

# Mini PinPal: TRON

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## Strategy

- Light Cycle MB
- Quorra MB
- End of Line JPs

Recognizer / Disc MB / AAB in Quorra

Inner Loop / Quorra - feeds upper flipper

### Light Cycle MB (2-ball)

- Make 4 shots lit w/ large square yellow inserts to light Flynn Scoop for MB
- During MB you can either shoot for End of Line JPs or go for Light Cycle SJPs
- SJP: combo the Left Ramp, to Inner Loop (Quorra shot) to Side Ramp.

### Quorra MB (2-ball & up to 2 AABs)

- Shoot Quorra shot (left inner loop) until Quorra insert lit at Flynn Scoop
- During MB you can either shoot for End of Line JPs or go for Quorra SJPs
- SJP: Shoot Inner Right Loop (Gem)
- Shoot Recognizer (yellow shield at middle/top of PF) 3x for AAB. Can add up to 2 balls. Long grace period.



### Inner Right Loop / Gem shot

- Advances Bonus X
- Quorra MB SJP

### Side Ramp & End of Line JPs

Combo Side Ramp to Flynn Scoop for increasing JP values. String together more shots, finishing with side ramp-scoop combo for even bigger scores. These JPs can be made at any time during game.

Holding left flipper button and full plunging for shot to Side Ramp scores a super skill shot.

### Flynn Scoop

- Starts Light Cycle and Quorra MBs
- Starts Sea of Simulation and Portal wizard modes
- Awards EB (3M) and Mystery
- Short plunging into Scoop is the standard skill shot