
D5 SHIELD Drop Target
D6 SLOTH Drop Target
D7 ENVY Drop Target
D8 LUST Drop Target

R1 TOURNAMENT Ramp
R2 MERLIN Ramp
R3 LEFT DRAGON Ramp
R4 RIGHT DRAGON Ramp

R5 WAR Lane
R6 QUEST Lane
R7 MAGIC Lane

H1 QUEST Hole
H2 ACCOLADE Hole
H3 AMULET Hole
H4 TALIESSIN Hole

L1 WAR Light
L2 ACCOLADE Light
L3 TOURNAMENT Light
L4 AMULET Light
L5 WEAPON Text Light
L6 MERLIN Light
L7 EXPLORE BOOK OF
    TALIESSIN Light
L8 EXTRA BALL Light
L9 SHIELD Text Light
L10 MAGIC Light
L11 SAINT MICHAEL Light
L12 SAINT GEORGE Light
L13 SHOOT AGAIN Light
L14 LEFT SHIELD KICKBACK Light
L15 RIGHT SHIELD KICKBACK Light

K1 LEFT SHIELD KICKBACK
K2 RIGHT SHIELD KICKBACK

CREST Indicator
I1   Bedivere Indicator
I2   Kay Indicator
I3   Yvain Indicator
I4   Lancelot Indicator
I5   Tristan Indicator
I6   Gawain Indicator
I7   Balin Indicator
I8   Gareth Indicator
I9   Palomides Indicator
I10 Holy Grail Knights Indicator
I11 Arthur Indicator

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6.3 The Missions of the Knights

6.3.1 Sir Bedivere the Knight with Single Arm

Mission: He conducts the reconstruction of the Round Table and the revival of the Kingdom of Logres by revelation. He must get Silver Shield of Tole which is necessary to revive King Arthur back from Morgan. The stage of his adventure is Camelot Table.

When he is told about his mission from Taliessin, "SHIELD Text Light" of "SHIELD Drop Target" starts to blink. Shooting a ball into AMULET Hole after completing SHIELD Drop Targets gets Shilver Shield of Tole. When it is obtained, "Shiled" which is displayed in the left banner will be changed to "Shield of Tole". Since Sir Bedivere is only one survior of Last Battle, he can ask Taliessin about his mission without receiving the accolade.

If the Shilver Shield of Tole is got, backup shield record will be increased to five which is usually two. It is good to get it to at early stage for a good defence.

6.3.2 Sir Kay the Knight of the Kaleidoscope

Mission: To find King Arthur's magic sword "Excalibur" . The stage of his adventure is Camelot Table.

When he is told about his mission from Taliessin, "WEAPON Text Light" of "WEAPON Drop Target" starts to blink. Shooting a ball into AMULET Hole after completing WEAPON Drop Targets gets Excalibur. When it is obtained, "Weapon" which is displayed in the left banner will be changed to "Excalibur".

If Excalibur is got, The WEAPON record will be increased to ten which is usually five. Also the value of one WEAPON Drop target completion will be doubled. WEAPON is the essential element to revive lots of Knights. First of all, get Excalibur.

6.3.3 Sir Yvain the Knight of the Lion

Mission: To rescue Merlin from the confinement by Witch Nimue at Sea Forest. The stage of his adventure is Camelot Table.

When he is told about his mission from Taliessin, "Merlin Light" starts to blink. Shooting a ball during the light blinks into Merlin Ramp rescues Merlin. After Merlin is rescued, shooting Merlin Ramp turns on Extra Ball Light.

6.3.4 To Land's End

Sir Tristan the Knight of the Dragon, Sir Lancelot the Knight of the Sun and Sir Gawain the Knight of Herculean strength

Mission: the stage of their adventures is Land's End Table

Only after all three knights are accoladed they can ask Taliessin about their missions. When they are told the missions, the lights of "QUEST Lane" starts to blink like running. To go to Land's End table, drop "SLOTH Drop Targets", "ENVY Drop Targets" and "LUST Drop Targets" which represent three deadly sins that dazzle knights. Then shoot the ball into "QUEST Hole".

Fig. 6.3 The Mission of the Knights in Land's End & Fisher King
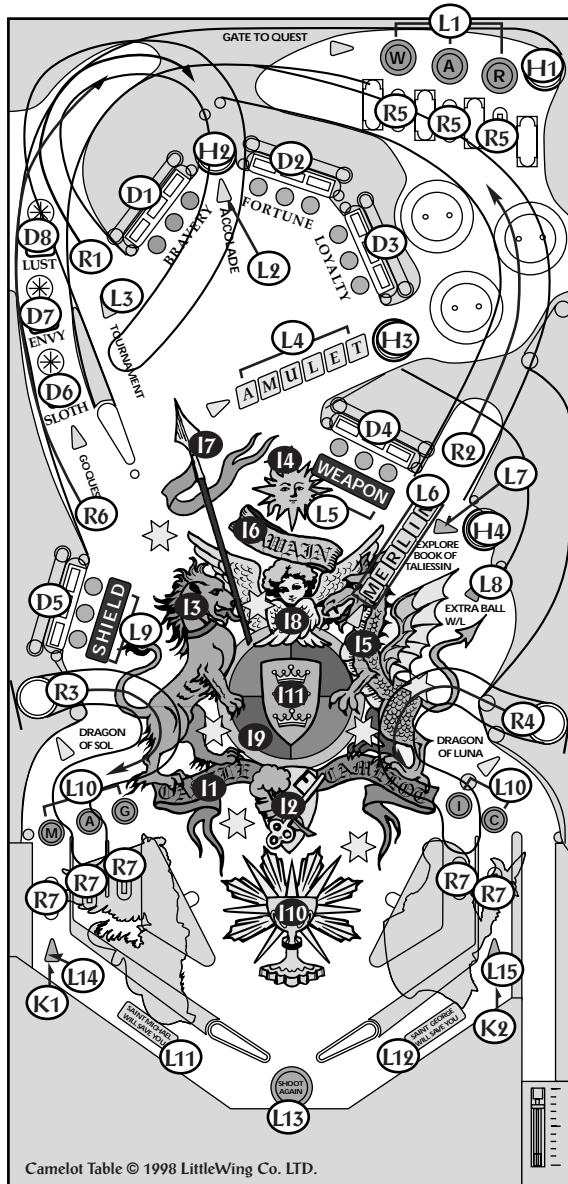
Camelot Table © 1998 LittleWing Co. LTD.

D1 BRAVERY Drop Target
D2 FORTUNE Drop Target
D3 LOYALTY Drop Target
D4 WEAPON Drop Target
D5 SHIELD Drop Target
D6 SLOTH Drop Target
D7 ENVY Drop Target
D8 LUST Drop Target

R1 TOURNAMENT Ramp
R2 MERLIN Ramp
R3 LEFT DRAGON Ramp
R4 RIGHT DRAGON Ramp

R5 WAR Lane
R6 QUEST Lane
R7 MAGIC Lane

H1 QUEST Hole
H2 ACCOLADE Hole
H3 AMULET Hole
H4 TALIESSIN Hole

L1 WAR Light
L2 ACCOLADE Light
L3 TOURNAMENT Light
L4 AMULET Light
L5 WEAPON Text Light
L6 MERLIN Light
L7 EXPLORE BOOK TALIESSIN
Light
L8 EXTRA BALL Light
L9 SHIELD Text Light
L10 MAGIC Light
L11 SAINT MICHAEL Light
L12 SAINT GEORGE Light
L13 SHOOT AGAIN Light
L14 LEFT SHIELD KICKBACK Light
L15 RIGHT SHIELD KICKBACK Light

K1 LEFT SHIELD KICKBACK
K2 RIGHT SHIELD KICKBACK

CREST Indicator
I1 Bedivere Indicator
I2 Kay Indicator
I3 Yvain Indicator
I4 Lancelot Indicator
I5 Tristan Indicator
I6 Gawain Indicator
I7 Balin Indicator
I8 Gareth Indicator
I9 Palomides Indicator
I10 Holy Grail Knights Indicator
I11 Arthur Indicator

Getting this mode disable accolade sequence temporarily. Each adventure will be explained in later chapter for Land's End table.

6.3.5 To Fisher King Table

Sir Balin the Knight of Two Swords, Sir Gareth the Knight with Beautiful Hands, Sir Palomides the Saracen Knight and the Three Knights of Holy Grail (Sir Perceval, Sir Bors and Sir Galahad)

Mission: the stage of their adventures is Fisher King Table

Only after all six knights are accoladed they can ask Taliessin about their missions. When they are told the missions, the lights of "QUEST Lane" starts to blink like running. To go to Fisher King table, drop "SLOTH Drop Targets", "ENVY Drop Targets" and "LUST Drop Targets" which represent three deadly sins that dazzle knights. Then shoot the ball into "QUEST Hole".

Getting this mode disable accolade sequence temporarily. Each adventure will be explained in later chapter for Fisher King table.

6.4   Fandango MultiBall

King Arthur revives when all knights achieved their missions. Fandango multiball starts for the celebration. This multiball has time limit. To get as many Jackpot as possible which extends the time limit and obtains scores is the purpose of this multiball. When multiball finishes, the game finishes. There will be no next ball!

If regular balls or extra balls remain at the start of Fandango Multiball, all of them will be converted into time for this multiball.
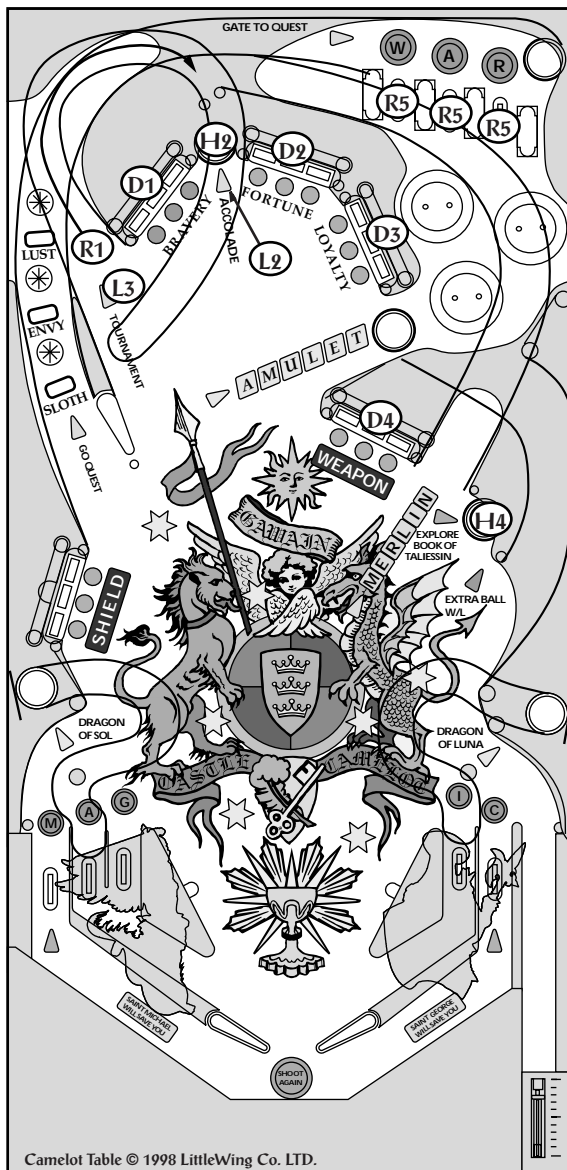
6.5 Conclusion

Camelot table is designed just like a multistage rocket. Generally, fuel (= ball) for the first stage should almost run out when the first three adventures are done. Even experts should struggle much to get to this point. But, achieving the first three missions should bring about Shiver Shield of Tole, Excalibur and some extra balls which make your work much easier. In fact, even with only one ball left it should not be so hard to achieve next three if you can achieve the firstr three missions.

In Land's End, it is necessary to refuel (= EXTRABALL) as much as possible as well as gaining scores. Land's End table is the best place to gain scores. However, if you are too much absorbed in getting scores, the refueling can not be done sufficiently. And vice-versa.The second stage is a long hard fight of six Knights. If you can not keep concentrating, it is not enough no matter how much extra balls are gained. Also even 6 knights are safely accoladed, without extra balls it should not be possible to capture Fisher King table which is the toughest one. You should be all fired up.

Of course you can do the procurement in the field at Land's End Table and Fisher King Table, but the conditions are harder than Camelot table. You'd better to prepare a lot of lunch at Camelot for the adventures!

7. Camelot Table Features

Fig. 7.1 WAR ,

7.2 BRAVERY, FORTUNE, LOYALTY,

7.3 TOURNAMENT,

7.4 ACCOLADE,

7.5 WEAPON

Camelot Table © 1998 LittleWing Co. LTD.

D1 BRAVERY Drop Target
D2 FORTUNE Drop Target
D3 LOYALTY Drop Target
D4 WEAPON Drop Target
D5 SHIELD Drop Target
D6 SLOTH Drop Target
D7 ENVY Drop Target
D8 LUST Drop Target

R1 TOURNAMENT Ramp
R2 MERLIN Ramp
R3 LEFT DRAGON Ramp
R4 RIGHT DRAGON Ramp

R5 WAR Lane
R6 QUEST Lane
R7 MAGIC Lane

H1 QUEST Hole
H2 ACCOLADE Hole
H3 AMULET Hole
H4 TALIESSIN Hole

L1 WAR Light
L2 ACCOLADE Light
L3 TOURNAMENT Light
L4 AMULET Light
L5 WEAPON Text Light
L6 MERLIN Light
L7 EXPLORE BOOK OF
    TALIESSIN Light
L8 EXTRA BALL Light
L9 SHIELD Text Light
L10 MAGIC Light
L11 SAINT MICHAEL Light
L12 SAINT GEORGE Light
L13 SHOOT AGAIN Light
L14 LEFT SHIELD KICKBACK Light
L15 RIGHT SHIELD KICKBACK Light

K1 LEFT SHIELD KICKBACK
K2 RIGHT SHIELD KICKBACK

CREST Indicator
I1   Bedivere Indicator
I2   Kay Indicator
I3   Yvain Indicator
I4   Lancelot Indicator
I5   Tristan Indicator
I6   Gawain Indicator
I7   Balin Indicator
I8   Gareth Indicator
I9   Palomides Indicator
I10 Holy Grail Knights Indicator
I11 Arthur Indicator

7.1 WAR

When WAR Lanes are completed, one of "BRAVERY Drop Targets", "FORTUNE Drop Targets" or "LOYALTY Drop Targets" will be dropped. If there are plural targets to drop, which to be selected is decided by the rule as follows. And if all targets are already dropped, 100K is awarded. You can do Lane Change for WAR Lanes by flipper buttons. A ball often rebounds from bumper to WAR Lanes so use Lane Change effectively.

Order of the targets

"BRAVERY Drop Target" upper, middle, lower

"FORTUNE Drop Target" upper, middle, lower

"LOYALTY Drop Target" upper, middle, lower

7.2 BRAVERY,FORTUNE,LOYALTY

Each completion of the banks gain 100K. The number of the completion will be recorded in a game and shall not be reset. ACCOLADE Light turns on when all three banks are competed.

(Please refer to 7.4 Accolade)

7.3 TOURNAMENT

Shooting TOURNAMENT Ramp during TOURNAMENT Light blinks resets BRAVERY, FORTUNE and LOYALTY Drop targets and incompleted banks will enter Group Knock Down Mode. During this mode, a bank will be comleted by one shot. This mode lasts for 2 seconds.

(Please refer to 7.5 WEAPON)

7.4 ACCOLADE

Putting a ball into ACCOLADE Hole during ACCOLADE Light brinks revives and accolades a Knight. Every three Knights are accoladed, the right of extraball generates at this hole. Also after all 12 Knights of the Round Table are accoladed the right of extraball generates too. The number of the Knights accoladed by the current ball X 1M will be awarded as OUT HOLE BONUS.

(Please refer to :7.8 TALIESSIN,7.13 EXTRABALL,7.14 OUT HOLE BONUS)
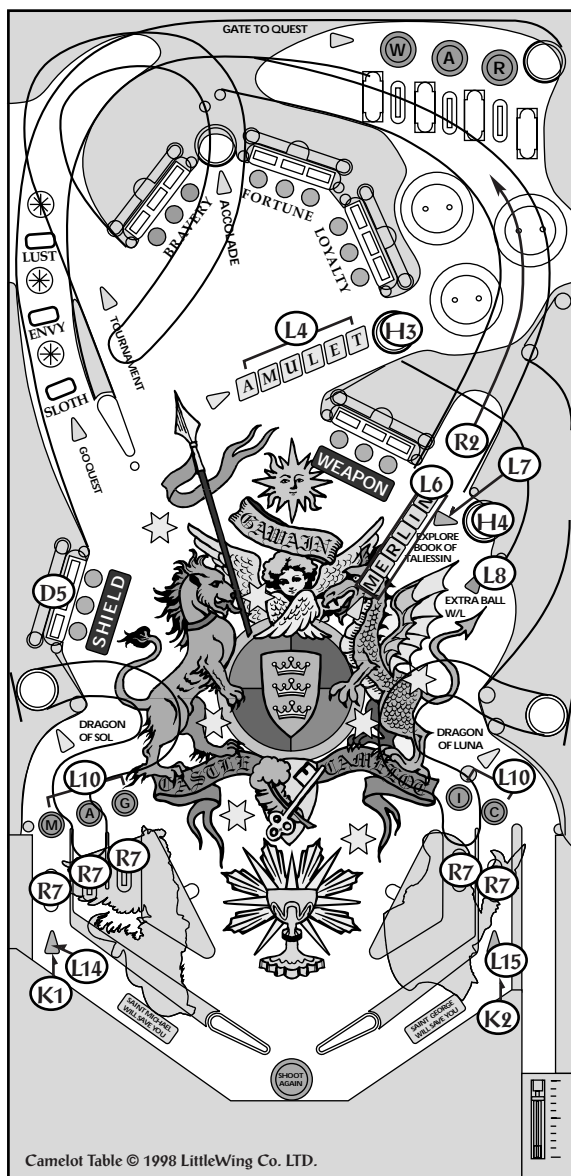
7.5 WEAPON

By completing WEAPON Drop Targets increases the number of gained WEAPON by 1 (after Excalibur is gained, it increase by 2).

The number of WEAPON decreases by 1 per shooting TOURNAMENT Ramp.

(Please refer to 7.3 TOURNAMENT)

Fig. 7.6 SHIELD, 7.7 MAGIC, 7.8 TALIESSIN, 7.9 MERLIN, 7.10 AMULET OF EXTRA LIFE 7.11 SHIELD KICKBACK

Camelot Table © 1998 LittleWing Co. LTD.

D1 BRAVERY Drop Target
D2 FORTUNE Drop Target
D3 LOYALTY Drop Target
D4 WEAPON Drop Target
D5 SHIELD Drop Target
D6 SLOTH Drop Target
D7 ENVY Drop Target
D8 LUST Drop Target

R1 TOURNAMENT Ramp
R2 MERLIN Ramp
R3 LEFT DRAGON Ramp
R4 RIGHT DRAGON Ramp

R5 WAR Lane
R6 QUEST Lane
R7 MAGIC Lane

H1 QUEST Hole
H2 ACCOLADE Hole
H3 AMULET Hole
H4 TALIESSIN Hole

L1 WAR Light
L2 ACCOLADE Light
L3 TOURNAMENT Light
L4 AMULET Light
L5 WEAPON Text Light
L6 MERLIN Light
**L7 EXPLORE BOOK
    OF TALIESSIN Light**
L8 EXTRA BALL Light
L9 SHIELD Text Light
L10 MAGIC Light
L11 SAINT MICHAEL Light
L12 SAINT GEORGE Light
L13 SHOOT AGAIN Light
L14 LEFT SHIELD KICKBACK Light
L15 RIGHT SHIELD KICKBACK Light

K1 LEFT SHIELD KICKBACK
K2 RIGHT SHIELD KICKBACK

CREST Indicator
I1   Bedivere Indicator
I2   Kay Indicator
I3   Yvain Indicator
I4   Lancelot Indicator
I5   Tristan Indicator
I6   Gawain Indicator
I7   Balin Indicator
I8   Gareth Indicator
I9   Palomides Indicator
I10 Holy Grail Knights Indicator
I11 Arthur Indicator

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7.6 SHIELD

Completing SHIELD Drop Target revives LEFT and RIGHT SHIELD KICKBACK. If both LEFT and RIGHT SHIELD KICKBACK Lights are on, current SHIELD increases its number by 1.

(Please refer to 7.11 SHIELD KICKBACK)

7.7 MAGIC

Completing MAGIC Lanes activates BALL SAVER and revives LEFT and RIGHT SHIELD KICKBACKs. Also repeating this gains either of the right of extraball or 1 million.

The necessary number of times of the sequence is three times at first. And it increases by 2 per getting the right of extra ball or 1 million up to 12 times. Just after completing all of BRAVERY, FORTUNE and LOYALTY the right of extraball shall be awarded. In other conditions, 1 million shall be awarded. The number of times shall be reset per regular ball count.

(Please refer to ; 7.2 BRAVERY,FORTUNE,LOYALTY,7.11 SHIELD KICKBACK,7.12 BALL SAVER)

7.8 TALIESSIN

If there is a knight who shall be told about his mission, EXPLORE BOOK OF TALIESSIN Light starts to blink. By shooting a ball into the hole, Poet Taliessin tells the destined mission of the knight.

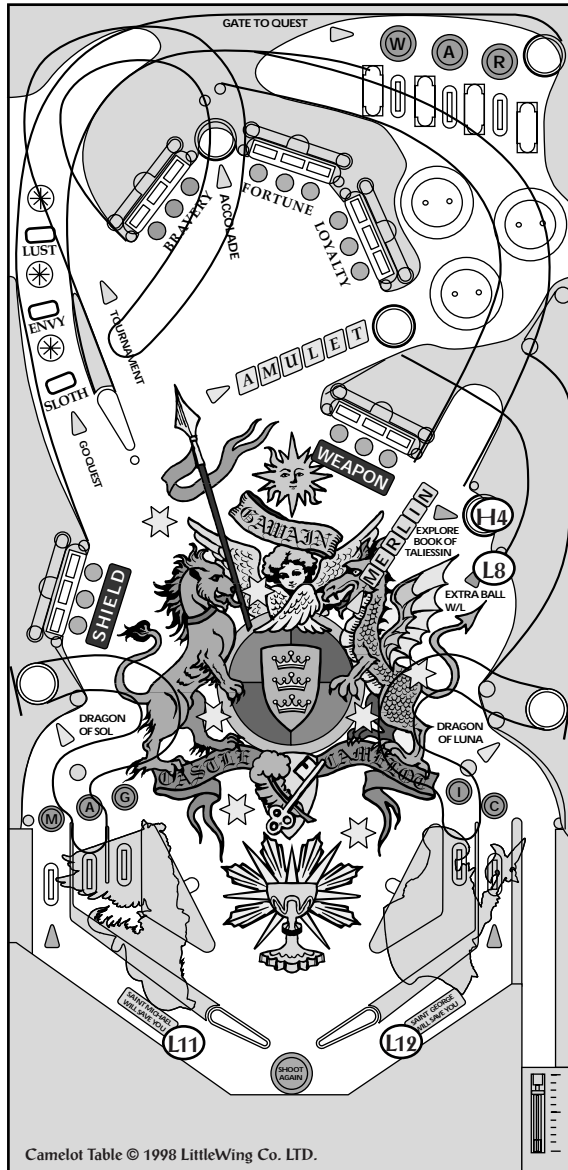If EXTRABALL Light is on, an extra ball shall be awarded at this hole.

7.9 MERLIN

MERLIN Lights turn on one by one per every passage of MERLIN Ramp. Completing MERLIN Lights awards the right of extraball or 1 million. Just after completing all of BRAVERY, FORTUNE and LOYALTY the right of extraball shall be awarded. In other conditions, 1 million shall be awarded. However, until Sir Yvain succeeds to rescue Merlin, the right of extraball shall not be given.

(Please refer to; 7.2 BRAVERY,FORTUNE,LOYALTY)

7.10 AMULET OF EXTRA LIFE

Every time a ball is shot into AMULET Hole, AMULET Lights turn on one by one. Completing AMULET Lights awards an AMULET OF EXTRA LIFE. The number of AMULET OF EXTRA LIFE is always displayed in the left banner. This value will be converted into extra balls at the departures of the knights for the adventures in Land's End or Fisher King table.

Fig. 7.12 BALL SAVER, 7.13 EXTRA BALL, 7-.14 OUT HOLE BONUS

Camelot Table © 1998 LittleWing Co. LTD.

D1 BRAVERY Drop Target
D2 FORTUNE Drop Target
D3 LOYALTY Drop Target
D4 WEAPON Drop Target
D5 SHIELD Drop Target
D6 SLOTH Drop Target
D7 ENVY Drop Target
D8 LUST Drop Target

R1 TOURNAMENT Ramp
R2 MERLIN Ramp
R3 LEFT DRAGON Ramp
R4 RIGHT DRAGON Ramp

R5 WAR Lane
R6 QUEST Lane
R7 MAGIC Lane

H1 QUEST Hole
H2 ACCOLADE Hole
H3 AMULET Hole
H4 TALIESSIN Hole

L1 WAR Light
L2 ACCOLADE Light
L3 TOURNAMENT Light
L4 AMULET Light
L5 WEAPON Text Light
L6 MERLIN Light
L7 EXPLORE BOOK
OF TALIESSIN Light
L8 EXTRA BALL Light
L9 SHIELD Text Light
L10 MAGIC Light
L11 SAINT MICHAEL Light
L12 SAINT GEORGE Light
L13 SHOOT AGAIN Light
L14 LEFT SHIELD KICKBACK Light
L15 RIGHT SHIELD KICKBACK Light

K1 LEFT SHIELD KICKBACK
K2 RIGHT SHIELD KICKBACK

CREST Indicator
I1 Bedivere Indicator
I2 Kay Indicator
I3 Yvain Indicator
I4 Lancelot Indicator
I5 Tristan Indicator
I6 Gawain Indicator
I7 Balin Indicator
I8 Gareth Indicator
I9 Palomides Indicator
I10 Holy Grail Knights Indicator
I11 Arthur Indicator

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7.11 SHIELD KICKBACK

During LEFT SHIELD KICKBACK Light is on or blinking, it shoot back a ball to the playfield from the left out lane. RIGHT SHIELD KICKBACK works in the same way in the right out lane. Those kickbacks will be tuned off by each use. But they can be revived by completing SHIELD Drop Targets.

(Please refer to 7.6. SHIELD)

7.12 BALL SAVER

During SAINT MICHAEL Light or SAINT GEORGE Light is on or blinking, the dropped ball shall be saved by BALL SAVER. (Automatically shot from the plunger)

(Please refer to 7.7 MAGIC)

7.13 Extra Ball

Shooting a ball into "TALIESSIN Hole" during "EXTRA BALL Light" is on awards an extra ball.

(Please refer to : 7.4 ACCOLADE, 7.7 MAGIC, 7.9 MERLIN)

7.14 OUT HOLE BONUS

When a ball is dropped, OUT HOLE BONUS shall be awarded according to the played features. However, no bonus shall be awarded at TILT.

BONUS will be the sum of followings;

Total Hit Point : the number of the reaction of all switches on the playfield x 1000

Mission : the number of the knights who achieved his mission x 10 Million

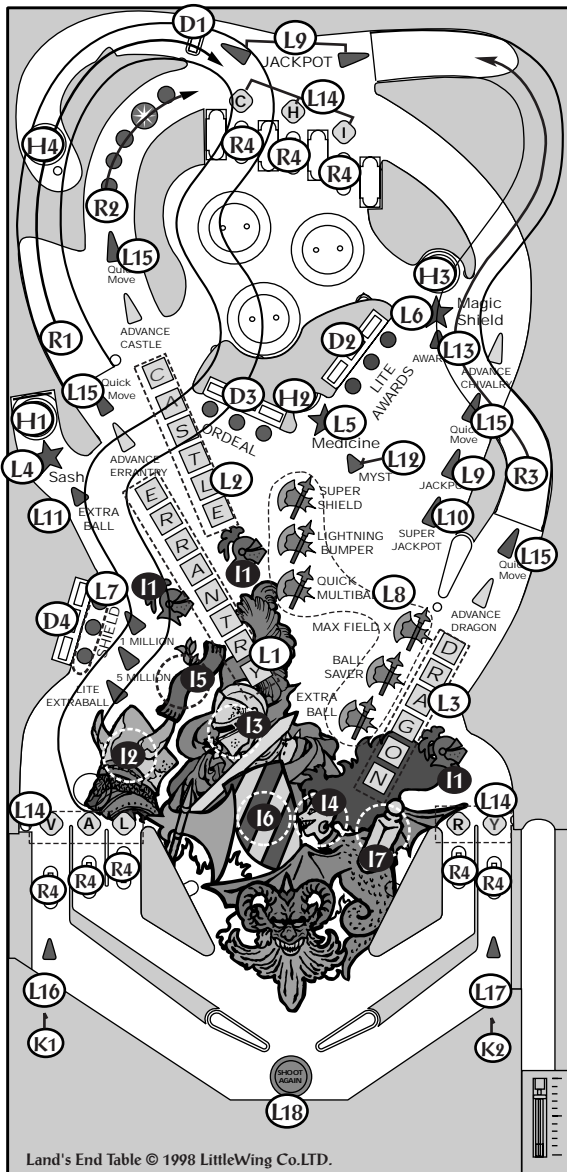Accolade : the number of the knights accoladed x 1 Million

Weapon : the number of the rest of WEAPON x 200 K

Shield : the number of the rest of SHIELD x 200 K

Amulet : the number of AMULET OF EXTRA x 200 K

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R1 ERRANTRY Ramp
R2 CASTLE Lane
R3 DRAGON Ramp
R4 CHIVALRY Lane

H1 SASH and EXTRA BALL Hole
H2 MEDICINE and MYST Hole
H3 MAGIC SHIELD and AWARD Hole
H4 SUPER JACKPOT Hole

D1 JACKPOT Target
D2 AWARD Drop Target
D3 ORDEAL Drop Target
D4 SHIELD Drop Target

L1 ERRANTRY Light
L2 CASTLE Light
L3 DRAGON Light
L4 SASH Light
L5 MEDICINE Light
L6 MAGIC SHIELD Light
L7 SHIELD Drop Target Light
L8 BATTLE AXE Light
L9 JACKPOT Light
L10 SUPER JACKPOT Light
L11 EXTRA BALL Light
L12 MYST Light
L13 AWARDS Light
L14 CHIVALRY Light
L15 QuickMove Light
L16 LEFT SHIELD KICKBACK Light
L17 RIGHT SHIELD KICKBACK Light
L18 SHOOT AGAIN Light

I1 MULTI BALL BONUS Indicator
I2 GREEN KNIGHT Indicator
I3 LANCELOT Indicator
I4 EVIL DRAGON Indicator
I5 GREEN SASH Indicator
I6 MAGIC SHIELD Indicator
I7 MEDICINE Indicator

K1 LEFT SHIELD KICKBACK
K2 RIGHT SHIELD KICKBACK

Land's End Table Overview

The main features of Land's End table are multiball and Jackpot. Only this table has Field Score Multiplier and Super Jackpot. The Field Score Multiplier is applied to every score except bonus and its maximum value is X 4. For Jackpot, also BATTLE AXE Light multiplier is added. So the value changes dramatically. Great difference should appear between casual play and strategic play.

Multiball of Land's End table takes ADD- A - BALL form. Multiball starts with two balls and completing features increases its number to four. Achieving this sequence quickly gets a chance for Super Jackpot or EXTRA BALL. This table requires high technique to get high scores though it is rather easy to start multiball. During multiball, it is a key to keep both kickbacks on because they are easy to be lost. SUPER SHIELD which can revive the kickback by one shot and Ball Saver is needed to achieve high score.

At the finish of multiball of the last adventure in Lnad's End Table the stage will go back to Camelot automatically. When it occurs, a ball should be remained on the playfield but flippers stop to react. However, the ball will not be lost. All lights on the playfield turn on to indicate that it is not TILT. Also, if a ball in play is lost and there is no extraball and the game has been played by the third ball, the game is over. If not, the stage will go back to Camelot and the game will continue with the next ball.

Land's End Table is the stage for Sir Lancelot, Sir Tristan and Sir Gawain.
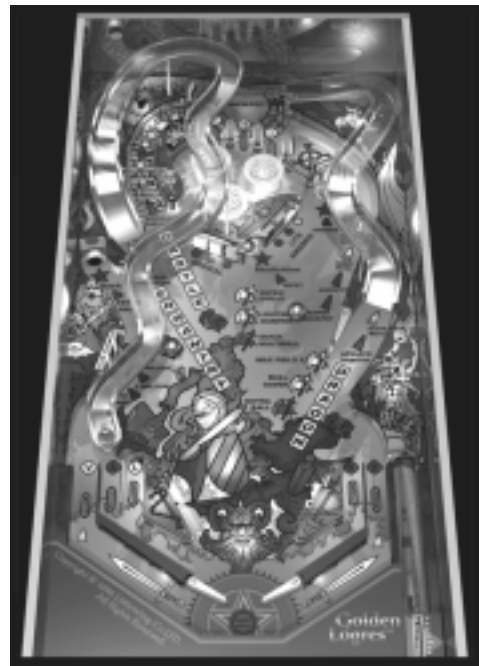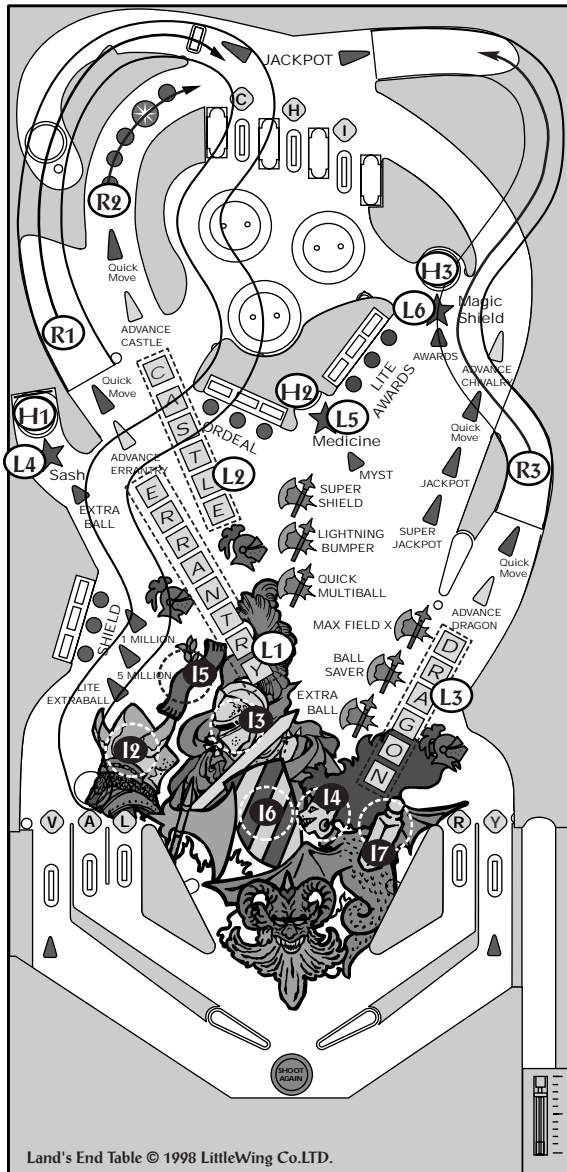
Fig. 8.1 The Quests of the Knights

R1 ERRANTRY Ramp
R2 CASTLE Lane
R3 DRAGON Ramp
R4 CHIVALRY Lane

H1 SASH and EXTRA BALL Hole
H2 MEDICINE and MYST Hole
H3 MAGIC SHIELD and AWARD Hole
H4 SUPER JACKPOT Hole

D1 JACKPOT Target
D2 AWARD Drop Target
D3 ORDEAL Drop Target
D4 SHIELD Drop Target

L1 ERRANTRY Light
L2 CASTLE Light
L3 DRAGON Light
L4 SASH Light
L5 MEDICINE Light
L6 MAGIC SHIELD Light
L7 SHIELD Drop Target Light
L8 BATTLE AXE Light
L9 JACKPOT Light
L10 SUPER JACKPOT Light
L11 EXTRA BALL Light
L12 MYST Light
L13 AWARDS Light
L14 CHIVALRY Light
L15 QuickMove Light
L16 LEFT SHIELD KICKBACK Light
L17 RIGHT SHIELD KICKBACK Light
L18 SHOOT AGAIN Light

I1 MULTI BALL BONUS Indicator
I2 GREEN KNIGHT Indicator
I3 LANCELOT Indicator
I4 EVIL DRAGON Indicator
I5 GREEN SASH Indicator
I6 MAGIC SHIELD Indicator
I7 MEDICINE Indicator

K1 LEFT SHIELD KICKBACK
K2 RIGHT SHIELD KICKBACK

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8.1 The Quests of the Knights

8.1.1 Sir Tristan the Knight of the Dragon

Mission: To kill the Dragon and receive Magic Medicine from Princess Isolde.

First, complete DRAGON Lights by shooting DRAGON Ramp. Then EVIL DRAGON Indicator in the center and MEDICINE Light turn on. To receive MAGIC MEDICINE, shoot a ball into MEDICINE and MYST Hole. When receiving the Medicine, Tristan Multiball starts as MEDICINE Indicator in the center of the playfield turns on.

8.1.2 Sir Lancelot the Knight of the Sun

Mission: To release Dolorus Gard from curse and receive MAGIC SHIELD from Dame Du Lac.

First, complete CASTLE Lights by shooting CASTLE Lane. Then LANCELOT Indicator in the center and MEDICINE Light turn on. To receive MAGIC SHIELD, shoot a ball into MAGIC SHIELD and AWARDS Hole. When receiving the Shield, Tristan Multiball starts as MAGIC SHIELD Indicator in the center of the playfield turns on.

8.1.3 Sir Gawain the Knight of Herculean strength

Mission: To beat Green Knight to release him from the curse and receive GREEN SASH for the proof of his bravery from Lady Bercilak.

First, complete ERRANTRY Lights by shooting ERRANTRY Ramp. Then GREEN KNIGHT Indicator in the center and SASH Light turn on. To receive the Green Sash, shoot a ball into SASH and EXTRA BALL Hole. When receiving the Sash, Gawain Multiball starts as GREEN SASH Indicator in the playfield turns on.

Fig.8.2.1 MULTIBALL, 8.2.2 BATTLE AXE AWARD

Land's End Table © 1998 LittleWing Co.LTD.

R1 ERRANTRY Ramp
R2 CASTLE Lane
R3 DRAGON Ramp
R4 CHIVALRY Lane

H1 SASH and EXTRA BALL Hole
H2 MEDICINE and MYST Hole
H3 MAGIC SHIELD and AWARD Hole
H4 SUPER JACKPOT Hole

D1 JACKPOT Target
D2 AWARD Drop Target
D3 ORDEAL Drop Target
D4 SHIELD Drop Target

L1 ERRANTRY Light
L2 CASTLE Light
L3 DRAGON Light
L4 SASH Light
L5 MEDICINE Light
L6 MAGIC SHIELD Light
L7 SHIELD Drop Target Light
L8 BATTLE AXE Light
L9 JACKPOT Light
L10 SUPER JACKPOT Light
L11 EXTRA BALL Light
L12 MYST Light
L13 AWARDS Light
L14 CHIVALRY Light
L15 QuickMove Light
L16 LEFT SHIELD KICKBACK Light
L17 RIGHT SHIELD KICKBACK Light
L18 SHOOT AGAIN Light

I1   MULTI BALL BONUS Indicator
I2   GREEN KNIGHT Indicator
I3   LANCELOT Indicator
I4   EVIL DRAGON Indicator
I5   GREEN SASH Indicator
I6   MAGIC SHIELD Indicator
I7   MEDICINE Indicator

K1 LEFT SHIELD KICKBACK
K2 RIGHT SHIELD KICKBACK

8.2 Features

8.2.1 MULTIBALL

When Multiball starts, " ERRANTRY Lights", "CASTLE Lights" and "DRAGON Lights" start to blink like running and then a ball shall be shot automatically from the plunger.

Shooting " ERRANTRY Ramp", " CASTLE Lane" or " DRAGON Ramp" during the lights blink like running, ADD- A- BALL shall be awarded so that a ball shall be added to the playfiled. During this sequence, lights of ramps which completed stop to blink and turn on stably.

When getting two ADD - A - Ball without loosing a ball, shooting the last ramp or lane awards the right of extraball and EXTRABALL Light of SASH and EXTRA BALL Hole turns on.

Shooting all three ramps or lane awards Super Jackpot and MULTI BALL BONUS Indicator turns on. Shooting them under this condition adds half million bonus per shot.

The bonus value is indicated in the right banner during multiball play.

During multiball play, JACKPOT Light turns on and Jackpot shall be awarded by "CASTLE Lane", "DRAGON Ramp" and "JACKPOT Drop Target".

Also dropping "JACKPOT Drop Target" turns "SUPER JACKPOT Light" on for a period of time and a chance for Super Jackpot will be given at "SUPER JACKPOT Hole". The light turns on for 40 seconds at first and will be shorten for 5 seconds per Super Jackpot acquisition until it is reduced to 10 seconds.

The value of Jackpot and Super Jackpot will be calculated as below. It will be shown in the right banner.

Jackpot :

250K X (1 + "Number of BATTLE AXE Lights") X Field Score Multiplier
The value is : Min. Quarter Million , Max. 7 Million

Super Jackpot :

Jackpot value X the number of balls on the playfield
The value is: Min. Half Million, Max. 28 Million

8.2.2 BATTLE AXE AWARD

Six kinds of BATTLE AXE AWARD will be awarded by shooting MAGIC SHIELD and AWARD Hole after completing AWARD Drop Targets. How many Award will be given is shown by BATTLE AXE Lights. BATTLE AXE Lights move as a ball get into any hole of the playfield. There are some kind of BATTLE AXE AWARD as shown below.
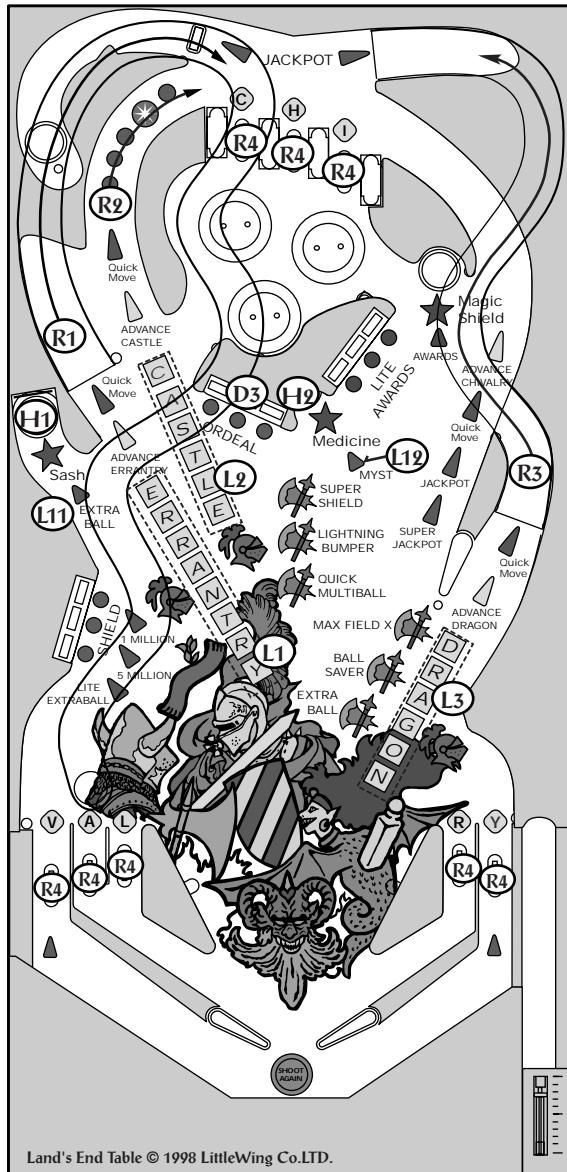
A. SUPER SHIELD
As SHIELD Drop Target Light starts to blink, SHIELD Drop Tagets can be dropped by one shot.

B. LIGHTNING BUMPER
1 Million is given when it is awarded. Also 100K is awarded for each hit on the bumpers.

Fig.8.2.3 QUICKMOVE, 8.2.4 MYSTERY

Land's End Table © 1998 LittleWing Co.LTD.

R1 ERRANTRY Ramp
R2 CASTLE Lane
R3 DRAGON Ramp
R4 CHIVALRY Lane

H1 SASH and EXTRA BALL Hole
H2 MEDICINE and MYST Hole
H3 MAGIC SHIELD and AWARD Hole
H4 SUPER JACKPOT Hole

D1 JACKPOT Target
D2 AWARD Drop Target
D3 ORDEAL Drop Target
D4 SHIELD Drop Target

L1 ERRANTRY Light
L2 CASTLE Light
L3 DRAGON Light
L4 SASH Light
L5 MEDICINE Light
L6 MAGIC SHIELD Light
L7 SHIELD Drop Target Light
L8 BATTLE AXE Light
L9 JACKPOT Light
L10 SUPER JACKPOT Light
L11 EXTRA BALL Light
L12 MYST Light
L13 AWARDS Light
L14 CHIVALRY Light
L15 QuickMove Light
L16 LEFT SHIELD KICKBACK Light
L17 RIGHT SHIELD KICKBACK Light
L18 SHOOT AGAIN Light

I1 MULTI BALL BONUS Indicator
I2 GREEN KNIGHT Indicator
I3 LANCELOT Indicator
I4 EVIL DRAGON Indicator
I5 GREEN SASH Indicator
I6 MAGIC SHIELD Indicator
I7 MEDICINE Indicator

K1 LEFT SHIELD KICKBACK
K2 RIGHT SHIELD KICKBACK

C. QUICK MULTIBALL

Multiball starts instantly.

D. MAX FIELD X

The field score multiplier is maximized to X4.

E. BALL SAVER

Ball Saver will be activated for 40 seconds.

F. EXTRA BALL

An extraball is awarded

8.2.3 QUICKMOVE

QUICK MOVE has a time limit. It is awarded when a ball passes through any combination of the ramp or lane shown below consecutively in 5 seconds. The value will be increased from 100K by 100K up to 1 Milloon by consecutive achievements of this feature.

A. "ERRANTRY Ramp"

B. "CASTLE Lane"

C. "DRAGON Ramp"

D. "CHIVARLY Lane"

8.2.4 MYSTERY

Shooting a ball into MEDICINE and MYST Hole after completing ORDEAL Drop Targets awards one of the features shown below randomly.

A. Advance Field X   **The field score multiplier increases by 1 up to X4.**

B. 200K **shall be awarded**

C. 500K **shall be awarded**

D. 700K **shall be awarded**

E. Million **shall be awarded**

F. Quick Multi Ball   **Quick Multiball starts.**

G. BALL SAVER   **Ball Saver activates for 40 seconds.**

H. Lite Extra Ball   **EXTRA BALL Light shall be lit at SASH and EXTRA BALL Hole.**

I. Spell Errantry   **It advances ERRANTRY Light.**

J. Spell Castle   **It advances CASTLE Light.**
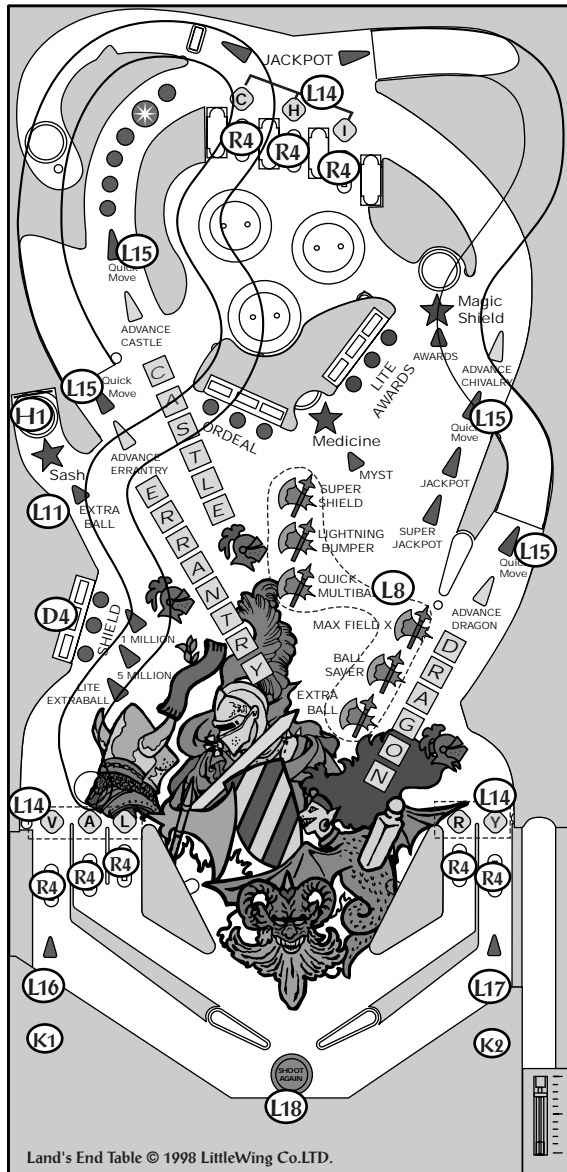
K Spell Dragon   **It advances DRAGON Light.**

8.2.5 CHIVALRY

Completing CHIVALRY Lane awards following four at the same time;

* LEFT SHIELD KICKBACK revives

Fig.8.2.5 CHIVARLY, 8.2.6 SHIELD, 8.2.7 SHIELD KICKBACK

8.2.8 BALL SAVER, 8.2.9 EXTRA BALL,

8.2.10 OUT HOLE BONUS

Land's End Table © 1998 LittleWing Co.LTD.

R1 ERRANTRY Ramp
R2 CASTLE Lane
R3 DRAGON Ramp
R4 CHIVALRY Lane

H1 SASH and EXTRA BALL Hole
H2 MEDICINE and MYST Hole
H3 MAGIC SHIELD and AWARD Hole
H4 SUPER JACKPOT Hole

D1 JACKPOT Target
D2 AWARD Drop Target
D3 ORDEAL Drop Target
D4 SHIELD Drop Target

L1 ERRANTRY Light
L2 CASTLE Light
L3 DRAGON Light
L4 SASH Light
L5 MEDICINE Light
L6 MAGIC SHIELD Light
L7 SHIELD Drop Target Light
L8 BATTLE AXE Light
L9 JACKPOT Light
L10 SUPER JACKPOT Light
L11 EXTRA BALL Light
L12 MYST Light
L13 AWARDS Light
L14 CHIVALRY Light
L15 QuickMove Light
L16 LEFT SHIELD KICKBACK Light
L17 RIGHT SHIELD KICKBACK Light
L18 SHOOT AGAIN Light

I1 MULTI BALL BONUS Indicator
I2 GREEN KNIGHT Indicator
I3 LANCELOT Indicator
I4 EVIL DRAGON Indicator
I5 GREEN SASH Indicator
I6 MAGIC SHIELD Indicator
I7 MEDICINE Indicator

K1 LEFT SHIELD KICKBACK
K2 RIGHT SHIELD KICKBACK

* RIGHT SHIELD KICKBACK revives

* BALL SAVER activates for 5 seconds

* Field Score Multiplier Advances

Also, if it is a single ball play, QUICK MOVE starts which time limit is extended to 10 seconds. CHIVALRY Lane can do lane- change by flipper buttons.

(Please refer to 8.2.3 QUICK MOVE)

8.2.6 SHIELD

Completing SHIELD Drop Targets revives both LEFT and RIGHT SHIELD KICKBACKs. Also, after getting all BATTLE AXE AWARDs, BATTLE AXE JACKPOT is awarded.

8.2.7 SHIELD KICKBACK

During LEFT SHIELD KICKBACK Light is on, a ball fallen into the left out lane will be kicked back to the play field. RIGHT SHIELD KICKBACK works in the same way. Both kickbacks will be turned off after using it. But they will revive by completing SHIELD Drop Targets.

(Please refer to : 8.2.6 SHIELD,8.2.5 CHIVALRY)

8.2.8 BALL SAVER

During SHOOT AGAIN Light blinks, a fallen ball will be saved by Ball Saver. (automatically shot back from the plunger)

(Please refer to 8.2.2 BATTLE AXE AWARD,8.2.5 CHIVALRY)

8.2.9 EXTRA BALL

During EXTRA BALL Light is lit, an extraball shall be awarded by shooting a ball into SASH and EXTRA BALL Hole.

(Please refer to 8.2.1 MULTIBALL)

8.2.10 OUT HOLE BONUS

When a ball is dropped, OUT HOLE BONUS shall be awarded according to the played features. However, no bonus shall be awarded at TILT.

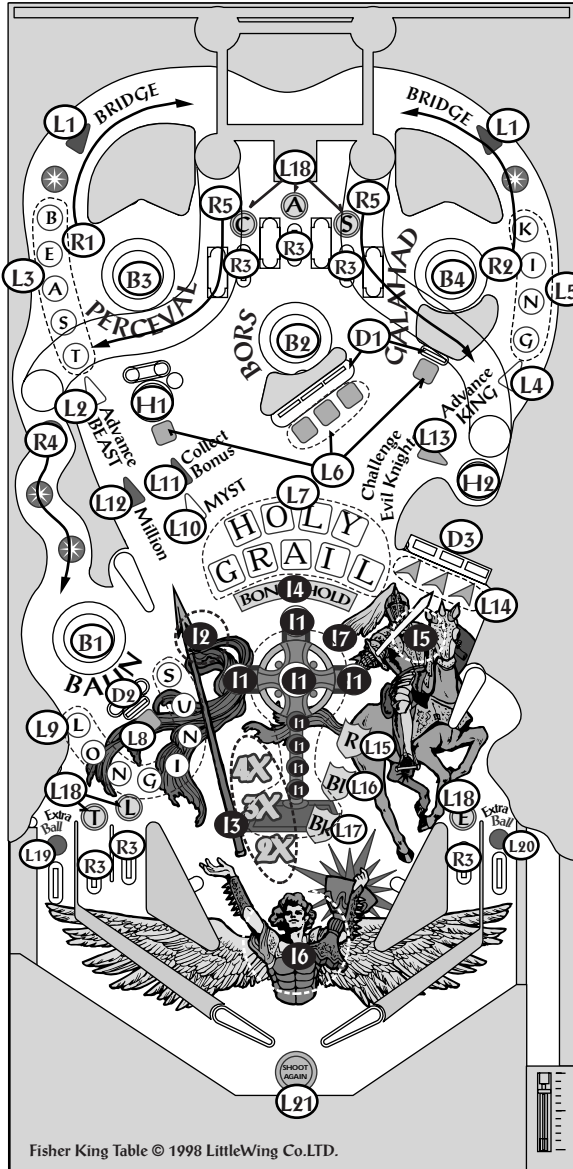OUT HOLE BONUS will be the sum of followings;

Total Hit Point : the number of the reaction of all switches on the playfield x 1000

Lightning Bumper : If " Lightning Bumper" has been got by "BATTLE AXE AWARD" , the value of it

QuickMove : QuickMove x 50 K

Multi Ball Bonus: Total of Multi Ball Bonus

9. Fisher King Table Features

Fisher King Table © 1998 LittleWing Co.LTD.

B1 BALIN Bumper
B2 BORS Bumper
B3 PERCEVAL Bumper
B4 GALAHAD Bumper

R1 BEAST Lane
R2 KING Lane
R3 CASTLE Lane
R4 BALIN Lane
R5 BRIDGE Ramp

H1 PERCEVAL Hole
H2 CHALLENGE EVIL KNIGHT Hole

D1 HOLY GRAIL Spot Target
D2 LONGINUS Spot Target
D3 EVIL KNIGHTS Drop Target

L1 BRIDGE Light
L2 ADVANCE BEAST Light
L3 BEAST Light
L4 ADVANCE KING Light
L5 KING Light
L6 HOLY GRAIL Target Light
L7 HOLY GRAIL Light
L8 LONGINUS Target Light
L9 LONGINUS Light
L10 MYST Light
L11 COLLECT BONUS Light
L12 MILLION Light
L13 CHALLENGE EVIL KNIGHT Light
L14 EVIL KNIGHTS Drop Target Light
L15 RED KNIGHT Light
L16 BLUE KNIGHT Light
L17 BLACK KNIGHT Light
L18 CASTLE Light
L19 LEFT EXTRA BALL Light
L20 RIGHT EXTRA BALL Light
L21 SHOOT AGAIN Light

I1 CROSS BONUS Indicator
I2 SPEAR of LONGINUS Indicator
I3 BONUS MULTIPLIER Indicator
I4 BONUS HOLD Indicator
I5 EVIL KNIGHT Indicator
I6 HOLY GRAIL Indicator
I7 QUESTING BEAST Indicator

Fisher King Table Overview

Fisher King Table has mysterious atmosphere with its irregular layout. This table may look a little bit classic. However, the toughness of this table can not be imagined by its appearance. Also, only this table has Bonus Score Multiplier, Bonus Hold and Correct Bonus.

To achieve high score, acquisition of bonus plays very important part. Precise ball control by nudging is essential as it doesn't have any kick back. In addition to, as extra balls can be obtained only at out lanes, increasing stock of extra balls can not be expected here. A hotly contested game is required!
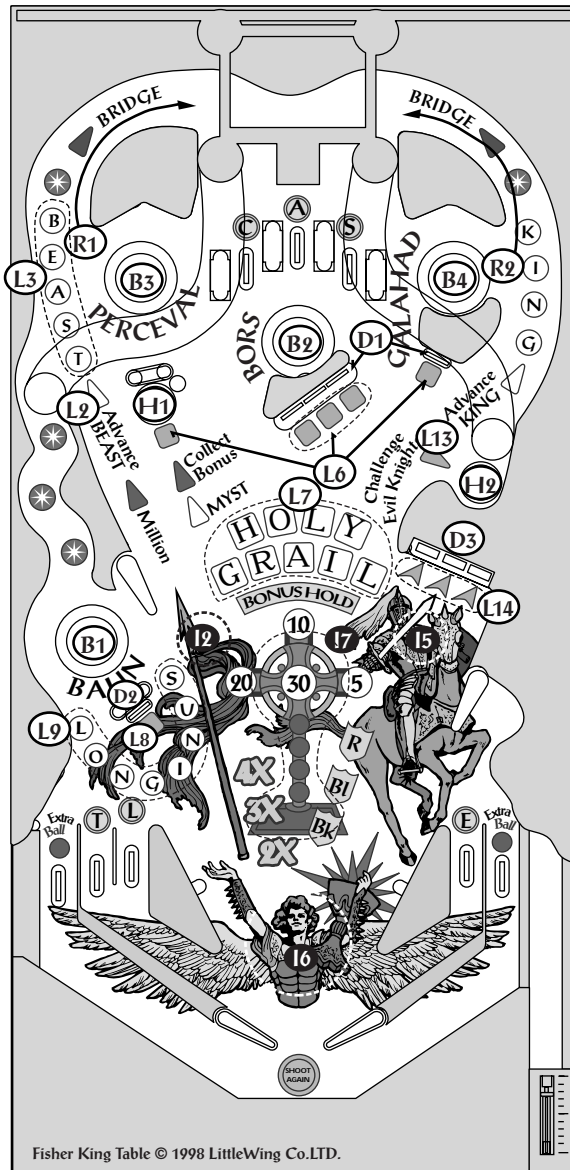
Multiball in Fisher King Table is two-ball play basically. It will be up to four-multiball by completing prural adventures concurrently. Gaining bonus by proceeding other adventures during Multiball play is the purpose rather than incresing scoring ability.

At the finish of multiball of the last adventure in Fisher King Table the stage will go back to Camelot automatically. When it occurs, a ball should be remained on the playfield but flippers stop to react. However, the ball will not be lost. All lights on the playfield turn on to indicate that it is not TILT. Also, if a ball in play is lost and there is no extraball and the game has been played by the third ball, the game is over. If not, the stage will go back to Camelot and the game will continue with the next ball.

Fisher King Table is the stage for Sir Balin, Sir Gareth, Sir Palomides and the Three Knights of Holy Grail (Sir Perceval, Sir Bors and Sir Galahad)

Fig.9.1 The Quests of the Knights

B1 BALIN Bumper
B2 BORS Bumper
B3 PERCEVAL Bumper
B4 GALAHAD Bumper

R1 BEAST Lane
R2 KING Lane
R3 CASTLE Lane
R4 BALIN Lane
R5 BRIDGE Ramp

H1 PERCEVAL Hole
H2 CHALLENGE EVIL KNIGHT Hole

D1 HOLY GRAIL Spot Target
D2 LONGINUS Spot Target
D3 EVIL KNIGHTS Drop Target

L1 BRIDGE Light
L2 ADVANCE BEAST Light
L3 BEAST Light
L4 ADVANCE KING Light
L5 KING Light
L6 HOLY GRAIL Target Light
L7 HOLY GRAIL Light
L8 LONGINUS Target Light
L9 LONGINUS Light
L10 MYST Light
L11 COLLECT BONUS Light
L12 MILLION Light
L13 CHALLENGE EVIL KNIGHT Light
L14 EVIL KNIGHTS Drop Target Light
L15 RED KNIGHT Light
L16 BLUE KNIGHT Light
L17 BLACK KNIGHT Light
L18 CASTLE Light
L19 LEFT EXTRA BALL Light
L20 RIGHT EXTRA BALL Light
L21 SHOOT AGAIN Light

I1 CROSS BONUS Indicator
I2 SPEAR of LONGINUS Indicator
I3 BONUS MULTIPLIER Indicator
I4 BONUS HOLD Indicator
I5 EVIL KNIGHT Indicator
I6 HOLY GRAIL Indicator
I7 QUESTING BEAST Indicator

9.1 The Quests of the Knights

9.1.1 Sir Balin the Knight of Two Swords

Mission: To bring Spear of Longinus which stabbed Jesus's side at the Crucifixion to Camelot.

Shoot LONGINUS Spot Target to complete LONGINUS Lights during LONGINUS Target Light is on. As SPEAR of LONGINUS Indicator in the center starts to blink, shoot the ball into the Castle of Fisher King to get Spear of Longinus. When Sir Balin receives the spear, Multiball starts.

Hitting BALIN Bumper lights LONGINUS Target Light.

9.1.2 Sir Gareth the Knight with Beautiful Hands

Mission: To beat the Three Evil Knights of the Castle Perilous (Castle of Danger) who are the Red Knight, Blue Knight and Black Knight.

EVIL KNIGHTS Drop Target Lights start to blink when a ball is shot into CHALLENGE EVIL KNIGHT Hole. Drop a Evil Knights Drop Target to beat a Evil Knight. Complete this sequence for three times to beat three of them. When all three Knights are beaten, EVIL KNIGHT Indicator in the center starts to blink. Then shoot a ball into the Castle of Fisher King to release the curse of the Castle Perilous. Gareth Multiball starts for the celebration.

9.1.3 Sir Palomides the Saracen Knight

Mission: To kill Questing Beast which is the symbol of King Arthur's sin.

First, complete BEAST Lights by shooting BEAST Lane so that QUESTING BEAST Indicator (cross in the center) starts to blink. Then shoot a ball into the Castle of Fisher King to kill Questing Beast. Palomides Multiball starts for the celebration.

9.1.4 Three Knights of Holy Grail; Sir Bors, Sir Perceval and Sir Galahad

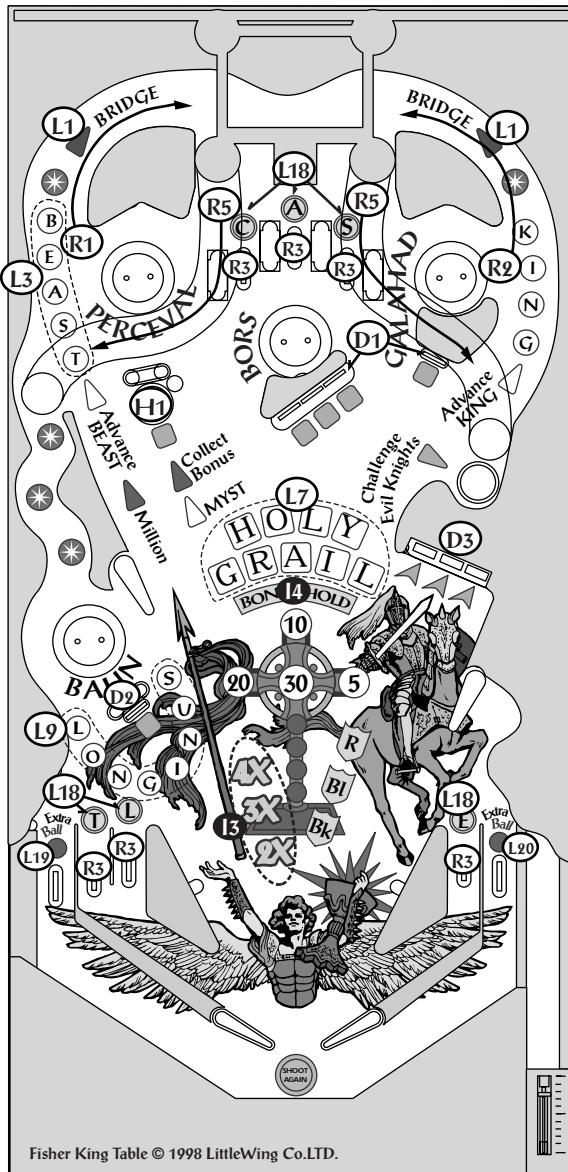Mission: To solve the enigma of Holy Grail and bring it to Camelot

Repeating to shoot Holy Grail Targets or Perceval Hole when their lights are on completes HOLY GRAIL lights. Then HOLY GRAIL Indicator in the center starts to blink so shoot the ball into the Castle of the Fisher King to get Holy Grail. Getting Holy Grail starts Multiball.

The lights of HOLY GRAIL Spot Targets and PERCEVAL Hole (= HOLY GRAIL Target Lights) turn on respectively when a corresponding bumper hits a ball as follows.

* Perceval bumper turns on the light of Perceval Hole

* Bors Bumper turns on the three target lights beneath it

* Galahad Bumper turns on the target light beneath it

The difficulty of this feature depends on which target is lit. Each light remains on until the corresponding target is dropped.

Fig.9.2.1 MULTIBALL, 9.2.2 BRIDGE, 9.2.3 CASTLE

Fisher King Table © 1998 LittleWing Co.LTD.

B1 BALIN Bumper
B2 BORS Bumper
B3 PERCEVAL Bumper
B4 GALAHAD Bumper

R1 BEAST Lane
R2 KING Lane
R3 CASTLE Lane
R4 BALIN Lane
R5 BRIDGE Ramp

H1 PERCEVAL Hole
H2 CHALLENGE EVIL KNIGHT Hole

D1 HOLY GRAIL Spot Target
D2 LONGINUS Spot Target
D3 EVIL KNIGHTS Drop Target

L1 BRIDGE Light
L2 ADVANCE BEAST Light
L3 BEAST Light
L4 ADVANCE KING Light
L5 KING Light
L6 HOLY GRAIL Target Light
L7 HOLY GRAIL Light
L8 LONGINUS Target Light
L9 LONGINUS Light
L10 MYST Light
L11 COLLECT BONUS Light
L12 MILLION Light
L13 CHALLENGE EVIL KNIGHT Light
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L20 RIGHT EXTRA BALL Light
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I3 BONUS MULTIPLIER Indicator
I4 BONUS HOLD Indicator
I5 EVIL KNIGHT Indicator
I6 HOLY GRAIL Indicator
I7 QUESTING BEAST Indicator

9.2 Features

9.2.1 MULTIBALL

Multiball starts when each adventure is achieved. Basically they are two- ball multiball but when plural adventures are achieved at the same time, it becomes four- ball multiball at maximum.

During each multiball, Jackpot chance is given according to the achieved adventure.

* When Sir Balin gets Spear of Longinus
Jackpot is awarded at LONGINUS Spot Target and BALIN Lane.

* When Sir Gareth beats Three Evil Knights
Jackpot is awarded at EVIL KNIGHTS Drop Targets

* When Sir Palomides kills Questing Beast
Jackpot is awarded at BEAST Lane

* When the Three Knights of Holy Grail get Holy Grail
Jackpot is awarded at HOLY GRAIL Spot Target and PERCEVAL Hole.

Each Jackpot value is 1 million at first. The value increases by half million per each Jackpot acquisition. The upper limit is 10 million.

9.2.2 BRIDGE

In general, a ball shot through BEAST Lane and KING Lane will fall into top lane. But if BRIDGE Light is on, the ball will be carried to BRIDGE Ramp.

NOTE: Even the light is on, if there is not enough force the ball may not get on the ramp. On the other hand, in consequence of the ball action sometimes the ball get on the ramp though the light is not on. It is because of the physical structure of the castle.

BRIDGE Lights turn on when;

* A ball is shot into PERCEVAL Hole

* A drop Target is completed

* At the completion of "BEAST Lights", "LONGINUS Lights" or "HOLY GRAIL Lights"

9.2.3 CASTLE

Completing CASTLE Lane multiplies the Bonus to X2, X3 and X4. If X4 is achieved, Bonus Hold is awarded and next extraball is lit at out lanes. Bonus Multiplier is shown at BONUS MULTIPLIER Indicator and Bonus Hole is shown at BONUS HOLD Indicator.

(Please refer to 9.2.8 CROSS BONUS)

Fig.9.2.4 KING, 9.2.5 MYSTERY, 9.2.6 BALL SAVER, 9.2.7 EXTRABALL

Fisher King Table © 1998 LittleWing Co.LTD.

B1 BALIN Bumper
B2 BORS Bumper
B3 PERCEVAL Bumper
B4 GALAHAD Bumper

R1 BEAST Lane
R2 KING Lane
R3 CASTLE Lane
R4 BALIN Lane
R5 BRIDGE Ramp

H1 PERCEVAL Hole
H2 CHALLENGE EVIL KNIGHT Hole

D1 HOLY GRAIL Spot Target
D2 LONGINUS Spot Target
D3 EVIL KNIGHTS Drop Target

L1 BRIDGE Light
L2 ADVANCE BEAST Light
L3 BEAST Light
L4 ADVANCE KING Light
L5 KING Light
L6 HOLY GRAIL Target Light
L7 HOLY GRAIL Light
L8 LONGINUS Target Light
L9 LONGINUS Light
L10 MYST Light
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I3 BONUS MULTIPLIER Indicator
I4 BONUS HOLD Indicator
I5 EVIL KNIGHT Indicator
I6 HOLY GRAIL Indicator
I7 QUESTING BEAST Indicator

9.2.4 KING

Completing KING Lights gives a chance for Mystery Feature and Correct Bonus in turns. COLLECT BONUS Light or MYST Light turns on at PERCEVAL Hole.

KING Lights only advances when ADVANCE KING Light is on and it can be turned by shooting BEAST Lane.

Correct Bonus is a very big and important feature of Fisher King Table. It is awarded 27.6 Million at maximum and in addtion to, it doesn't deducted from bonus.

(Please refer to 9.2.5 MYSTERY,9.2.8 CROSS BONUS)

9.2.5 MYSTERY

Shooting a ball into PERCEVAL Hole when MYST Light is on awards one of the features shown below randomly.

(Please refer to 9.2.4 KING)

A. Advance Bonus X
The bonus multiplier advances by 1. If the Bonus Multiplier is already maximum, it is applied to Bonus Hold. If Bonus Hold has been already awarded, it lights extraball.

B. Spell King   It advances KING Light by one.

C. 200K shall be awarded.

D. 500K shall be awarded.

E. 700K shall be awarded.

F. Million shall be awarded.

G. Collect Bonus   Collect Bonus is awarded

H. Lite Extra Ball   It lights EXTRA BALL Light at out lanes

J. Spell Beast   It advances BEAST Light by one.

K Spell Longinus   It advances LONGINUS Light by one.

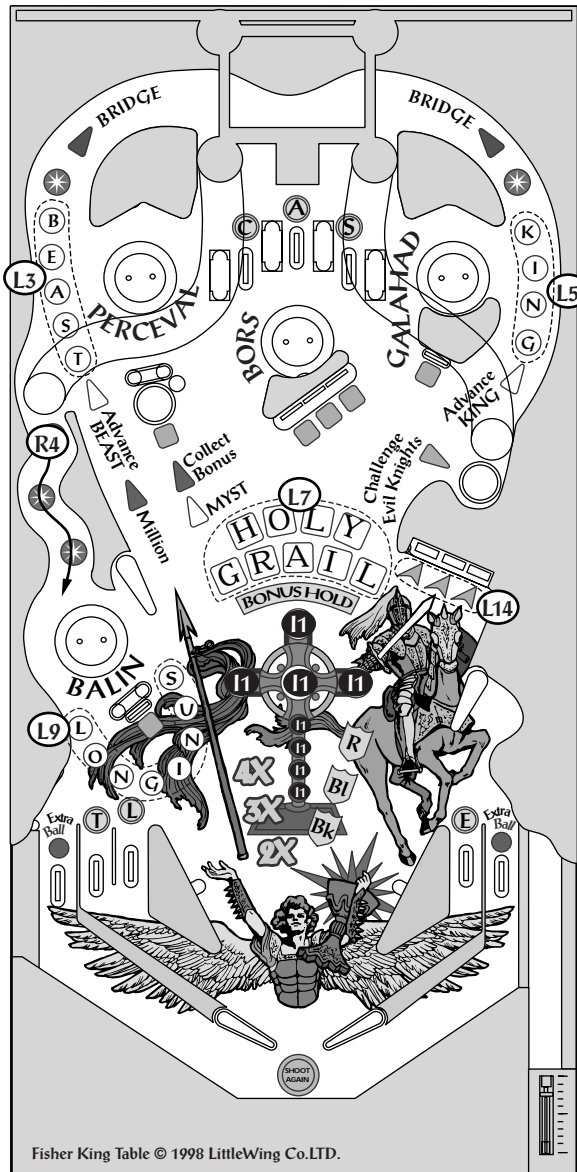### K Spell Holy Grail It advances HOLY GRAIL Light by one.

9.2.6 BALL SAVER

During SHOOT AGAIN Light blinks, a fallen ball will be saved by Ball Saver. (automatically shot back from the plunger)

9.2.7 EXTRABALL

If a ball passes the left out lane during LEFT EXTRA BALL Light is on, an extraball is awarded. It is the same way in the right out lane. The RIGHT and LEFT EXTRA BALL light switches by flipper buttons.

Fig.9.2.8 CROSS BONUS, 9.2.9 OUT HOLE BONUS

Fisher King Table © 1998 LittleWing Co.LTD.

B1 BALIN Bumper
B2 BORS Bumper
B3 PERCEVAL Bumper
B4 GALAHAD Bumper

R1 BEAST Lane
R2 KING Lane
R3 CASTLE Lane
R4 BALIN Lane
R5 BRIDGE Ramp

H1 PERCEVAL Hole
H2 CHALLENGE EVIL KNIGHT Hole

D1 HOLY GRAIL Spot Target
D2 LONGINUS Spot Target
D3 EVIL KNIGHTS Drop Target

L1 BRIDGE Light
L2 ADVANCE BEAST Light
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L4 ADVANCE KING Light
L5 KING Light
L6 HOLY GRAIL Target Light
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L8 LONGINUS Target Light
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L10 MYST Light
L11 COLLECT BONUS Light
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L14 EVIL KNIGHTS Drop Target Light
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I1 CROSS BONUS Indicator
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I3 BONUS MULTIPLIER Indicator
I4 BONUS HOLD Indicator
I5 EVIL KNIGHT Indicator
I6 HOLY GRAIL Indicator
I7 QUESTING BEAST Indicator

9.2.8 CROSS BONUS

A Bonus point is added when;

* Any of "BEAST Lights", "KING Lights", " LONGINUS Lights", "HOLY GRAIL Lights" advances

* Shooting BALIN Lane

* Completion of EVIL KNIGHTS Drop Targets

The current point is shown at CROSS BONUS Indicator in the center. CROSS BONUS is awarded; 100K X point X Bonus Score Multiplier . The maximum value is 27.6 million.

9.2.9 OUT HOLE BONUS

Bonus which corresponds to the play is awarded when a ball is lost. However, it will not be awarded at TILT.

The bonus consists of CROSS BONUS and Total Hit Point.

Total Hit Point: the number of the reaction of all switches on the playfield x 1000

(Please refer to 9.2.8 CROSS BONUS)

PINBALL Basic Techniques 4
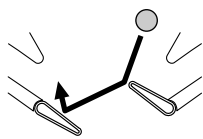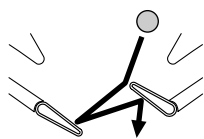
Deflect Pass

Fig.11 Deflect Pass

Fig.12 Beat Down

When a ball is rolling downwards in dangerous course, you can save the ball by the Deflect Pass. Hold a flipper up to touch the ball to change its course and shoot it by another flipper. If you feel there will not be enough power by the touch, you should flip the right flipper (example of fig. 11) at the very moment of the touch to give it more power. The point of this technique is to flip down as quickly as possible at the moment of touch. Otherwise, the ball may be shot down to out hole by the flipper shown as fig. 12 (Beat down).

Reverse Pass Flip

When a ball is not close enough to touch the flipper, you can shoot the ball lightly by the flipper of other side to pass the ball back to the first flipper to shoot. It is a high technique which needs accuracy provided by experience.
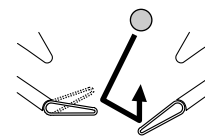

Fig. 13 Reverse pass flip
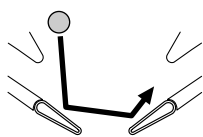
Dead Flipper Bounce

Fig.14 Dead flipper bounce

"Dead Flipper Bounce" is a technique to pass a ball to the flipper of the other side with a flipper down to bounce a ball on it. It may need a little courage not to do anything watching the ball bouncing. But it is the quite strong weapon once mastered. You should arrange it at each situation. For example, holding a ball with the right flipper just after bouncing a ball on the left flipper. <The End >

10. Trouble Shooting

Q: Program doesn't launch. It displays messages like " It has not been installed properly... ".
A: Please do the registration again. Double click on "Program Registration" in program CD-ROM launch the registration program. Or delete Golden Logres folder from your hard disk and copy it again form CD-ROM.

Q: I could play the game normally until yesterday but program doesn't work today. It displays a message like "Application file is damaged".
A: Your computer may be infected with virus. Please install program again after checking system with anti-virus program.

Q: The game screen has been disarranged. It should not be "Hung up" since sounds are normal.
A: Please select "Display Option Setting..." from the operation menu and turn off the check mark of "Draw the screen directly without QuickDraw" in the dialog box and press OK button. Next quit the program and re-launch the program.

Q: Some noise generate; sounds are played skipping during loading the game or in other occasion.
A: Virtual memory or RAM DOUBLER may cause such noise or sound skipping when playing sounds and disk accessing are done at the same time. If possible, please turn off the virtual memory. Also playing with the copied program on a hard disk reduces this problem.

Q: Game loading is terribly slow.
A: Since Golden Logres loads lots of data from files at the start and during a game play. If those files are in fragments, the performance may become terribly low.

Please try defragment tools or copy the file to other hard disk which is not fragmented.

(New hard disks or ones which have lots of free space have less chance to cause fragmentation)

And launching a program directly from the program CD-ROM may be faster than terribly fragmented hard disks. Please try once.

Q: Sounds can not be played normally
A: If sounds are not played at all, please confirm if there are checks on "Effect Sound ON" and "BGM Sound ON" in the operation menu. If those checks are on, please select "Open volume control" and check if the volume is set properly in "Volume control" or "WAVE output" by a right click on the speaker icon in the task bar. If it also doesn't work, please check the buttery and connection of your speakers.

Q: Game Graphic seems disarranged.
A: Please select "Display Option Setting..." and change "DirectDraw mode" into "Software emulation" and put a check on "Not use Flipping".

If these don't work, please set the program CD-ROM to execute AUTOPLAY.EXE (which is displayed at set up) and click on "Safety" icon. (One with a description " Change all settings for the most stable game running")

Q: The upper and lower part are not displayed, or no game screen is displayed but all black.
A: If you use note book type computer, it is possible that the program outputs the screen image to external monitor connector. Double click on "Screen" in the control panel to display a dialog box which contents "Display detail". Select the tab of Display Detail to get a dialog to check "Laptop display panel" is selected by pressing "Change Display" button.

Q: Errors which tell the insufficiency of memory occur.
A: Windows uses the free space for virtual memory. If there is not enough free space in the drive in which Windows is installed, insufficient memory error occurs because system can not secure the space for the virtual memory. Please check if there is enough free space on the hard disk in which Windows is installed. Generally, about 30 MB free space is required for this purpose.

Q: Game loading is terribly slow.
A: A: Since Golden Logres loads lots of data from files at the start and during a game play. If those files are in fragments, the performance may become terribly low.

Please try defrag tool of Windows to optimize the disk or copy the file to other hard disk which is not fragmented.

(New hard disks or ones which have lots of free space have less chance to cause fragmentation)

And launching a program directly from the program CD-ROM may be faster than terribly fragmented hard disks. Please try once.

Q: I could play the game normally until yesterday but program doesn't work today. It displays a message like "Application file is damaged".
A: Your computer may be infected with virus. Please install program again after checking system with anti-virus program.

11. Welcome to LittleWing Web Site
and the Contest Information

Please visit to LittleWing Web Site

There are on-line shop, all information of LittleWing products, High Score contest reports and results, news, demo version down load, guest book which makes you to get the hottest information and much more. Please keep in touch with LittleWing!

http://www.littlewing.co.jp/

Let's join the High Score Contest!!

LittleWing opens the High Score Contest for Golden Logres. Anyone can join it for free. We are preparing gorgeous awards for you!

You can apply the contest either by internet. Please refer to our web site http://www.littlewing.co.jp/eng/highscore.html for details. The interim report of the contest is appeared in our site and renewed occasionally.

How to apply the contest

Please create a contest application file by;

Macintosh: Select "Create Contest File" from Operation menu

Windows: Select "Create Contest File"

It creates your application file automatically. Please do not edit the file since it has check digit in it. Send the file to our web site. That's all!