

Williams Star Action

An exploratory diagram compiled by Brett Pauly and Jay Stafford.

Corrections are welcome.

Premise 1: That the following hierarchy is correct or at least not incorrect:

Primary Mode: Adjustment USA or Italy (U or I)

1st subordinate mode: Adjustment, Add-a-ball or Novelty (A or N)

2nd subordinate mode: Star Adjustment, on or off (Sy for on, Sn for off)

3rd subordinate mode: 3 or 5 ball play (3 or 5)

Premise 2: To eliminate confusion with how extra balls work in other pinball games, the phrase "extra ball" will be avoided here and the phrase "added ball" will be used.

Premise 3: To eliminate confusion in discussion, the ball counter will be called "Balls To Play" and the Stars will be called the "Star Counter"

Premise 4: High Score Thresholds can be disabled anytime by pulling the jacks from the plugs. The chart below assumes three score threshold plugs are in place, to award for high score.

From the above, Jay created this structure:

U) USA Mode

UASy) Add-a-ball mode with Star Adj ON

UASy3) 3-ball play

UASy5) 5-ball play

UASn) Add-a-ball mode with Star Adj OFF

UASn3) 3-ball play

UASn5) 5-ball play

UNSy) Novelty mode with Star Adj ON

UNSy3) 3-ball play

UNSy5) 5-ball play

UNSn) Novelty mode with Star Adj OFF

UNSn3) 3-ball play

UNSn5) 5-ball play

I) Italy Mode

IASy) Add-a-ball mode with Star Adj ON

IASy3) 3-ball play

IASy5) 5-ball play

IASn) Add-a-ball mode with Star Adj OFF

IASn3) 3-ball play

IASn5) 5-ball play

INSy) Novelty mode with Star Adj ON

INSy3) 3-ball play

INSy5) 5-ball play

INSn) Novelty mode with Star Adj OFF

INSn3) 3-ball play

INSn5) 5-ball play

Next, Jay placed Brett's statements about game operation into the above structure, as follows:

U) USA Mode - Three high score thresholds, from 600,000 points to 1,900,000 points, award added balls.

UASy) Add-a-ball mode with Star Adj ON – knocker operates each time a ball is added.

UASy3) 3-ball play:

- a) Balls To Play Counter adds to 5, then Star Counter adds stars 1 thru 5.
- b) Star Counter subtracts all stars first, then Ball To Play Counter subtracts.
- c) On each ball in play, knocking down all 4 drop targets:
 - 1st time lights playfield Star inserts for Special.
 - 2nd time award playfield Special by adding 1 ball. Playfield Special then turns off.
 - 3rd time lights playfield Star inserts for Special.
 - 4th time award playfield Special by adding 1 ball. Playfield Special then turns off.
 - ...and so forth until Star Counter maxes at 5.Playfield Special turns off at end of ball, if lit.

UASy5) 5-ball play:

- a) Balls To Play Counter adds to 5, then Star Counter adds stars 1 thru 5.
- b) Star Counter subtracts all stars first, then Ball To Play Counter subtracts.
- c) On each ball in play, knocking down all 4 drop targets:
 - 1st time lights playfield Star inserts for Special.
 - 2nd time award playfield Special by adding 1 ball. Playfield Special then turns off.
 - 3rd time lights playfield Star inserts for Special.
 - 4th time award playfield Special by adding 1 ball. Playfield Special then turns off.
 - ...and so forth until Star Counter maxes at 5.Playfield Special turns off at end of ball, if lit.

UASn) Add-a-ball mode with Star Adj OFF

UASn3) 3-ball play:

- a) Balls To Play Counter adds to 10. Star Counter disabled.

UASn5) 5-ball play:

- a) Balls To Play Counter adds to 10. Star Counter disabled.

UNSy) Novelty mode with Star Adj ON

UNSy3) 3-ball play:

- a) Balls To Play Counter adds to 5, then Star Counter adds stars 1 thru 5.
- b) Star Counter subtracts all stars first, then Ball To Play Counter subtracts.
- c) Playfield Star inserts always lit for Special throughout game play.
- d) All Drop Targets Down Special awards 100,000 points every time, no limit.

UNSy5) 5-ball play:

- a) Balls To Play Counter adds to 5, then Star Counter adds stars 1 thru 5.
- b) Star Counter subtracts all stars first, then Ball To Play Counter subtracts.
- c) Playfield Star inserts always lit for Special throughout game play.
- d) All Drop Targets Down Special awards 100,000 points every time, no limit.

UNSn) Novelty mode with Star Adj OFF

UNSn3) 3-ball play:

- a) Balls To Play Counter adds to 10. Star Counter disabled.
- b) Playfield Star inserts always lit for Special throughout game play.
- c) All Drop Targets Down Special awards 100,000 points every time, no limit.

UNSn5) 5-ball play:

- a) Balls To Play Counter adds to 10. Star Counter disabled.
- b) Playfield Star inserts always lit for Special throughout game play.
- c) All Drop Targets Down Special awards 100,000 points every time, no limit.

I) Italy Mode - High score thresholds disabled. No awards for high scores.

IASy) Add-a-ball mode with Star Adj ON

IASy3) 3-ball play:

- a) Balls To Play Counter adds to 5, then Star Counter adds stars 1 thru 5.

- b) Star Counter subtracts all stars first, then Ball To Play Counter subtracts.
- c) On each ball in play, knocking down all 4 drop targets:
 - 1st time lights playfield Star inserts for Special.
 - 2nd time award playfield Special by adding 1 ball. Playfield Special turns off.
 - 3rd time lights playfield Star inserts for Special.
 - 4th time award playfield Special by adding 1 ball. Playfield Special turns off.
 - ...and so forth until Star Counter maxes at 5.
 - Playfield Special turns off at end of ball, if lit.

IASy5) 5-ball play:

- a) Balls To Play Counter adds to 5, then Star Counter adds stars 1 thru 5.
- b) Star Counter subtracts all stars first, then Ball To Play Counter subtracts.
- c) On each ball in play, knocking down all 4 drop targets:
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 - 2nd time award playfield Special by adding 1 ball. Playfield Special turns off.
 - 3rd time lights playfield Star inserts for Special.
 - 4th time award playfield Special by adding 1 ball. Playfield Special turns off.
 - ...and so forth until Star Counter maxes at 5.
 - Playfield Special turns off at end of ball, if lit.

IASn) Add-a-ball mode with Star Adj OFF

IASn3) 3-ball play:

- a) Balls To Play Counter adds to 10. Star Counter disabled.

IASn5) 5-ball play:

- a) Balls To Play Counter adds to 10. Star Counter disabled.

INSy) Novelty mode with Star Adj ON

INSy3) 3-ball play:

- a) Balls To Play Counter adds to 5, then Star Counter adds stars 1 thru 5.
- b) Star Counter subtracts all stars first, then Ball To Play Counter subtracts.

INSy5) 5-ball play:

- a) Balls To Play Counter adds to 5, then Star Counter adds stars 1 thru 5.
- b) Star Counter subtracts all stars first, then Ball To Play Counter subtracts.

INSn) Novelty mode with Star Adj OFF

INSn3) 3-ball play:

- a) Balls To Play Counter adds to 10. Star Counter disabled.

INSn5) 5-ball play:

- a) Balls To Play Counter adds to 10. Star Counter disabled.

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