Tokyo Pinball 103 Game Rules (English)

Game Rules

Please try playing the game first, and reread these rules when you feel like it. You may find hints and discoveries to help you achieve a high score!

1. Jackpots and Pinball Machines

The jackpot is the most important element for getting a big score in this game. You will win the jackpot accumulated during play when you hit a ball on the pinball machine in the cafe. Each time you win a bonus, the same number of points accumulates in the jackpot. There are various ways to get bonuses during the game.

2. Stamina and Special Actions (Nudge and Kickback)

This game has no tilt penalty; instead, special actions consume stamina. Nudging consumes 1 point of stamina, and kicking back consumes 2 points. To regain stamina, you need to get a drink, which appears when you turn on all the return lane lights.

3. Computer and Drop Targets

The computer turns on when the ball hits all the drop targets on the playfield. Three events will occur depending on the situation when the computer turns on and the ball hits.

Extra Ball

The EXTRA in the center of the playfield will light up when the Ramp Bonus, the Orbit Bonus, and the Charge Level 10 are achieved. With all EXTRAs lit, you can acquire the Extra Ball only once during the game. After you get the Extra Ball, the ball saver will light up, and you can drain the ball only once without losing it and replay the game.

Hold Bonus

The Hold Bonus is available when you do not have it. After you get the Hold Bonus, you can lose the ball only once, but you will maintain the Charge Level and jackpot points.

Recovery Mode Activation

This event is available when the player is not yet in recovery mode. You must recover all floppy disks in the playfield within 60 seconds after entering recovery mode. If you succeed, the door to the game center in the center of the playfield will open.

In the game center, you can use the flipper button to operate the electromagnet to keep the ball. Gather the broken heart pieces by hitting the ball against the objects in the game center. When the heart is repaired, the ball will be returned to the plunger, and the Determination Multiplier will be activated.

4. Charge Levels

Bonus points during the game vary depending on the Charge Level and calculate by the following formula.

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Bonus score = Bonus base point x Charge level
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Each time you spin a certain number of spinners on either side of the orbit, the Charge Level is up to 10. If you don't have the Hold Bonus, it will reset when the ball is lost.

5. Multiplier

Scores earned and added to the jackpot are multiplied. This game has three types of multipliers, which affect your score up to 60 times.

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Total multiplier = Ball Multiplier x Third Flipper Multiplier x Determination Multiplier
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Ball Multiplier

Each time you turn on all three yellow lights at the end of the ramp on the right, the Ball Multiplier increases up to 4 times. If you don't have the Hold Bonus, it will reduce by -1 when the ball is lost.

In addition, if you hit the ball five times quickly on the table in the cafe, the multiplier will increase up to +2 for 30 seconds only. If you don't have the Hold Bonus, it will reset when the ball is lost.

Third Flipper Multiplier

Each time the ball passes through the orbit, the multiplier of the Third Flipper Multiplier increases up to 5 times. It will reset when the ball touches the left and right flippers at the bottom of the playfield. It requires skill to pass through the orbit with only the third flipper repeatedly.

Determination Multiplier

A time-limited multiplier is activated by repairing a heart in the Game Center. 2x for 99 seconds.

6. Ball Saver

You can replay without losing the ball for 5 seconds after plunging, even if you drain it once.

7. Game End Bonus

You will receive a score equal to the jackpot remaining at the end of the game multiplied by the Ball Multiplier.

8. List of Bonus Conditions

Name	Base Points	How to Earn
RETURN BONUS	1,000	Turn on all return lane lights
SPIN BONUS	1,000	Spin the spinner a certain number of times when the charge level is 10

Name	Base Points	How to Earn
RAMP BONUS	10,000	Pass the ball through the same ramp four times
RAMP BONUS	10,000	Pass the ball through the orbit four times from the same direction
SKILLSHOT	20,000	Hit the pinball machine within a certain period after plunging the ball
POWER BONUS	20,000	When the Ball Multiplier level is at its maximum, turn on all the lights at the end of the right ramp
HEART BONUS	50,000	Fix the broken hearts in the game center