

Preface: In this Rulesheet i describe „The Sopranos“-Pinball by STERN PINBALL, INC. (<http://www.sternpinball.com>). All descriptions are made using factory settings.

INFO: In this description there may be some errors. If you find any, let me know so i can fix them (pinball@cool.ms)

abbreviations:

- k Thousand
- M Million
- DMD DotMatrixDisplay



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1.0 Playfield layout



1.1 Playfield Description

We start with the Flippers and continue clockwise around the playfield.

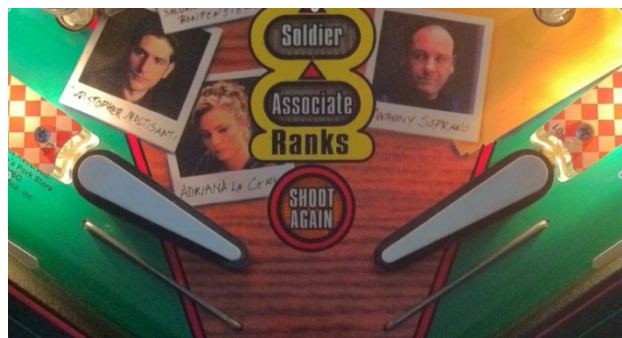
2 **Flipper**: Standard Position



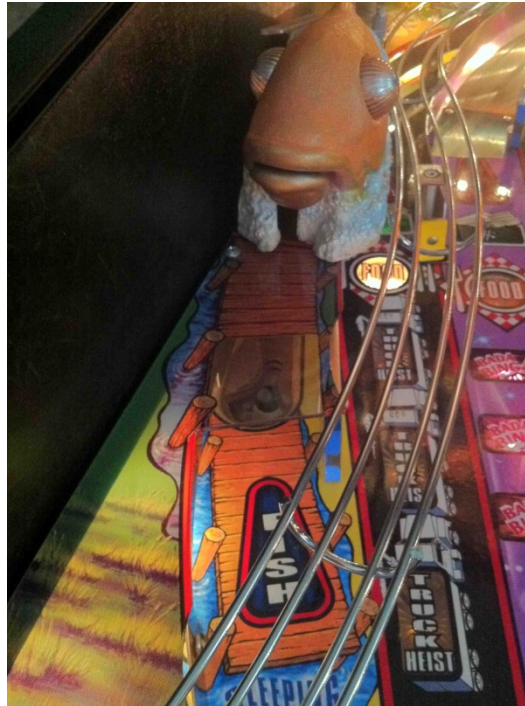
Left Slingshot: Standard Position

Left Inlane: Lites the „I“ in Fish

Left Outlane: Lites the „F“ in Fish



Fish: This is an eject saucer on the left side of the Playfield. It awards (When Lit) game specific awards. Above the saucer is the talking fish itself.



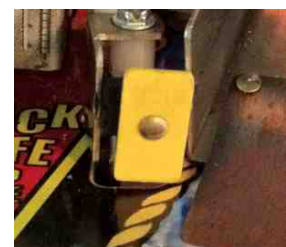
Left Loop: On the left loop you can start and score Hurry-Ups. Depending on the game progress the ball will drop into the pops or travel around the opposite loop back to the flippers.



Left Ramp: Rampshots always land in the left inlane. Here you can start the Bing Mode. A neat gimmick are the Pole Dancers.



2 Stand-Up Targets: One on the left side between the loop and the ramp and one other on the right beside the right side of the safe. They help you spell „The Sopranos“ for starting an Episode, but for further gameplay not relevant.



Inner Loop: Through a Spinner you hit the inner loop. Here you can get various things:

- Extra Balls & Specials
- Advance in Ranks
- Mystery Awards (Pork Store)
- and of course start episodes

After collecting all awards, the ball is released into the Pops.



Safe: The Safe is a Major Playfield toy. After hitting it several times, it cracks open revealing an eject saucer. A shot into this saucer awards a safe bonus and advance in rank.

The Stugots: is the Yacht of the Sopranos and in this case the Lock for the Multiball. This is a kind of miniramp that offers room for 2 people ahh i mean Balls. ☺

In front of the Stugots is single drop Target that blocks the way. Knock it down to light Lock.





R.I.P. Lanes: 3 Rollover Lanes right above the Pops. Complete all three to increase Bonus Multiplier.

Pop Bumper: 3 Pops but only 2 with a Red Flasher. After hitting them a set number of times, you get a „Shake Down“ award. The Pops are accessed by the loops and the Safe.



Right Ramp: aka Meadowlands, increases the Meadowlands Value. Shots on this ramp always land in the right inlane. The entrance of this ramp is also the exit of the Pops.

Right Loop: This is the same as the left loop. You can start and score Hurry-Ups and depending on the game progress, balls end in the pops or travel around the other loop back to the flippers.



Pork Store: 2 big white stand-up-targets right underneath the right loop. Shoot them to light the Pork Store on the inner Loop.

Game progress display: This sits on the lower half of the playfield above the flippers. It tells you what you already played, and what you still need to become a boss.



2.0 Game Description

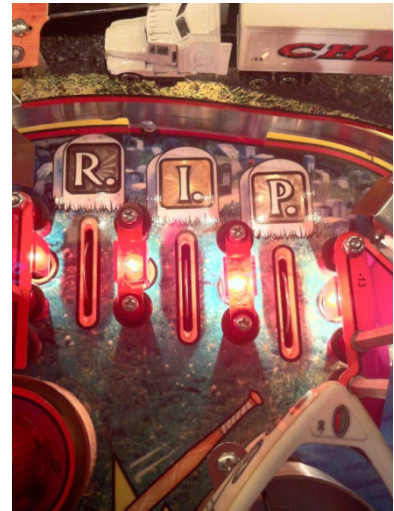
2.1 Skill Shot

The Skill Shot in Sopranos is one used in many pinballs.

Plunge the ball using the manual plunger.

One of the RIP lanes is flashing, but you can change its position using lane change.

Hitting the flashing lane scores 500k, +250k for any additional Skill Shot (750k, 1M, 1,25M, ...). You also get one of the people on the backpanel and their associated Bonus Multiplier.



2.1.1 Super Skill Shot

The Sopranos also features a Super Skill Shot which works similar to Attack From Mars.

By holding in the left flipper button and plunging the ball, the ball now travels around the left loop back to the flippers. You have approx. 5sec to shoot something.

The Super Skill Shot is worth the same 500k, +250k for any additional shot, but depending on what you shot, you gain extra points or modes:

Left Ramp	→	Start Bing
Inner Loop	→	Light / Start an Episode
Safe	→	only Super Skill Value
Right Ramp	→	Three Ramp Hits (Shovel, Bag etc.)
Right Loop	→	Start Truck Heist Hurry-Up

2.2 Ranks

The goal of the game is to become a Boss, but you have to work for it. To Advance in Rank you have two options. One is the inner loop, the other is the Safe.

Every Rank is associated with a score doubler. These are shown in the DMD as 2x Stamps and are as followed:

Associate	→	Start Double Shakedown
Soldier	→	Start Double Safe
Good Earner	→	Start Double Truck Heist
Acting Capo	→	Light Extra Ball
Capo	→	Start Double Meadowlands
Consigliere	→	Start Double Episode
Underboss	→	Start Underboss
BOSS	→	Start Boss

These doublers only last for that ball you started the doubler with.

You also can only work up to underboss. To be the boss you have to work a little more.



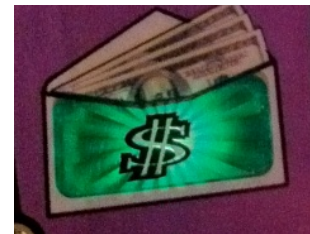
2.2.1 Advance Rank

On the left & right loop and the left & right ramp is an envelope insert with a \$-symbol on it. Shoot all 4 envelopes to light „Advance Rank“ on the inner loop. Every envelope scores 50k, any additional +5k. The Fish can also spot an envelope.

Hitting the inner loop now advance in rank and awards a Tribute of 500k. +100k for any additional rank.

After getting to the Underboss, all envelopes are now lit permanently. Every hit scores a „Tribute to Underboss“ with 750k +50k. This award maxes out at 1M and lasts to the end of the game, or until you manage to get to be the boss.

Whether you win or lose the Boss mode, the game starts all over.



2.2.2 Safe

Every thief wants to crack one, but for us it's easier ☺.

The Safe is the central gimmick in this game.

To open it, just keep hitting it.

The DMD tells you how many hits are left to open it.

For the first time you need 3 hits, subsequently one additional hit.

Cracking the Safe scores 500k +50k for any additional cracking.

The safe now shakes and jumps eventually making way for the eject saucer right behind it. In front of the Safe is now a hysterical blinking flasher that wants you to hit it.

Hitting that saucer closes the Safe and scores 1,25M, +75k for any additional safe but max 2,5M. It also advances your Rank.

The Safe Value is doubled by the Rank „Soldier“.

The Safe is also required for the Boss-Mode.



2.3 Features

In this part i describe small features that gain you point all over the game. Some may or may not be needed for the boss-mode.

2.3.1 R.I.P.

R.I.P. is the Bonus-Multiplier of the game and also acts as Skill Shot. Right above the R.I.P. lanes on the backpanel are 8 characters of the series.

unlit	→	still to be buried
blinking	→	marked to be buried
lit	→	already buried

You have to bury them all to get the RIP-light.

The Pops change the character. Completing RIP advances the bonus multiplier by the value associated with this character.

This can be 1X or 3X. when you complete the backpanel your start all over again. But this time you have to complete RIP 2 times. Once to light a character and twice to get that character.

RIP is another thing that is required for the boss.



2.3.2 Shake Down

Shakedown is always active and gives you money or in our case points.

Every time the ball lands in the pops, shakedown continues.

The first shakedown you have to hit 25 Pop Bumper. Every hit scores 10k and decreases the counter on the left side.

If you complete this you get 50k Shakedown Complete bonus.

Every subsequent shakedown increases by 5 hits (30, 35, 40, ...), the pops themselves increase it by 1k (11k, 12k, 13k, ...) and the Shake Down itself increases by +25k (75k, 100k, 125k, ...) but maxes out at 150k.



The Shake Down Value is doubled by Rank „Associate“.
Shakedown also increases the spinner value by 10k.

2.3.3 Truck Heist

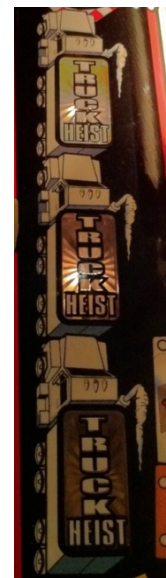
Truck Heist is a Hurry-Up and can be started via the left or right loop. The loops are linked meaning that a shot to the left loop also increases the right loop. The first shot scores 125k and the second 150k. These shots always land in the pops. The third shot scores 175k and starts the hurry-up.

But watch out. The ball will this time continue its way back to you.

The hurry-up starts at 750k and you simply have to shoot one of the loops again to score it. Every subsequent hurry-up increases by 75k.

The hurry-up-value is doubled by Rank „Good Earner“.

Truck Heist is required for the boss and you have to collect 4 of them to light it.



2.3.4 Meadowlands

The Meadowlands is the right ramp. It is a loop ramp so you have to hit it accurately and with power. The ramp entrance is also the exit of the pops. This can be tricky especially in multiball.

You need 3 shots to advance the meadowlands.

Shooting the ramp 3 times (completing the lights below) awards:

Shovel	→	500k
Bowling Bag	→	750k
Luggage	→	1M
Trap	→	1,25M + Meadowland light beneath Underboss

After that you start all over.

These values increase constantly by 250k and max out at 2,5M.

The meadowlands-value is doubled by Rank „Capo“.

The meadowlands are also required for the boss.



2.3.5 Food Fight

Food Fight, fun for the whole family ☺.

In front of the left & right ramp and the left & right loop is an Food-Insert but only 2 are lit.

There are 15 dishes you have to collect and Carmela Soprano present them to us, but this only happens when no envelope is lit.

Same with hurry-ups and bing.

So you have to collect all 15 dishes.

Food Fight starts automatically by collecting the last one.

All Food-Shots are now lit for a value between 100-150k.

This is a timed mode that ends after your 30sec. runs out or worse you lost your ball.

This mode is also required for the Boss.



2.4 Episodes (Modes)

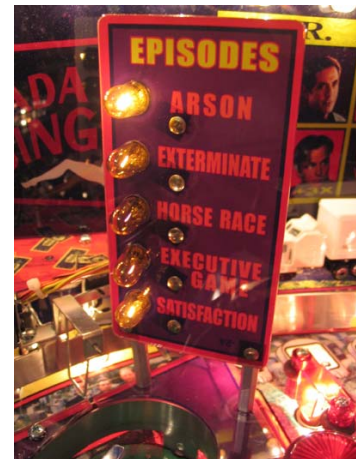
The modes are called episodes. You have to play all of them to light the episodes light beneath the underboss.

To start an episode you have to spell the word „Sopranos“.
You can do that by hitting the spinner or by hitting one of the yellow stand-up-targets described earlier.



The spinner also gives you points. The base value is 10k and it increases by 1k for each spin. When the spinner rests for a couple of seconds it resets to its base value.

The spinner base value can be increased by shakedown and the pork store and maxes out at 100k.



Spelling Sopranos is also possible during Multiball, but you can only start an episode during single ball play.

Via the inner loop you now can start an episode. When lit, you first get extra balls and specials and an award from Satriale's Pork Store.

All Episodes are exclusive. That means you can only start one episode after another, you can't stack them ☹. Even if you spell Sopranos during an active episode. The next one can only be started after completing the current one.



To progress through an episode, you have to hit the red flashing arrows.



All Points scored in episodes are doubled by Rank „Consigliere“.

INFO: when a ball lands in the pops during an episode, the timer will be paused.

2.4.1 Arson

In Arson you have to destroy Bucco's Vesuvio.

After starting this mode 4 arrows are lit (L&R Ramp, L&R Loop). The arrows are more like flickering to simulate fire. Hitting one of the shots will disable that one leaving you with the remaining ones.

the awards for these 4 shots:

1. hit = 500k
2. hit = 750k
3. hit = 1M
4. hit = 1,25M

after hitting the fourth shot, the final shot is the inner loop light. Hit it and Tony says „Got any Marshmallows?“. Bucco's Vesuvio is now destroyed and you get another 2,5M. This Episode is now over with a total of 6,25M. you may wonder why 6.25M total. You get 250k by simply starting an episode.

As this is a timed mode, it will start with a 30sec. timer.

It ends if you complete it, run out of time or simply lost your ball.

2.4.2 Exterminate

In this episode you have to find a bug at the Bing. After starting this episode one of the four arrows are lit. Hit to light the next one. Repeat this 4 times:

1. hit = 500k
2. hit = 525k
3. hit = 550k
4. hit = 575k

after the fourth shot is hit the final shot is lit at the inner loop. Hitting the inner loop finds the bug and scores 600k and the mode is over for a total of 3M.

For this episode you also have 30sec. It ends as always if the timer runs out or you lose your ball.

Maybe you will manage to complete it ☺

2.4.3 Horse Race

In the Horse Race episode you have to win the horse race. Tony bets on his own horse „Pie-O-My“. In this episode you also have 30sec to complete it, and you get points for the place you achieve:

1st	= 4.000.000
2nd	= 3.000.000
3rd	= 2.125.000
4th	= 1.375.000
5th	= 750.000
6th	= 250.000

To advance in the race you have to shoot all the red arrows. All five are lit and decrease one by one after you hit them. But its more like left / right shooting - if you hit one on the right, the arrows decrease by one and the remaining lights are on the left. The final shot is, as always, the inner loop.

Hitting it will end the race with you as the winner.

2.4.4 Executive Game

The Executive Game is a Video Mode.

In this Video Mode you have to play a kind of Texas Hold Em Poker.

You are the upper hand while your opponent represents the lower hand.

You can choose via your flipper buttons:

left → Fold

right → Bet 140k

What you can bet depends on the cards you have, the pot size (lower right) and the over all game progress.

The special thing in this video mode is that you can not only win points, you also can lose points.

Its not the same game every time, it really differs from game to game.



2.4.5 Satisfaction

In Satisfaction you have to search and destroy a rat. You have 30sec as always and all five arrow shots are lit constantly. That means you can repeatedly shoot the same shot 5 times to complete this episode. The points are:

1. hit → 500k Person gets away from a car
2. hit → 750k person runs into the wood
3. hit → 1M person is chased through the wood
4. hit → 1,25M person falls into the dirt an screams „No no no“
5. hit → 1,5 M bang, bang, bang, click, click, click

The rat is now eliminated and the episode is over for a total of 5,25M.

2.5 Multiballs

The Sopranos features 3 Multiballs.

- **The Stugots (2-Ball)**
- **Bing Multiball (3-Ball)**
- **Underboss (4-Ball)**

Each one has its own rules.

INFO: like many other Data East/SEGA/STERN games there is a chance to get an additional ball in multiball. You simply have to shoot the fish on the left side of the playfield. And yes, the fish has to be lit for that. One of the first things you get is an ADD-A-BALL.

2.5.1 The Stugots

The yacht of the Sopranos holds two balls.

To light the lock, you just have to knock down the single drop target in front of the stugots. When this happens the way is clear to shoot a ball into the lock. You have to lock 2 balls to start multiball. For the first multiball you have to knock down the drop target once to light a lock. For any additional multiball you have to knock down the drop target once more in order to light a lock. But you can gain a „Quickie Bonus“ of 250k if you manage to sneak a ball into the stugots with the drop target raised. This ball will be released, but instantly lights a lock for you. Could be handy in later gameplay.



How it works:

The multiball starts as soon as the second ball is locked.

At multiball start you get a ball saver of course.

The first jackpot is collected via the drop target. The Jackpot is worth 1M +25k for additional jackpots. The jackpots always start at 1M no matter which multiball you're playing.

After hitting the Drop Target 3 times it will stay down in order to hit the stugots once for a double jackpot (2,15M) and twice for a super jackpot (3,225M).

After collecting the Super, all five arrows are lit for jackpots. Single jackpot is raised to 1,1M. when you collect all these 5 jackpots, it starts all over with the drop target.

Multiball ends when you lose one or all balls.

2.5.2 Bing Multiball

Bing is activated via the left ramp.
To start Bing Multiball is kind of a three stage mode.

1. you have to shoot the left ramp three times.
Doing so will start the „Party at the Bing“ Mode.

2. Party at the Bing is a timed mode in which you have 30sec to score a set number of switches.

For the first time you will need to hit 75 switches. This number will increase for the next bing party by 25.

If you don't manage to hit this number of switches the progress will be saved for the next bing party.

If you succeed, Bing Multiball will start immediately.

Switches can be pops, spinner, targets, rollover, ect.

The left ramp awards 10 bing hits and the fish could awards you also 10 bing hits.



How it works:

Bing Multiball is a simple multiball. It is played with 3 balls and every shot is lit for bing jackpots. The bing jackpot starts at 125k and increases by 5k for every subsequent shot.

It maxes out at 250k. In this multiball there are no double nor super jackpots.

The jackpot is reset at 125k every new bing multiball.

Multiball ends if you lose 2 or all balls.

Remember to shoot the fish for Add-A-Ball.

2.5.3 Underboss

As mentioned earlier, underboss starts as soon as you archive that rank.

This is a 4-Ball Multiball with a relative long ball saver.

The goal is to spell „UNDERBOSS“ to light the three locks (Bing, inner loop, the stugots)

How it Works:

To spell the word „UNDERBOSS“ you can shoot all 5 arrows & the safe. Every hit acts as a Jackpot which starts at 350k and increases by 75k.

After completing UNDERBOSS the locks are lit for 250k +75k.

The first lock will give you the these jackpots single value.

The second lock will give it tripled and if you manage to get a third lock, you get it quintupled (5x).

There is no required order to lock the balls, you can lock them in whatever order you want.

After making the third lock, the balls are released and you start all over.

This repeats as long as you can handle more than one ball.

INFO: there is one thing to note on this multiball. In the other multiballs a ball shot up one of the outer loops will end in the pops. But in this multiball the ball will come back down to you through the opposite loop. Keep that in mind to not lose your ball to quickly.

2.6 Stacking (Mode combinations)

In Sopranos you can stack a mode with multiball,
but modes have to be started first, and multiball second.

You can't stack modes, so you have to play them one at a time.

You can also stack multiballs - starting a multiball while another multiball is active is no problem.

Exept underboss - this can be started while bing or stugots multiball is active but not vice versa.

2.7 Mystery Awards

Sopranos features two kinds of mystery awards.

Fish → game specific awards

Pork Store → Random awards

2.7.1 Fish

The Fish is on the left side and is lit via the left & right in-/outlanes.

A hit when lit will always give you awards that match the game progress.

This will be:

Envelope

You get an envelope

Truck Reset

The Truck Heist Hurry-Up-Value is reset to its start value

10 Bing Hits

you get 10 bing hits

Spot A-I-P

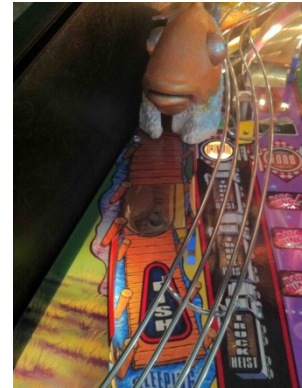
The bonus multiplier increases by one person on the back panel

More Time

You get 10 more seconds for you current episode

Add-A-Ball

You get an additional ball in multiball (but only once per multiball)



2.7.2 Pork Store

The Pork Store is owned by Satriale.

It is lit via the two white Stand-Ups on the right side of the playfield and collected via the inner loop.

When you hit it you'll see a little guy behind his counter and four items in it. One for sure is for you.

The awards are:

Advance Truck

A Truck Heist is started

Advance Meadowlands

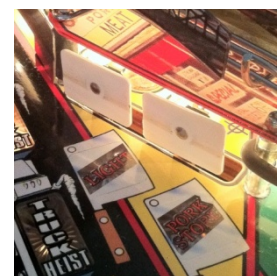
A hit in the meadowlands

Advance Food

Food Fight Counter will decrease by 1

Advance Rank

I think that's obvious 😊



Increase Spinner Value

Increase by 10k

Hold Spinner Value

Hold for the next ball

Spot R.I.P.

The bonus multiplier increases by one person on the back panel

Spot Safe

Safe is cracked

Light Lock

I think that's obvious too ☺

Award Lock

One ball is locked

Light Extra Ball

I think that's obvious too ☺

Light Special

I think that's obvious too ☺

500k

you get 500k

3M and Start F@#&!

You get 3M and F@#&!--Mode will be started

2.7.2.1 F@#&!

This is a 30sec. Mode.

Its a frenzy mode (kind of fast scoring). You get 30k for every switch you hit and the game will yell and swear. But don't we all do that every now and then?

Info: if you get this mode you have to quickly start one of the multiballs, which will boost your score.

It seems that this mode only comes with the English Game/Sound Roms installed. Otherwise you would not see or hear this mode.

2.8 BOSS

In order to start the Boss Mode you have to complete many things. These are indicated by a red light around the underboss.

These tasks are:

Episodes

All 5 episodes have to be played (successfully or not, it does not matter)

Bada Bing

Bing Multiball has to be played

Truck Heist

You have to collect 4 Truck Heist Hurry-Ups

Food Fight

Food Fight has to be played

Safe

The Safe has to have been opened

R.I.P.

Bury all people on the backpanel

Super Jackpot

Collect at least 1 super jackpot

Meadowlands

Complete meadowland 4x (Trap)

Underboss

Underboss has to have been played



When you manage to get all these tasks done, Boss will be lit at the inner loop.

Hitting the inner loop will start Boss with a request „Finish everything to win“.

Sounds easy, but isn't

Now you get all 4 balls and a ball saver.

You have to complete all the tasks again to win.

The order is always the same and starts with Food Fight and continues:

Food → Meadowlands → Truck → Boat → Bing → R.I.P. → Arrows (Episodes) → Safe.

Food

The two ramps and the two loops are lit for food. You have to make 4 shots to continue:

1. hit = 3.000.000
2. hit = 3.187.500
3. hit = 3.375.000
4. hit = 3.562.500

Meadowlands

Hit the right ramp 3 times to continue but remember this is the exit of the pops:

1. hit = 4.500.000
2. hit = 5.250.000
3. hit = 6.000.000

Truck

Now hit the outer loops 3 times to continue:

1. hit = 1.500.000
2. hit = 1.875.000
3. hit = 2.250.000

Boat

Now bombard the stugots 3 times to continue:

1. hit = 750.000
2. hit = 1.500.000
3. hit = 2.250.000 half way through huhh

Bing

Party at the Bing ☺ shoot the left ramp 3 times to continue:

1. hit = 750.000
2. hit = 1.500.000
3. hit = 2.250.000

R.I.P.

Now you have to hit the RIP lanes. But don't worry, lane change will help you.

Complete it just once for 1.125.000 and continue.

Arrows

Now shoot the arrow shots 5 times to continue.

1. hit = 2.062.500
2. hit = 2.250.000
3. hit = 2.437.500
4. hit = 2.625.000
5. hit = 2.812.500 so close

Safe

Last but not least the safe. Hit it 7 times to open it. (Peace of cake, its in the middle ☺)

1. hit = 1.125.000
2. hit = 1.500.000
3. hit = 1.687.500
4. hit = 1.875.000
5. hit = 2.062.500
6. hit = 3.312.500
7. hit = opens the safe

Just one more hit and everything is over. Flippers will be deactivated a little lightshow and the DMD shows you your score throughout the stages and that's it. You've done it.

NO, you start all over again. Until you're the boss again ☺

Important Info: This mode only ends when you lose all balls. Yes you can play it with just one ball. But it's hard. The fish in this mode will always give you ADD-A-BALL. If you lose one, simply spell fish (in-/outlanes) and get another one.

3.0 Summary

Its not the best looking pin i had, but the gameplay is sometimes challenging.
I hope i gave you some tips for this game and would be pleased if you could give me some feedback.

Have fun

Powered by Michael Spiegel (SpiderMan)
Special Thanks to
Daniel Bradford for correcting my english ☺