

Watchmen rule sheet

Note on controls

The left and right magnasave buttons will activate the lower flippers only, allowing stage flipping.

The lockbar button will switch which ramps can be used to lock balls for Owlship multiball. This allows you to make ramp shots without starting Owlship multiball.

Modes

There are five characters, which each have a set of three modes associated with them. The modes are organized in three tiers. Completing a mode in one tier allows you to play the next tier of that character's modes.

You can have multiple character modes running at the same time. If you start a timed mode while another timed mode is running, the mode timer will be reset to the start time of the new mode (unless you have more time remaining than what the new mode would start with).

If a mode ends without being completed, all progress toward completing the mode will be saved for when that mode is played again. The exception is modes in tier 3, which can only be played once (until all modes are reset by playing the Karnak wizard mode).

Modes cannot be lit or started during Owlship multiball or any wizard mode. Any modes started before Owlship multiball will continue to run during the multiball.

Mode shots are worth more points as more progress is made in the mode, except for in tier 3 modes.

Rorschach Modes

Rorschach modes are associated with the color orange. To light Rorschach modes, complete the left bank of drop targets. To start Rorschach modes, shoot the center saucer.

Rorschach tier 1: Investigate Blake's Death

- **To light:** Complete the left bank of drop targets once.
- **Mode timer:** 30 seconds.

To complete, hit the following shots in sequence:

1. Center ramp
2. Upper playfield hole

3. Right drop target
4. Right saucer

Rorschach tier 2: Framed

- **To light:** Complete the left bank of drop targets twice.
- **Mode timer:** 60 seconds.

Each drop target hit will light up a shot on the playfield with an orange arrow. To complete the mode, hit the drop targets to add orange arrows, then hit 6 shots lit with orange arrows. When orange arrows are hit, they are un-lit and need to be lit again by the drop targets.

Rorschach tier 3: The Abyss Gazes Also

- **To light:** Complete the left bank of drop targets three times.
- **Mode timer:** 90 seconds.

The mode starts with four orange arrows and four teal arrows lit. Hitting an orange arrow will score 3.5 million points, and add 3.5 million points to the mode jackpot. Hitting a teal shot will *subtract* 3.5 million points from the mode jackpot. The mode jackpot cannot be negative.

Completing the left drop target bank will turn one teal shot into an orange shot.

Collect the mode jackpot by shooting either the left or right loop on the upper playfield. Collecting the mode jackpot will end the mode.

Shot or playfield multipliers do not affect how much the mode jackpot is increased by, but do affect the value when the jackpot is collected.

Nite Owl Modes

Nite Owl modes are associated with the color white. To light and start Nite Owl modes, shoot the left ramp.

Nite Owl tier 1: Hollis Mason

- **To light:** Shoot the left ramp twice.
- **Mode timer:** 25 seconds.

To complete, hit the following shots in sequence:

1. Center saucer
2. Any of the right inner loop, right ramp, or right outer loop
3. Center saucer
4. Any of the left inner loop, left ramp, or left outer loop

Nite Owl tier 2: Taking Archie for a Spin

- **To light:** Shoot the left ramp three times.
- **Mode timer:** 50 seconds.

To complete the mode, hit the shots lit with white arrows. The shots will move every 3 seconds. The mode starts with four white arrows lit. Every two shots hit, one white arrow less will be lit. Hit 7 lit shots to complete the mode.

Nite Owl tier 3: Investigate Adrian

- **To light:** Shoot the left ramp four times.

The mode starts with four white arrows lit. Hitting an white arrow will score 2.5 million points, add 2.5 million points to the mode jackpot, and move the white arrow to the opposite side of the playfield.

Collect the mode jackpot by shooting either the left or right loop on the upper playfield. Collecting the mode jackpot will end the mode.

Shot or playfield multipliers do not affect how much the mode jackpot is increased by, but do affect the value when the jackpot is collected.

Ozymandias Modes

Ozymandias modes are associated with the color purple. To light and start Ozymandias modes, shoot the spinner.

Ozymandias tier 1: Assassination Attempt

- **To light:** Hit the spinner for 24 spins.
- **Mode timer:** 30 seconds.

To complete, hit the following shots in any order:

- Left outer loop
- Left inner loop
- Right inner loop
- Right outer loop

During this mode, the outer loop shots will go around the whole loop, instead of going into the bumpers.

Ozymandias tier 2: India Famine Benefit

- **To light:** Hit the spinner for 32 spins.
- **Mode timer:** 60 seconds.

To complete, hit the spinner to light purple arrows, then hit 5 shots lit with purple arrows. Every 8 spins on the spinner will light a purple arrow. When purple arrows are hit, they are un-lit and need to be lit again by the spinner. At most 6 purple arrows can be lit.

Ozymandias tier 3: Watching the World

- **To light:** Hit the spinner for 48 spins.
- **Mode timer:** 90 seconds.

During this mode, every switch hit will score 250,000 points, and add 250,000 points to the mode jackpot.

Collect the mode jackpot by shooting either the left or right loop on the upper playfield. Collecting the mode jackpot will end the mode.

Shot or playfield multipliers do not affect how much the mode jackpot is increased by, but do affect the value when the jackpot is collected.

Silk Spectre Modes

Silk Spectre modes are associated with the color yellow. To light and start Silk Spectre modes, shoot the right ramp.

Silk Spectre tier 1: Nepenthe Gardens

- **To light:** Hit right ramp twice.
- **Mode timer:** 30 seconds.

To complete, hit the left and right ramps twice each, in any order. During this mode, the ramps are diverted to a flipper that will allow you to hit a lit ramp.

Silk Spectre tier 2: Mugging

- **To light:** Hit right ramp three times.
- **Mode timer:** 60 seconds.

During this mode, the shots are divided into left and right shots.

Left Shots	Right Shots
Left outer loop	Center scoop
Left ramp	Right inner loop
Left inner loop	Right ramp
Center ramp	Right outer loop

To complete the mode, hit each of the 8 shots when they are lit yellow. The mode will alternate between left shots and right shots being lit yellow, starting with the left shots, and switching each time a yellow shot is hit.

Silk Spectre tier 3: Meeting on Mars

- **To light:** Hit right ramp four times.
- **Mode timer:** 90 seconds.

The mode starts with all shots unlit. Hitting an unlit shot will score 1 million points, add 1 million points to the mode jackpot, and light two adjacent shots in yellow. The right outer loop and the left outer loop count as adjacent shots.

Hitting a shot that is lit yellow scores 4 million points, adds 4 million points to the mode jackpot, and unlights the other shot that was lit at the same time as the made shot.

A shot can be lit yellow twice by being in the middle of two shots that were hit. You can tell a shot is lit twice when it blinks twice as fast. Hitting a shot that is lit twice scores 8 million points, adds 8 million points to the mode jackpot, and unlights all other shots that were lit by both of the shots that lit the made shot.

Collect the mode jackpot by shooting either the left or right loop on the upper playfield. Collecting the mode jackpot will end the mode.

Shot or playfield multipliers do not affect how much the mode jackpot is increased by, but do affect the value when the jackpot is collected.

Dr. Manhattan Modes

Dr. Manhattan modes are associated with the color blue. To light and start Dr. Manhattan modes, shoot the saucer behind the right three drop targets. If the ball lands in the saucer when any of the right drop targets are still up, the shot still counts. After being kicked out of the right saucer, the right bank of drop targets will reset.

All Dr. Manhattan modes are multiballs. After a Dr. Manhattan mode is completed, there are no additional awards for keeping multiple balls in play.

Dr. Manhattan tier 1: The Interview

- **To light:** Hit the right saucer once.

This mode is a 2 ball multiball, and ends when fewer than two balls are in play.

To complete the mode, hit 12 drop targets in either the left or the right bank. The drop targets will usually reset after each hit in this mode. There is an exception if a

mode is running that requires shooting the right saucer (such as Owlship multiball), in which case the right drop targets will only reset after the right saucer is hit.

Dr. Manhattan tier 2: Gila Flats

- **To light:** Hit the right saucer twice.

This mode is a 2 ball multiball, and ends when fewer than two balls are in play.

The goal of this mode is to keep one ball in center saucer and another in the right saucer at the same time. The center saucer will kick the ball out after 8 seconds, or after both saucers contain a ball. The right saucer will kick the ball out after 12 seconds, or after both saucers contain a ball. During this mode, the right drop targets will not raise.

To complete the mode, lock balls in both saucers four times.

Dr. Manhattan tier 3: Castle of Glass

- **To light:** Shoot the right saucer three times.

This mode is a 3 ball multiball, and ends when fewer than two balls are in play.

The mode starts with four blue arrows lit. Hitting a blue arrow will score 3.5 million points, add 3.5 million points to the mode jackpot, and move the blue arrow and an adjacent blue arrow to a different shot.

Collect the mode jackpot by shooting either the left or right loop on the upper playfield. Collecting the mode jackpot will end the mode.

Shot or playfield multipliers do not affect how much the mode jackpot is increased by, but do affect the value when the jackpot is collected.

Wizard Modes

To light a wizard mode, complete modes for all characters. To start a wizard mode, shoot the right saucer. If a wizard mode is lit, no other mode can be started, the mystery award cannot be advanced or collected, and balls cannot be locked for the Owlship multiball.

Wizard modes cannot be started during any other modes.

Wizard mode 1: Comedian's Funeral

To light Comedian's Funeral, complete the tier 1 modes of all five characters.

Comedian's Funeral is a four ball multiball, and ends when fewer than two balls are in play. Completing the left bank of drop targets will add a ball in play, up to three times. If six or more balls are in play, completing the left drop targets will give a short ball saver, but not add a ball.

During Comedian's Funeral, each character is represented by a shot. These are the same shots that start that character's mode, *except* Rorschach whose shot is the center ramp.

Hitting a character's shot will show a piece of that character's memory of The Comedian, and score points according to the following table:

First memory fragment	2,000,000 points
Second memory fragment	2,500,000 points
Third memory fragment	3,000,000 points
Fourth memory fragment	3,500,000 points

After the fourth memory fragment has been collected for a character, hitting that character's shot will no longer score points, but a super jackpot will be lit at the center saucer.

It is possible to light super jackpots from multiple characters before collecting at the center saucer, and doing so will score additional points. The super jackpot is worth as follows:

Number of completed memories	Super Jackpot value
1	8 million
2	20 million
3	35 million
4	55 million
5	80 million

After a super jackpot has been collected, all completed memories will be reset to zero fragments, and fragments can be collected again.

Wizard mode 2: Jailbreak

To light Jailbreak, complete the tier 2 modes of all five characters.

Jailbreak is a six ball multiball, and ends when fewer than two balls are in play.

Completing all shots lit with teal arrows will add a ball to play, up to five times. After each ball added, one shot is added to the set of teal shots. If six or more balls are in play, completing the teal shot will give a short ball saver, but not add a ball. Each teal shot is worth 1 million points.

The jailbreak jackpot alternates between the left and right inner loop, which will be lit with a red arrow. The value of the jailbreak jackpot is the number of balls in play,

multiplied by four million.

Wizard mode 3: Karnak

To light Karnak, play the tier 3 modes of all five characters.

Karnak starts as a four ball multiball, but has no time limit, and does not end until the last ball drains, or the mode is completed.

When Karnak is completed, the flippers will stop working until all balls are drained. After that, a ball will be fed to the plunger and all mode progress will be reset as if a new game was started.

Karnak consists of 10 stages. A ball will be added to play after stage 2, 4, 6, or 8 is completed.

Stage number	Objective	Value
1	Hit the left and right outer loop	10M per shot
2	Hit the right saucer behind the drop targets	20M
3	Hit two moving white shots	10M per shot
4	Complete the left drop target bank	4M per drop target
5	Hit the left and right inner loop	10M per shot
6	Hit 6 drop targets	3.25M per drop target
7	Hit the left and right ramp	10M per shot
8	Hit the center saucer, then the center ramp	10M per shot
9	Hit the center saucer and the right saucer	10M per shot
10	Hit the spinner for 25 spins	400,000 per spin

Completing stage 10 will award a Karnak Jackpot worth 100 million points. The Karnak jackpot is affected by double scoring, but is not affected by the shot multiplier.

Owlship multiball

To light locks for Owlship multiball, hit the loops where a round green light is blinking. Which loops are lit and how many are needed depend on how many Owlship multiballs have been played.

- 1st owlship multiball: Either outer loop will light a lock.
- 2nd: One of the outer loops will light a lock.
- 3rd: Both outer loops must be hit to light a lock.
- 4th and afterward: To light one lock, hit the left outer loop, then hit the right outer loop.

At the start of Owlship multiball, all 8 major shots are lit with green arrows for jackpots. An owlship jackpot is worth 1.5 million points. After 8 jackpots have been collected, a super jackpot worth 7.5 million points is lit at the center saucer. After a single super jackpot has been collected, the jackpots are re-lit, plus four additional jackpots at each of the three upper playfield shots and at the right scoop. The four new jackpots are double jackpots worth 3 million. When all 12 jackpots are collected, a double super jackpot worth 15 million is lit at the center saucer. When the double super jackpot is collected, the multiball returns to the first stage of 8 jackpots followed by a single super jackpot.

Shooting the right saucer behind the drop targets will add a ball into play once per Owlship multiball. Collecting a super jackpot disables the add a ball.

Sugar Cubes

Sugar cubes are lit at the 8 major shots. The game starts with 4 sugar cubes lit. There is a minimum amount of sugar cubes that are lit, which depends on the current value of the X shot multiplier.

X lit	Minimum amount of sugar cubes lit
Unlit or 2X	4 sugar cubes
3X, 4X, or 5X	3 sugar cubes
6X or 7X	2 sugar cubes
8X or more	1 sugar cube

New sugar cubes are added to the shot hit least recently. Sugar cubes can be added by hitting the bumpers.

Collecting sugar cubes serves multiple purposes.

- An extra ball is lit at 12 sugar cubes.
- The X shot multiplier will be increased every 2 sugar cubes, but more sugar cubes are needed the higher the X shot multiplier is.

- The Black Freighter mystery will be advanced every second time that a sugar cube does not award anything else.

Shot Multipliers

Increase the X Shot Multiplier by collecting sugar cubes. If X is more than one, one of the arrows on the inlanes will be blinking. The lane can be changed with the flipper button. If the ball rolls over the blinking inlane, the value of the next shot hit within 5 seconds will be multiplied by the X. The X is reset to one afterward, even if no shot was hit. The X shot multipliers maxes at 9.

Double Scoring

Complete the five blinking teal targets on the upper playfield to light double scoring, which can be collected at the upper playfield hole. Double scoring lasts for 20 seconds.

Mystery Award

To advance the Black Freighter mystery award, hit the red arrows on the upper playfield, or collect sugar cubes. The Black Freighter mystery has five increasingly valuable levels. To collect the mystery award, shoot the center saucer, which will have a red blinking arrow when the mystery award is available.

Level 1

To advance to level 1 requires one shot, to any of the three shots of the upper playfield.

Level 2

To advance from level 1 to level 2 requires one shot to the hole of the upper playfield.

Level 3

To advance from level 2 to level 3 requires two shots, first to either loop on the upper playfield, then to the hole of the upper playfield.

Level 4

To advance from level 3 to level 4 requires three shots, first to both loops on the upper playfield, then to the hole of the upper playfield.

Level 5

To advance from level 4 to level 5 requires three shots, first to the left loop on the upper playfield, then to the right loop on the upper playfield, and finally to the hole of the upper playfield.

The first mystery award will always be to start a mode. After 12 shots have been made that advance the mystery, the next award will be to light an extra ball.

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Award type	Level 1	Level 2	Level 3	Level 4	Level 5
Modes	Advance 1 mode	Start 1 mode	Advance all modes	Light 2 modes	Light all modes
Points	750,000	1,500,000	3,000,000	6,000,000	12,000,000
Multiball	Light 1 lock	Award 1 lock	Light 3 locks	Award 2 locks	Start multiball
Double scoring	Spot 1 teal target	Spot 2 teal targets	2X scoring for 20 sec	2X scoring for 30 sec	2X scoring for 60 sec
Bonus X	+1 Bonus X	+2 bonus X	+4 bonus X	+6 bonus X	+10 bonus X
Timer	Add 12 seconds	Add 25 seconds	Add 50 seconds	Set timer to 99 sec	Stop mode timers [*]
Shot X	Light all sugar	+2 shot X	+3 shot X	+5 shot X	Shot X at 9X
Ball save	10 sec ball saver	15 sec ball saver	20 sec ball saver	30 sec ball saver	Not awarded

^{*} This lasts for the rest of the ball.