



Gottlieb Volley Release Notes

Version 1.5

Reproduction by DavidSSS

Thanks

To Randy and Black for Visual Pinball

To D Gottlieb and Co for Volley

A big thanks to Mr Hide for use of his pics of Volley and a comprehensive explanation of the rules. Note that the rules were wrong in version 1 and thanks to Mrhide for taking the time to look at the table and correct the rules. I hope I got everything right this time - if not expect to see version 1.6 soon :)

Greywolf – I used his posts so I didn't have to make my own, and he helped with the rules too!

Shiva, Jon PurpleHaze, TiltJP, Bendigo, Ash, Duglis et al: for resources shared on websites or within tables.

Notes

This is the first time I have tried to make a table which is based upon a picture where I had to correct the perspective. Although correcting the picture is fairly easy it does make it more difficult to make the table layout totally accurate. I have adjusted the table but I think it is still a bit congested at the top. To make a shot to the top of the table to get the ball into the top lanes is very difficult and I'm just not sure it would be quite that difficult on the real machine. This makes Volley pretty hard as you need to get the targets lit for 5,000 to get anywhere near the replay scores.

A lot of the scoring on this table is either 500 or 5,000. As such the sounds tend to meld together a bit. I have shortened the sounds to try and compensate but this was basically impossible to avoid.

Rules

Version 1 of this table had the rules wrong - so here's an explanation of how the rules should be and are implemented in version 1.5

The rules of this table are a bit quirky and the rule sheet on the real machine does not really explain them in detail, so here goes.

The basic aim of the game is to knock down all of the targets. Well, I'll be . . .

At the beginning of the first ball the lower lights above the toplanes are lit. If the ball goes through a toplane it will light the equivalent bumper for 100 (or 1,000 for the yellow bumper) and the equivalent targets for 5,000. Once lit the targets and bumpers stay lit for the rest of the game. However, the targets only reset when you get all 3 banks of targets down - they do not reset at the end of each ball.

The second and fourth targets on the Blue (left) and Green (right) target banks light the upper and lower lanes for 5,000. The middle target in the yellow bank lights the middle top lane for 5,000. Once lit these do not go out until the game is over.

If you knock down all 3 banks of targets then the Special in the outer top lanes lights (one lane at a time). The targets only reset once you have knocked down all 3 banks of targets. Knocking down all 3 banks is also the way that the Special light alternates. The Special stays lit until you get it and then it goes out, but you can light it again by getting all the targets down again.

One last note - watch out for the slings at the bottom - they are not powered and, as such, it is often a surprise how the ball comes off the bottom slings.

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Minor Changes for Version 1.5

Match number lights brighter and easier to see.

Lightened the playfield and targets.