

Jungle Lord — new tricks

Home ROM by A.M. Thurnherr

[implemented with Jess Askey's PinBuilder software/documentation]

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Jungle Lord new tricks (JLnt) is a set of Home ROMs for the 1980 Williams Jungle Lord pinball machine. In addition to all original game rules, with minor sound and scoring tweaks, the following new tricks have been implemented (*operator adjustable feature):

Skill Shots: Quickly locking a new ball in the lower or upper saucer awards 100k or Instant Multiball,* except during Stampede Mode.

Extra Ball: Complete 1-2-3-4-5-sequence three times* to light Extra Ball in lower lock; progress is indicated by bonus lamps during completion and at each ball start.

MB Bonus Frenzy: Each bonus advance during multiball sounds trumpet and instantly scores 20k.*

Combo Shots: Quick 2-/3-way combos ([left inlane,] turnaround, lower lock) ring bell and score 100/250k, respectively, except during MB.

Magna Whirl: Whirl L-O-R-D letters with Magna-Save buttons to improve odds with the mini ball.

These new tricks are intended to add fun and to encourage lower playfield play and risk taking. Scoring potential of the new Combo Shots and MB Bonus Frenzy are similar to those of Double Trouble and maxed out bonus in the original game.

Installation

The *JLnt* game ROMs are distributed as two files, called `ic14.bin` and `ic26.bin`. The files are compatible both with Visual PinMAME (they need to be renamed) and with the original Williams pinball game. In order to install the ROMs, 1) burn the image files onto 7216-type EPROMs, 2) substitute the new EPROMs for IC14 and IC26 on the MPU board, and 3) reset the machine to factory defaults (and reset all audits), as follows:

1. In game-over mode, open the coin door.
2. Set middle button to AUTO-UP and press ADVANCE.
3. Toggle middle button to MANUAL-DOWN and press ADVANCE.
4. Toggle middle button to AUTO-UP and press the credit button 45 times (until 45 shows in the ball-in-play display), followed by ADVANCE.
5. Toggle middle button to MANUAL-DOWN and press ADVANCE.
6. Set middle button to AUTO-UP and press ADVANCE.

Game Adjustments

Function 32. Defines number of 1-2-3-4-5 completions required for extra ball: Values 2, 4, 8, 10, 20, 40 and 80 correspond to 1–7 completions. Any other value disables the extra ball feature. Default is 8 (3 completions required).

Function 35. Defines MB bonus frenzy score. Useful values are 53, 14, 24, 34, 44, 54 for scores of 10k, 20k, 40k, 60k, 80k and 100k, respectively, as well as 08 for 10pts (zero is not possible). Other values may crash the machine. Default is 14 (20k).

Function 36. Set to 1 to award 100k, instead of instant multiball, on upper-lock skill-shot. Default is 0 (instant multiball enabled).

Acknowledgments

The *Jungle Lord* game was designed by Barry Oursler, Constantino Mitchell, Jeanine Mitchell, Larry DeMar and Paul Dussault and is copyrighted by Williams Electronics. Jess Askey's PinBuilder software, documentation, and his initial JL disassembly made *JLnt* possible, and his bug fix freed a few precious bytes. I am greatly indebted to my wife for supporting my favorite hobby.

If you feel that this ROM set has added to your Pinball enjoyment and/or you would like to encourage further work along similar lines (no guarantees, though), please consider a small PayPal donation to <athurnherr@yahoo.com>. Proceeds will be shared with Jess Askey.