

# 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* 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\*):

**Skill Shots.** Lower/upper locks award 100k/instant multiball,\* respectively

**Magna Whirl.** Magna-Save whirls L-O-R-D letters, improving odds with the mini ball

**Extra Ball.** Completing 1-2-3-4-5-sequence three times\* lights extra ball in lower lock

**MB Bonus Frenzy.** Each bonus advance during multiball scores 20k\*

**Combo Shots.** 2-/3-way combos ([left inlane,] turnaround, lower lock) score 100/250k

The new tricks are intended to add fun and to encourage lower playfield play and risk taking. Scoring potential is high — the highest-scoring MB shot is worth 300k!

## 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 MB, on upper saucer skillshot. Default is 0 (instant MB enabled).

**Function 38.** Skill- and combo shots are silent unless the bell is 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 my game mods possible, and his bug fix freed a few precious bytes. I am greatly indebted to my wife for supporting my pinball passion.

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.