

Notes and Disclaimers

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This rule sheet is being created because I could not find another one. **I am working off of the schematic.** I would like a copy the manual if someone has one. I did find a brief explanation by Jeff Grippe that explained the two ways to get multi-ball, I will use part of that for the foundation of the multi-ball section. I am using some of the format, by Kevin Martin , for laying out the rules. His job on Twilight Zone inspired me. Credit is due to them for getting me started on this project. (I tried emailing Jeff but his email was outdated.) Some descriptions of devices are the words of Bill O' Donnell, President of Bally Manufacturing, Chicago. His information was taken from the Cash Box Article on IPDB.org which was submitted by Rob Hawkins.

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If you would like to publish this somewhere else, feel free to do so, just so it is done for free and all sections are together and complete. If you would like to send me corrections, modifications, additions etc. then get in touch with me. Thank You, Bob Graham. bobgspinball (at) aol (dot) com If you have the manual please contact me.

There are 4 Capers that you can try to complete.

1. Code Zapper Caper.
2. Deep 4 Caper.
3. Sea Ray Caper.
4. Sea Ray Super Bonus Caper.

This is a glossary of the shots and features that will be referred to during the discussion of the game.

BASICS, SWITCHES, DEVICES ETC:

At Start Up

If there are no pinball(s) left in the Kick-Out-Holes or the Deep 4 Alley, from a previous game, the Deep 4 Caper Gate will be open and lit up when the first ball is kicked out into the plunger lane.

If there are pinball(s) left in the Kick-Out-Holes or the Deep 4 Caper Alley, from a previous game, the Deep 4 Caper Gate will be closed and not lit up when the first ball is kicked out into the plunger lane. The Code Zapper Gate is closed at the start of a game.

Flippers

There are two Flippers with double rubbers on each of them. They measure 2-1/2". The "Flipper Zipper" was introduced in a game called "Bazaar". The flipper-gap is closed by a skill shot where you tap the Red Mushroom Bumper, located on the lower-middle right side of the playfield. The Flippers open when you tap one of three (3) Yellow Mushroom Bumpers, located in the center to left side of the playfield.

Manual Plunger (Starting Skill Shot)

This is a normal plunger. Its lane is standard length and leads to a gate, beyond which there is a Rollover Button at the top center, a Rollover Switch between two post and two Kick-Out Holes which may capture the ball.

Rollover Button

The Rollover Button at the top center is a 10 point shot that also opens the "Code Zapper Caper" Gate and lights a porthole in the Sea Ray Ship.

Top Rollover Switch

The Top Rollover Switch is between two posts, just below the Rollover Button and it is a 100 point shot.

Kick-Out-Holes

There are two Kick-Out-Holes located at the top to the left and right of the Top Rollover Switch. They do not score any points. They capture and hold the ball, if there is not a ball in the Deep 4 Exit Alley. If the first ball is held than a second ball is produced to be played from the Manual Plunger, this also happens if both balls are captured. The captive ball(s) are released for Multi-ball by a skill shot where you tap the White Mushroom Bumper, located on the upper-right side middle of the playfield. A captive ball, in the Kick-Out-Holes, will carry over from player to player and game to game. If a ball is in the Deep 4 Alley then any ball that lands in a Kick-Out-hole is immediately "kicked out" and put back into play.

Code Zapper Caper Gate

This gate is located on the lower-left side middle of the playfield. It opens when the Blue Mushroom Bumper is tapped or when you cross the Rollover Button.

Code Zapper Rollover Switch

When crossed by the ball this switch activates the Code Zapper Kicker Solenoid.

Code Zapper Kicker Solenoid

The Code Zapper Kicker kicks the ball up the left side of the playfield across the Left Rebound Gate Rollover Switch and back into play.

Left Rebound Gate Rollover Switch

When crossed by the ball the Left Rebound Gate Rollover Switch is worth whatever the Code Symbol is on the Code Zapper wheel. Triangle = 100 points. Circle = 300 points and a Square = 500 points.

Code Zapper Symbols

There are 3 symbols. The Triangle, which is worth 100 points. A Circle, which is worth 300 points and a Square, which is worth 500 points. Symbols on the Code Zapper Caper wheel advance if one of the Yellow Mushroom Bumpers is tapped, if the Blue Mushroom Bumper is tapped, if one of the Out Lane Rollover Switches is crossed or if the Rollover Button, at the top center is crossed.

Deep 4 Caper Gate & the Free Ball Gate

The Deep 4 Caper Gate is located on the upper-right side middle of the playfield. It is open when there is no captive ball. It closes when there is a captive ball or when a ball enters the Deep 4 Alley.

The Free Ball Gate is located on the right side middle of the playfield in line with the Plunger Lane. It is closed to the Deep 4 Alley and opened to the Plunger Lane when a pinball is in the Deep 4 Alley. It is opened to the Deep 4 Alley and closed to the Plunger Lane when the Deep 4 Caper Gate is opened. The function of this gate is to prevent a ball from entering the Deep 4 Alley if another ball is already present there.

Right Rebound Gate Switch

The Right Rebound Gate Switch, located at the top end of the Plunger Lane on the right side of the playfield, sets Player Advance, Ball Return and Next Play relays. It keeps the machine sequence in order since balls can be held on the playfield by the Kick-Out-Holes and the Deep 4. It also turns off the Same Player Shoots Again Light.

Deep 4 Alley Switches

The Deep 4 Alley Switches are actually one bar that is pulled in by the Ball Advance Solenoid that is activated when the White Mushroom Bumper is tapped. The bar has small levers that pivot when it is pulled in and the levers kick the ball to the next step. A captive ball, in the Deep 4 Alley, will carry over from player to player and game to game.

Super Bonus Caper Unit

Counts up one, each time you complete all six porthole lights on the Sea Ray Ship. Points or a Free Game are awarded at 5, 6, 7 and (or) 8. (See "Sea Ray Super Bonus Caper" for details.)

Left Slingshot Rebound

The Left Slingshot rebound is 10 points. It has a solenoid that does kick the ball out to the playfield. (See Skill Shot below.)

Right Slingshot Rebound

The Right Slingshot rebound is 10 points. It does not have a solenoid kick the ball out to the playfield.

Other Rubber Rebounds

There are 5 other rebounds. They are all 1 point each. Two are on the right side and three are on the left side of the playfield.

Thumper Bumpers

There are three Thumper Bumpers. They are always 10 points each. They should not have "10 Points when Lit" written on the top.

Left and Right Out Lane Rollover Switches

The Out Lane Switches are 50 points each. They also advance the Code Zapper Symbol.

Red Mushroom Bumper

There is one Red Mushroom Bumper, located on the lower-right side middle of the playfield. It closes the gap on the Flippers. It does not score any points when tapped.

White Mushroom Bumper

There is one White Mushroom Bumper, located on the upper-right side middle of the playfield. It is a 10 point shot. It releases any captive balls when tapped to start a two or three ball Multi-ball. It also moves a ball down to the next Deep 4 Alley position.

Yellow Mushroom Bumper

There are three Yellow Mushroom Bumpers, located in the center to left side of the playfield. They each score 100 points when tapped. Each one also advances the Code Zapper and lights one of the portholes in the Sea Ray Ship. They also open the "Flipper Zipper" if the flippers were closed.

Blue Mushroom Bumper

There is one Blue Mushroom Bumper, located on the upper-left side middle of the playfield. It scores 10 points when tapped. It also opens the Zapper Gate and lights the Zapper Gate light.

THE 4 CAPERS:

Code Zapper Caper

The Code Zapper Gate is opened when you tap the Blue Mushroom Bumper or cross over the Rollover Button. When entering the Code Zapper Caper Gate the ball will cross the Code Zapper Kicker Rollover Switch which activates the Code Zapper Kicker Solenoid. During this time the Code Zapper Gate closes. The Code Zapper Kicker kicks the ball up the left side of the playfield across the Left Rebound Gate Rollover Switch which gives the player points equal to whatever the Code Symbol is on the Code Zapper wheel at that moment. The ball is then up at the top of the playfield and back into play.

Deep 4 Caper

The Deep 4 Caper Gate is open when there is no captive ball. When you enter the Deep 4 Alley Gate the ball stops at the first of four steps and the Deep 4 Caper Gate closes. The ball is then moved to the next step when you tap the White Mushroom Bumper. After moving the ball down the Deep 4 Alley four steps the ball exits out of the Deep 4 Alley to the Plunger Lane and back into play.

Sea Ray Caper

There are six Sea Ray Porthole lights on the ship in the middle of the playfield. To light all six portholes you can cross the Rollover Button at the top center of the playfield, tap the Blue Mushroom Bumper or tap any of the three Yellow Mushroom Bumpers. The Sea Ray Super Bonus Caper wheel for that player advances by one.

Sea Ray Super Bonus Caper

Each time you complete a Sea Ray Caper the Sea Ray Super Bonus Caper wheel for that player advances by one. This is displayed in the lower right corner of the back glass. A special can be set at a Super Bonus Caper score of 5, 6, 7 and (r) 8. The Special is either a Free Replay or points equal to whatever the Code Symbol is on the Code Zapper wheel at that moment.

MULTIBALL:

The game has two different versions of multi-ball play. If you have a ball locked in the Deep 4 Alley, the two Kick-Out-Holes will simply kick the ball back into play without scoring any points. If the Deep 4 Alley is empty then the two Kick-Out-Holes will capture balls for multi-ball play and the gate to the Deep 4 Alley will close. In other words both the Deep 4 Alley and the two Kick-Out-Holes will trap balls for multi-ball play but if one is active the other is not. As for releasing the trapped balls you would have to hit the White Mushroom Bumper near the Deep 4 Alley. For balls trapped in the Kick-Out-Holes the mushroom bumper will simply release them into play. For a ball trapped in the Deep 4 Alley, each time you tap the White Mushroom Bumper the ball will move down one step. After four hits the ball will exit the Deep 4 Alley and be returned to the Plunger Lane.

Some Skill Shots

When shooting a ball out into play, always try to cross the Rollover button at the top of the playfield. This will open the "Code Zapper Caper" Gate and light a porthole in the Sea Ray Ship.

When shooting a ball out into play, always try to land the ball in one of the two Kick-Out-Holes. This will then give you another ball in the Plunger Lane where you can try to cross the rollover button again

to light another porthole in the Sea Ray Ship and also land in the other Kick-Out-Hole. This will also set the captive balls up for Multi-ball when you tap the White Mushroom Bumper.

When the ball is going to hit the left slingshot, tap the machine forward. This will push the ball towards the lower right rebound rubber causing it to bounce to the left side of the machine and through the Code Zapper Gate, if it is open.

If you tap the machine forward a little harder, when the ball is going to hit the left slingshot, it will cause the ball to go towards the Red Mushroom Bumper.

When a ball is near the right Thumper Bumper on the right side, push the left front side of the machine to cause the ball to move towards the White Mushroom Bumper.

When a ball is near the left Thumper Bumper on the left top side, push the right front side of the machine to cause the ball to move towards the Blue Mushroom Bumper.

When a ball is near the center Thumper Bumper near the top on the right or left side, push the front side of the machine to cause the ball to move towards the Kick-Out-Holes.

With the Flippers closed and the ball resting between them, press the left flipper button to cause the ball to go towards the White Mushroom Bumper or through the Deep 4 Gate, if it is open.

With the Flippers closed and the ball resting between them, press the right flipper button to cause the ball to go towards the Blue Mushroom Bumper.

With the Flippers closed and the ball resting between them, press both of the flipper buttons to cause the ball to go between the Thumper Bumpers.

When in Multi-ball and the Flippers are closed wait for all the balls to settle on the Flippers, then press either one or both of the flippers for some interesting results.

SOUND:

Bell

The Bell, located in the back box on the left side wall can be set for 10 points, 100 points, 10 and 100 points or off.

Sounder

The Sounder, is a small knocker coil, located in the cabinet bottom at the front right side. It is energized with the Replay Unit.

CREDIT:

Bill O' Donnell

Jeff Grippe

Rob Hawkins

Bud "Fluid"

Jim Everett

Kevin Martin

Jim Divoky (sold me the machine)

Rick Swanson (just because)

Thanks, BoB Graham