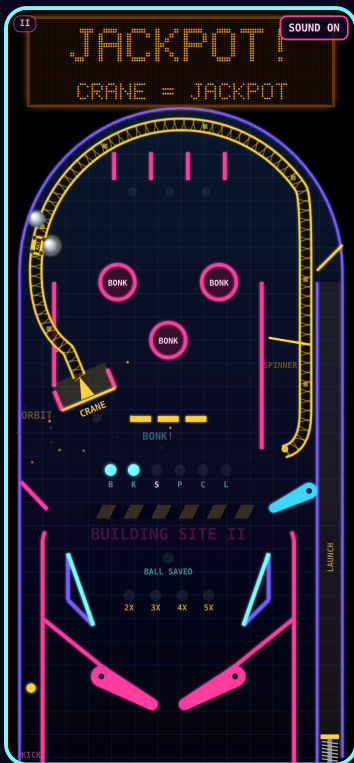


FLIPPER! II

CRANE EDITION

PLAYER MANUAL

Everything about the table, the missions, the scoring and the tricks, taken straight from the game code.



PLAY NOW

willemvroom.nl/flipper2/en/

Scan the code with your phone. Runs in the browser, nothing to install.

► Contents

- | | |
|-----------------------------------|-------------------------|
| 1. Aim of the game | 13. Multiball & jackpot |
| 2. Controls | 14. Bonus |
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| 4. The three flippers | 16. Ball save |
| 5. Launch & skill shot | 17. Nudging & TILT |
| 6. The CRANE ramp & combo | 18. Extra ball: TOK! |
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NOTE

All numbers in this manual come directly from the game code as it is online now. If the game changes later, a number may differ.

01 Aim of the game

FLIPPER! II is a pinball machine for your phone (and for the keyboard). You get **3 balls**. With each ball you try to score as many points as possible before it drains between the flippers or down an outlane.

The common thread is the **six missions**. The DMD display at the top always tells you which mission is running and how far along you are. Missions award points and rewards: multiball, an extra ball, or a relit kickback. After all six you go up a **level**. Everything is worth more there, but everything is also harder.

All points are multiplied by the **multiplier** (1X to 5X). Each time you lose a ball, your collected **bonus** is paid out, also times the multiplier.

In short

- Keep the ball alive with the flippers.
- Follow the mission on the DMD.
- Shoot the **CRANE** (the ramp): during multiball it scores a **JACKPOT**.
- Light the 3 top lanes for a higher multiplier.
- Don't nudge too hard, or it's TILT.

The DMD display



The display alternates between level and mission number, the mission hint, and the progress.

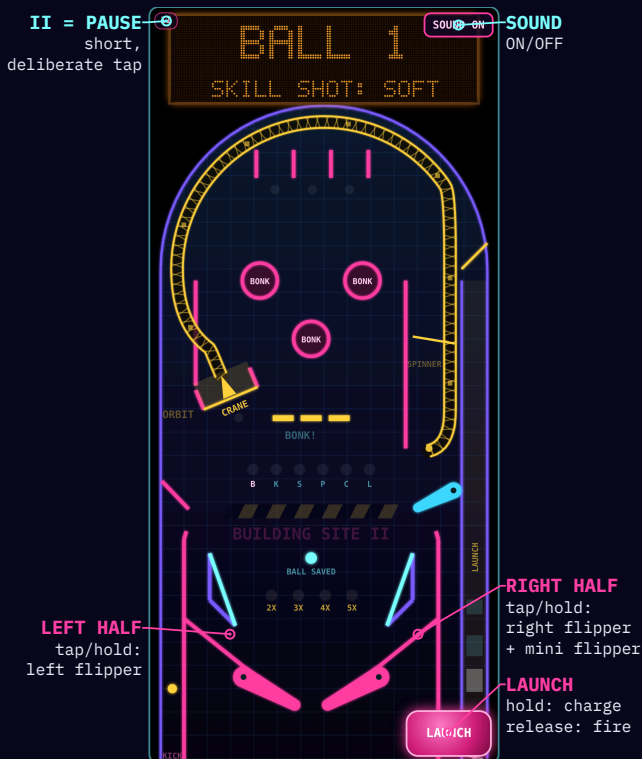
Below the score the display cycles through three things:

LEVEL 1 MISSION 3/6, the mission hint (for example **SPIN THE SPINNER**) and the progress (**M3 SPINNER 23/40**). Big events such as **CRANE!**, **JACKPOT!** or **BALL SAVED!** appear briefly as a message.

02 Controls

You can play FLIPPER! II by touch (phone/tablet) or with the keyboard (computer).

Touch



Touch controls. The screen is split in two; you can hold both halves at the same time (multi-touch).

- **Left half of the screen:** left flipper. It stays up as long as you hold.
- **Right half:** right flipper *and* the blue mini flipper on the upper right.
- You can hold **both halves at once** (multi-touch).
- **LAUNCH** (bottom right, only visible when a ball is in the shooter lane): hold to charge the plunger, release to fire. See chapter 5.

Keyboard

Key	Function
← Z Left Shift	left flipper
→ M Right Shift	right flipper + mini flipper
Space ↓	charge plunger (hold) and launch (release)
N ↑	nudge — watch out for TILT
P Esc	pause on/off
G	sound on/off
Space Enter	start a new game

GOOD TO KNOW

Nudging is only possible with the keyboard. On a phone you can never tilt by accident.

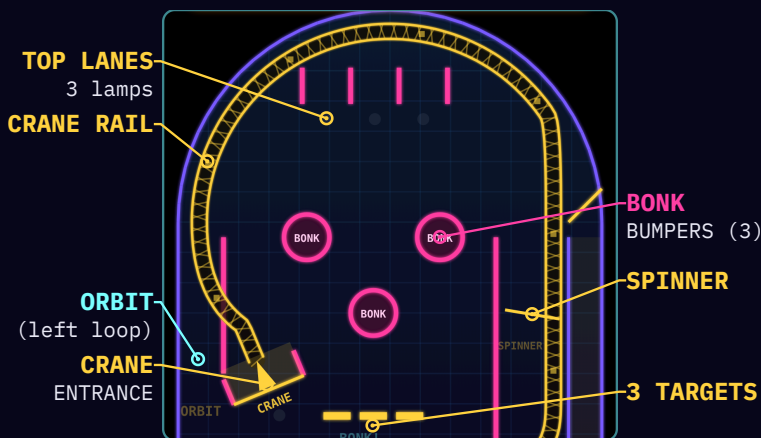
The pause button (II)

In the top left corner is a small **II** button. Because your thumb easily gets close to it while flipping, it only pauses on a **deliberate, short tap**:

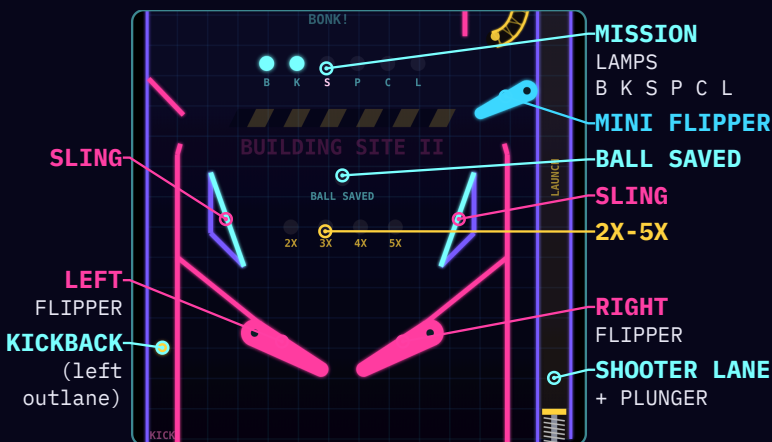
- the tap must **start and end on the button**;
- you must **not be holding a flipper** at that moment;
- and you must not have pressed a flipper in the last **0.4 seconds**.

So a swipe, or a thumb sliding from a flipper across the button, doesn't count. If you switch to another app or turn off the screen, the game pauses **automatically**. Tap the screen to continue (see chapter 19).

03 The playfield



Upper half of the table.



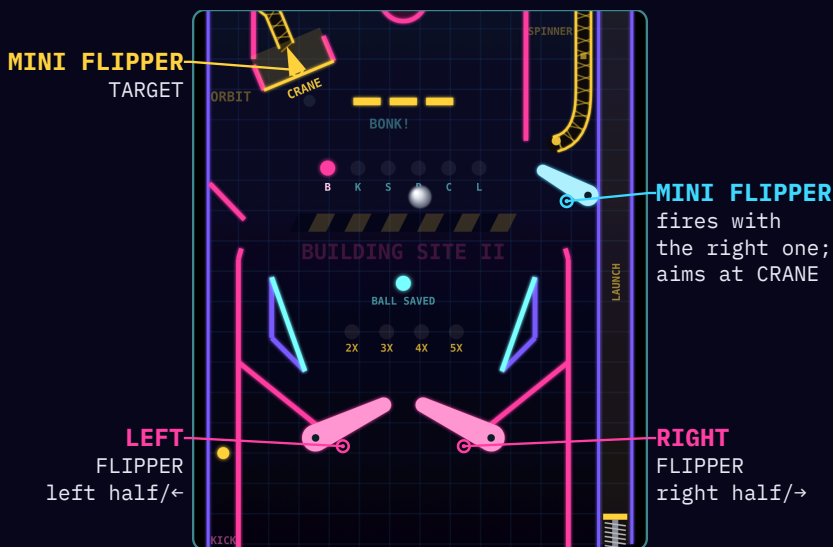
Lower half of the table. Each part gets its own chapter below.

From top to bottom:

- **Top lanes:** three lanes with lamps at the top. Light all three and the multiplier goes up (chapter 9).
- **BONK bumpers:** three round pop bumpers that kick the ball away (chapter 7).
- **CRANE:** the yellow slanted ramp on the upper left, with a rail running all around the table. The most important shot in the game (chapter 6).
- **ORBIT:** the loop along the left side (chapter 8).
- **SPINNER:** the spinning flap on the right (chapter 8).

- **3 targets**: three drop targets in the middle of the table (chapter 7).
- **Mission lamps B K S P C L**: show which missions are done (chapter 10). K is the crane mission (from the game's Dutch original,
- **Mission lamps B K S P C L**: show which missions are done (chapter 10).
ldquo;kraan
- **Mission lamps B K S P C L**: show which missions are done (chapter 10).
rdquo;).
- **Mini flipper**: the blue flipper halfway up on the right (chapter 4).
- The **BALL SAVED** lamp and the **2X 3X 4X 5X** multiplier lamps.
- **Slings**: the two triangles above the flippers.
- The **flippers**, the **KICKBACK** in the left outlane, and on the right the **shooter lane** with the plunger.

04 The three flippers



Both flippers up. The blue mini flipper fires together with the right flipper.

Left and right flipper

The two pink main flippers at the bottom stay up as long as you hold the matching half of the screen (or key). That lets you **trap** the ball: hold the flipper up, let the ball come to rest against it, then aim calmly.

The blue mini flipper

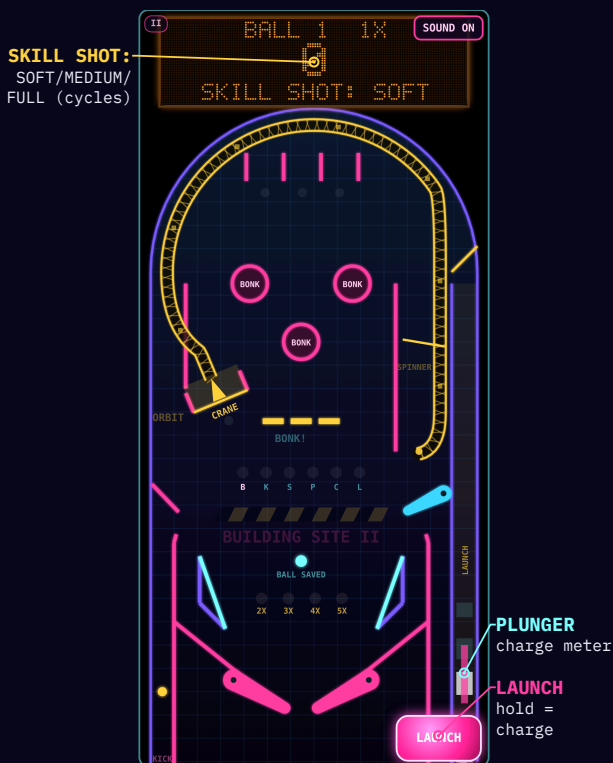
Halfway up on the right sits a smaller, **blue flipper**. It has no button of its own: it fires together with the **right** flipper. Unlike the main flippers it only gives a **short 0.3-second pulse**, so holding doesn't keep it up.

The mini flipper is aimed so that it sends the ball towards the **CRANE**. When the ball rolls down past the mini flipper, tap right at the right moment: that's often the easiest way to hit the CRANE.

TIP

Tap right briefly as the ball approaches the blue flipper. Holding is pointless; only the moment of the tap counts.

05 Launch & skill shot



The plunger is charging. The DMD shows which skill shot zone is lit.

Launching

At the start of every ball, the ball sits in the shooter lane on the right. Hold **LAUNCH** (or Space / ↓): the plunger charges and is fully loaded after **0.9 seconds**. Release and the ball flies up the table. The fuller the charge, the faster the ball.

Skill shot

While you are *not* holding the button, the DMD keeps lighting a different zone: **SOFT → MEDIUM → FULL**, a new zone about 1.6 times per second. Press the button and that zone stays put. Release while the charge is **exactly inside that zone** and you get the **SKILL SHOT: 5,000 × level** points and 1,000 bonus.

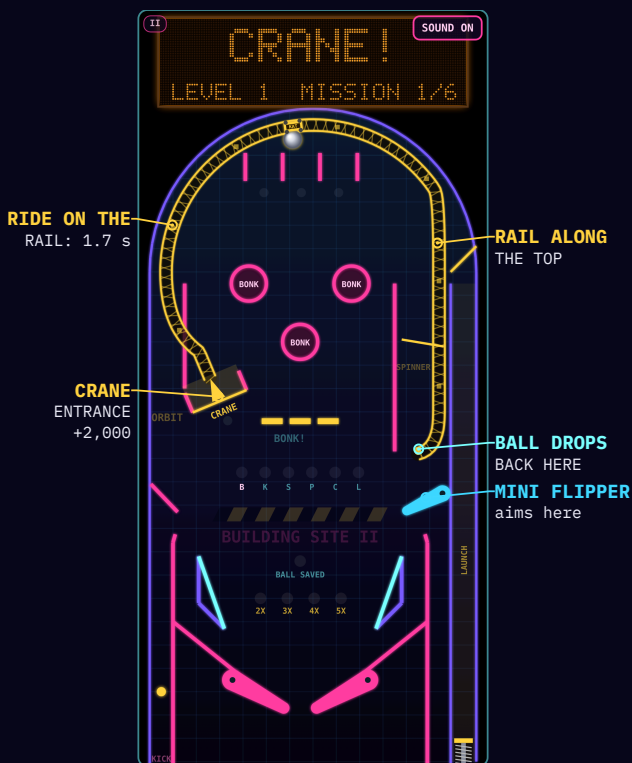
Zone	Plunger charge	Hold for
SOFT	8 % – 30 %	approx. 0.07 – 0.27 s
MEDIUM	42 % – 62 %	approx. 0.38 – 0.56 s
FULL	82 % – 96 %	approx. 0.74 – 0.86 s

TIP

FULL is the narrowest window (14 %) but the ball goes fastest. Hold too long (above 96 %) and the skill shot is gone. Start with MEDIUM: it gives you 20 % of leeway.

After the skill shot, the **BALL SAVED** protection is still active for a while (chapter 16).

06 The CRANE ramp & combo



The ball rides the CRANE rail. The DMD says CRANE!

The **CRANE** is the yellow ramp on the upper left, its entrance angled to the right. Shoot the ball straight into the entrance with enough speed and the crane picks it up. The ball rides the rail for **1.7 seconds** along the left and top of the table and drops back onto the playfield on the right.

A ball that is too slow, at an angle, or coming from the wrong side simply rolls back out.

Shot	Points	Bonus	When
CRANE (normal)	2,000	1,000	message CRANE!
JACKPOT (during multiball)	+10,000 × level	+2,000	on top of the 2,000
COMBO	+5,000	+1,000	CRANE within 4 s after spinner or orbit

COMBO

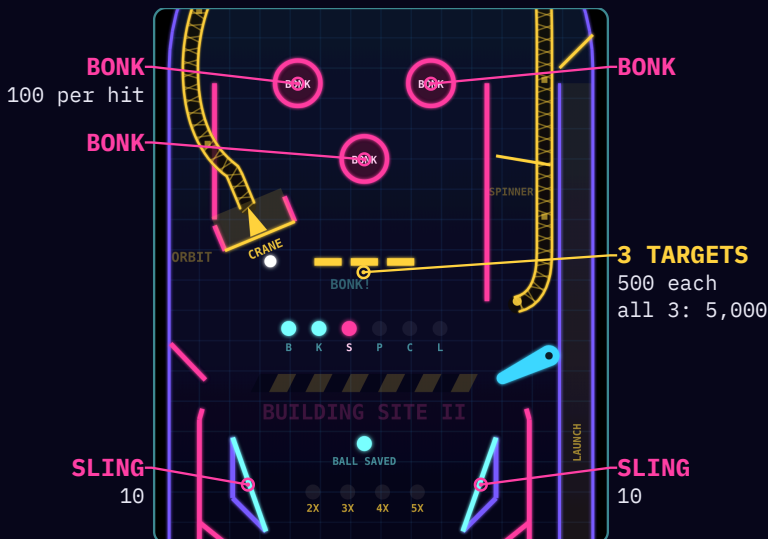
Hit the **spinner** or the **orbit** first and then make the CRANE **within 4 seconds**, and you score a **COMBO**: 5,000 extra points. The combo also counts towards mission 5. Each combo resets the timer, so for the next one you have to hit the spinner or orbit again first.

Every CRANE counts towards **mission 2** (CRANE). During multiball every CRANE is a **JACKPOT** (chapter 13).

TIP

The mini flipper is your best friend for the CRANE. The orbit on the left and the spinner on the right are both close to the CRANE entrance, so a quick spinner-then-CRANE combo is very doable.

07 BONK bumpers, targets & slings



Bumpers, targets and slings.

BONK bumpers

The three round pink bumpers kick the ball away hard. Every hit is worth **100 points** and 50 bonus and counts towards **mission 4 (BUMPERS)**.

The three targets

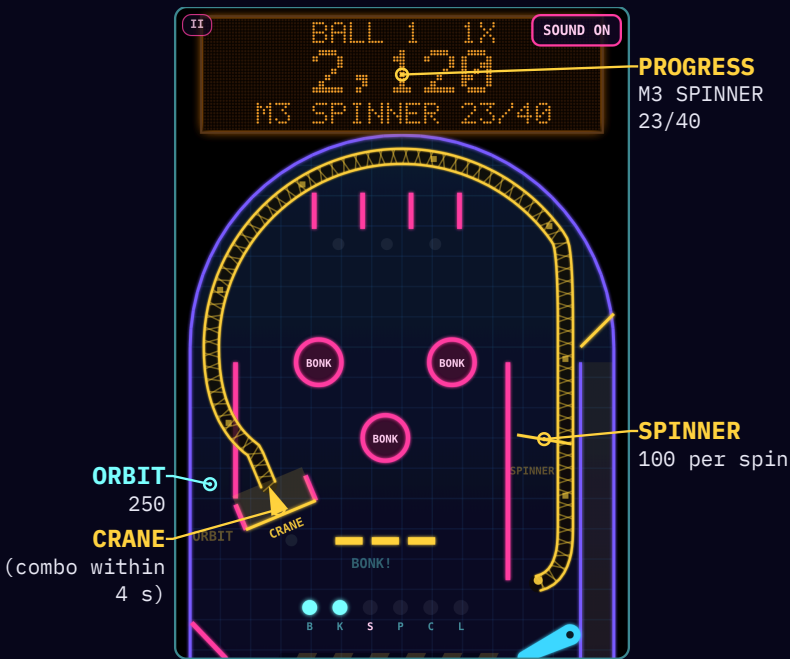
In the middle of the table stand three drop targets. Each target you hit drops down: **500 points** and 500 bonus. When **all three** are down:

- the DMD shows **BONK!** and you get **5,000 points** and 1,000 bonus;
- the **KICKBACK** is relit;
- it counts towards **mission 1 (BONK)**;
- the targets pop back up after **2 seconds** (from level 3 on after only **1.2 s**).

Slings

The two triangles above the flippers bounce the ball back: **10 points** and 20 bonus per hit. Not many points, but they keep the ball moving.

08 Spinner & orbit



Mission 3 is running: 23 of 40 spins done.

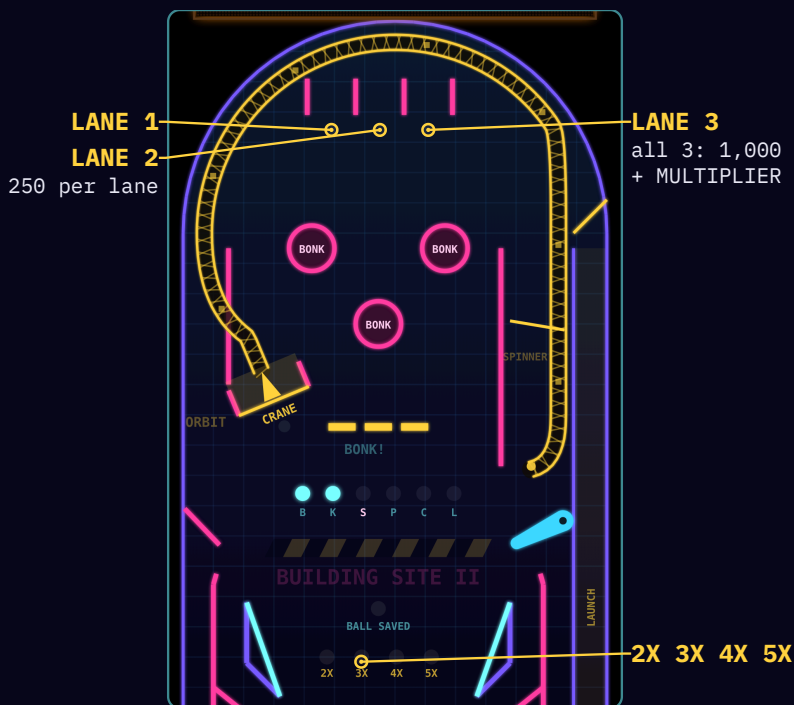
Spinner

On the right of the table hangs a flap that spins when the ball passes through it. Each **revolution** is worth **100 points** and 20 bonus and counts towards **mission 3** (SPINNER). A fast ball often makes it spin many times. Each pass also starts the 4-second clock for a **COMBO**.

Orbit

The loop along the left side is the **ORBIT**. A ball going through it scores **250 points**, 500 bonus and the message **ORBIT!**, and also starts the combo clock.

09 Lanes & multiplier



The three top lanes and the multiplier lamps.

At the top are three short lanes, each with a lamp. When the ball rolls through a lane, its lamp lights: **250 points** and 200 bonus. When **all three** lamps are lit:

- you get **1,000 points** and 500 bonus;
- the **multiplier** goes up by 1, to a maximum of **5X** (message **2X MULTIPLIER** etc.);
- it counts towards **mission 6** (LANES);
- the lamps go out again so you can start over.

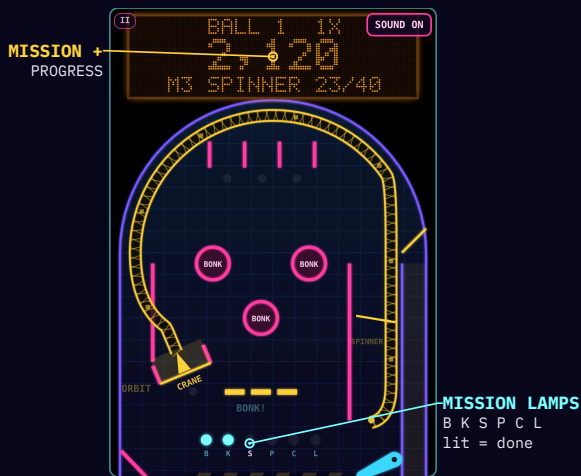
What does the multiplier do?

All points are multiplied by it, including jackpots, missions and the end-of-ball bonus. At 5X, a jackpot on level 2 is $(2,000 + 20,000) \times 5 =$ **110,000** points.

NOTE

The multiplier, bonus, targets and lanes all reset with every new ball (back to 1X). A high multiplier is worth most if you then keep the ball alive for a long time.

10 The six missions



There are six missions, always played **in the same order**. Only the current mission counts; the DMD shows which one it is and how far you are (for example **M3 SPINNER 23/40**). Each completed mission awards **5,000 × level** points and 2,000 bonus, the message **MISSION DONE!** , a lit mission lamp and a reward.

#	Lamp	Mission / hint	What counts	L1	L2	L3	L4	Reward
1	B	BONK HIT ALL 3 TARGETS	all 3 targets down	1	2	3	4	KICKBACK relit
2	K	CRANE SHOOT THE CRANE	CRANE shots	3	4	5	6	MULTIBALL (2 balls)
3	S	SPINNER SPIN THE SPINNER	spinner spins	40	60	80	100	EXTRA BALL
4	P	BUMPERS HIT THE BUMPERS	bumper hits	20	30	40	50	MULTIBALL (2 balls)
5	C	COMBO SPINNER THEN CRANE	combos (spinner/orbit, then CRANE)	1	2	3	4	KICKBACK relit

6	L	LANES LIGHT ALL 3 LANES	times all 3 lanes lit	1	2	3	4	LEVEL UP + MULTIBALL (3 balls)
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L1-L4 = how many you need on levels 1 to 4. Formulas: BONK = level, CRANE = 2 + level, SPINNER = 20 + 20 × level, BUMPERS = 10 + 10 × level, COMBO = level, LANES = level.

11 The missions one by one

1 BONK — “HIT ALL 3 TARGETS”

Knock down all three targets in the middle: once on level 1, twice on level 2, and so on. Reward: the **KICKBACK** is relit.

2 CRANE — “SHOOT THE CRANE”

Shoot the ball into the CRANE 3 times (level 1; then 4, 5, ...). Reward: **MULTIBALL** with 2 balls. That’s jackpot time!

3 SPINNER — “SPIN THE SPINNER”

40 spinner revolutions (level 1; then 60, 80, ...). Every revolution counts, so one fast ball can easily give 8 or more. Reward: an **EXTRA BALL** (chapter 18).

4 BUMPERS — “HIT THE BUMPERS”

20 hits on the BONK bumpers (level 1; then 30, 40, ...). A ball bouncing around between the bumpers does the work for you. Reward: **MULTIBALL** with 2 balls.

5 COMBO — “SPINNER THEN CRANE”

Hit the spinner (or the orbit) and then the CRANE **within 4 seconds**. Once is enough on level 1. Reward: the **KICKBACK** is relit.

6 LANES — “LIGHT ALL 3 LANES”

Light all three top lanes (once on level 1). Reward: you go up a **LEVEL**, with a bonus of $25,000 \times (\text{new level} - 1)$ points and a **MULTIBALL with 3 balls**. After that you start again at mission 1 and all mission lamps go out.

GOOD TO KNOW

Missions carry over between balls: if you lose a ball halfway through a mission, the next ball simply continues where you left off.

12 Levels & difficulty

You start on **level 1**. After mission 6 (LANES) you go up a level: the DMD shows **LEVEL 2!**, you get $25,000 \times (\text{new level} - 1)$ points plus 5,000 bonus, and a **3-ball multiball** starts right away. Then you start again at mission 1.

What becomes worth more

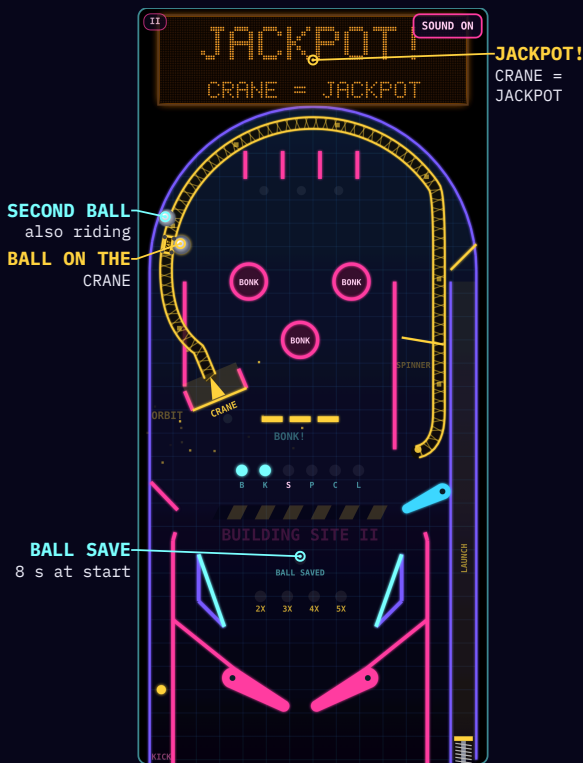
Item	L1	L2	L3	Formula
Mission complete	5,000	10,000	15,000	$5,000 \times L$
Skill shot	5,000	10,000	15,000	$5,000 \times L$
Jackpot (extra)	10,000	20,000	30,000	$10,000 \times L$
Level up	-	25,000	50,000	$25,000 \times (L-1)$

What gets harder

What	L1	L2	L3+
BONK (target rounds)	1	2	3
CRANE shots	3	4	5
Spinner spins	40	60	80
Bumper hits	20	30	40
Combos	1	2	3
Lane rounds	1	2	3
Ball save after launch	7 s	5 s	3 s
Targets reset after	2 s	2 s	1.2 s

From level 3 on, ball save stays at 3 seconds and targets at 1.2 seconds. The missions keep growing with every level.

13 Multiball & jackpot



During multiball every CRANE is a JACKPOT.

How does multiball start?

- after **mission 2** (CRANE): 2 balls;
- after **mission 4** (BUMPERS): 2 balls;
- after **mission 6** (LANES, level up): 3 balls.

The extra balls are launched automatically through the shooter lane (**MULTIBALL!**). At the start you get **8 seconds of ball save**: if a ball drains in that time, a new one comes back.

JACKPOT

As long as multiball is running, **every CRANE is a JACKPOT**: 2,000 for the CRANE plus **10,000 × level** and 2,000 bonus, times the multiplier. The

game over screen counts how many jackpots you scored in total.

Multiball ends as soon as only **one ball** is left (**MULTIBALL OVER**). You then simply play on with that last ball.

TIP

During multiball you don't have to save every ball. Trap one ball on a flipper and shoot the CRANE with the other. That way you're less likely to lose everything at once.

14 Bonus



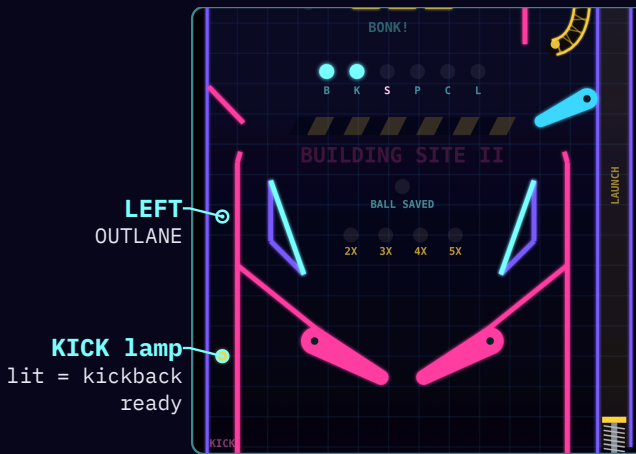
After the ball drains, the DMD adds the bonus to your score.

Almost everything you hit gives **bonus** on top of regular points (see the scoring table). You collect that bonus during the ball. When the ball drains, the DMD adds the bonus **times the multiplier** to your score.

- The bonus starts at 0 again with every new ball.
- On **TILT** you get **no** bonus.

Example: 12,000 bonus at 4X = 48,000 points when the ball drains.

15 Kickback



The KICKBACK sits in the left outlane.

If the ball goes down the **left outlane** while the **KICK** lamp is lit, the kickback fires it back up with a bang (**KICKBACK!**). That works only **once**; then the lamp goes out.

Relighting it

- it is lit at the start of every game;
- all 3 targets down (BONK!);
- reward for mission 1 (BONK) and mission 5 (COMBO).

The kickback doesn't work during TILT. The right outlane has no kickback.

16 Ball save



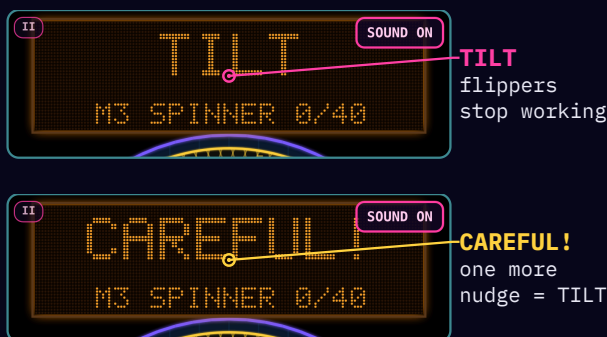
The BALL SAVED lamp blinks while ball save is active.

Right after launching you are protected for a moment. If the ball drains in that time, you get it back in the shooter lane (**BALL SAVED!**):

Level	Protection after launch
1	7 seconds
2	5 seconds
3 and up	3 seconds

At the start of a multiball you get **8 seconds** of protection. Balls that drain then are launched again. Ball save doesn't work during TILT.

17 Nudging & TILT



With the keyboard (**N** or **↑**) you can nudge the machine. Every ball on the table gets a push diagonally upwards. Handy when a ball is heading for an outlane, but risky.

- Each nudge adds **1** to the tilt meter; the meter drops by **0.6 per second**.
- Above 2: warning **CAREFUL!**
- Above 3.2: **TILT**. The flippers stop working, you score nothing, ball save and kickback are off, and you get **no bonus** for this ball.
- With the next ball the meter starts at 0 again.

TIP

Four nudges in quick succession is always TILT. Wait at least 2 seconds after a nudge before the next one: by then the meter has dropped far enough.

On a phone you can't nudge, so you can't tilt either.

18 Extra ball: TOK!

Normally you have 3 balls. You can earn an **EXTRA BALL** (**EXTRA BALL!**):

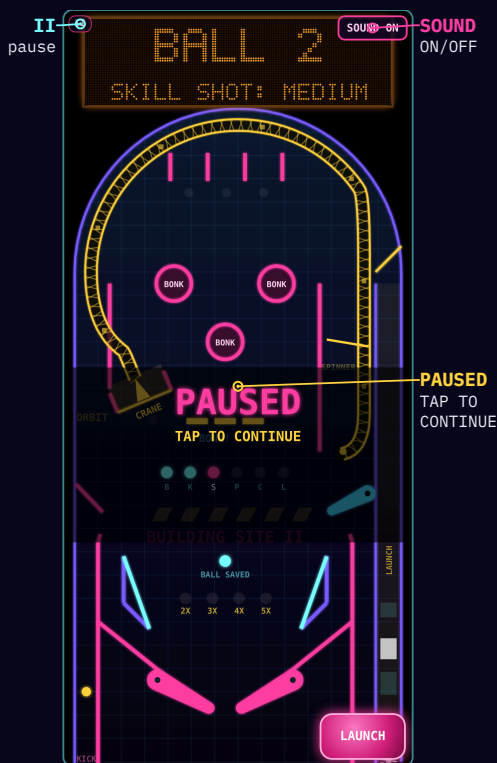
- **once per game** when your score passes **50,000 points**;
- **every time** you complete mission 3 (SPINNER).

You hear a loud **TOK!**, like the knocker of a real pinball machine, and your phone vibrates twice briefly (if your device supports it). You play the extra ball when your current ball drains: the DMD shows **SHOOT AGAIN!** and your ball number stays the same.

VIBRATION

Vibration works on most Android phones. On iPhone the game tries it through the system haptics, but that isn't guaranteed. If sound is OFF, the game doesn't vibrate either.

19 Pause & sound



The pause screen.

Pause

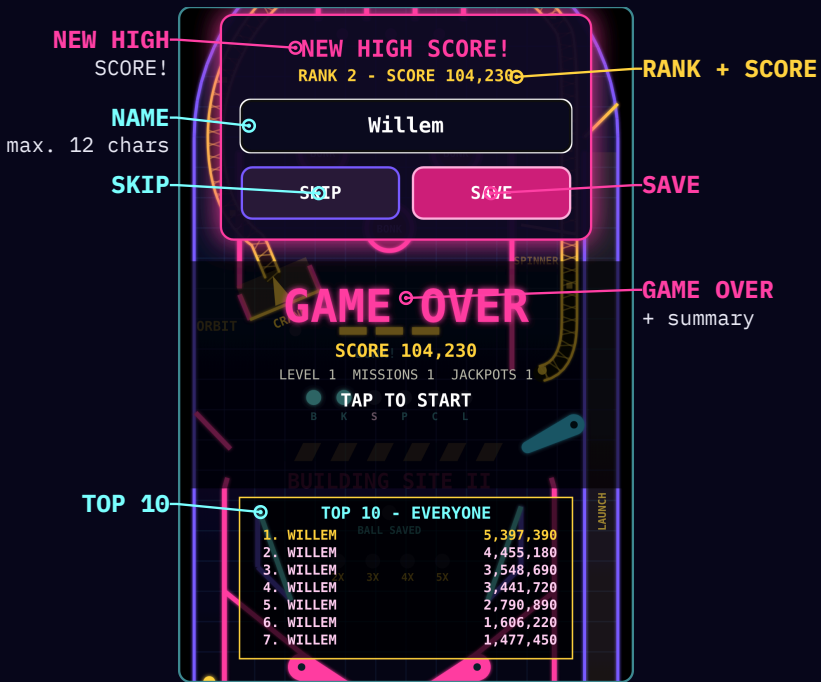
- Tap **II** briefly and deliberately (see chapter 2 for the rules), or press **P** / **Esc**.
- If you switch apps or the screen turns off, the game pauses automatically.
- Tap the screen (or press P/Esc again) to continue.

Sound

The **SOUND ON** / **SOUND OFF** button at the top right, or key **G**, toggles the sound. Off also means: no vibration. The title screen shows

TAP FOR SOUND : browsers only allow audio after a first tap.

20 Game over & top 10



With a high score you can enter your name.

When your last ball is gone, **GAME OVER** appears with your score and a summary: **LEVEL x MISSIONS y JACKPOTS z**.

Entering your name

If your score makes the top 10, **NEW HIGH SCORE!** appears with your rank (**RANK**). Type a name of **up to 12 characters** and tap **SAVE**. **SKIP** saves nothing.

Two lists

- **THIS DEVICE**: the top 10 stored only on your own phone or computer.
- **EVERYONE**: the shared top 10 of all players. Inappropriate names are blocked by the server.

On the title screen and the game over screen the two lists alternate every **6 seconds**. Tap (or press Space/Enter) to play again.

BONK

TAP FOR SOUND

SPINNER

TAP FOR SOUND

ORBIT

CRANE

FLIPPER! II

CRANE EDITION

TAP TO START

B K S P C L

TAP LEFT/RIGHT: FLIPPERS LAUNCH: HOLD

6 MISSIONS - MULTIBALL - SKILL SHOT - JACKPOT

BLUE MINI FLIPPER FIRES WITH RIGHT

TOP 10 - THIS DEVICE

1. WILLEM

BALL SAVED

4,10,510

LAUNCH

TOP 10 THIS DEVICE

BONK

TAP FOR SOUND

SPINNER

TAP FOR SOUND

ORBIT

CRANE

FLIPPER! II

CRANE EDITION

TAP TO START

B K S P C L

TAP LEFT/RIGHT: FLIPPERS LAUNCH: HOLD

6 MISSIONS - MULTIBALL - SKILL SHOT - JACKPOT

BLUE MINI FLIPPER FIRES WITH RIGHT

TOP 10 - EVERYONE

1. WILLEM

BALL SAVED

5,30,390

2. WILLEM

4,455,180

3. WILLEM

3,548,690

4. WILLEM

3X 4X 5X

3,441,720

5. WILLEM

2,790,890

6. WILLEM

1,606,220

7. WILLEM

1,477,450

LAUNCH

TOP 10 EVERYONE

21 Scoring table

What	Points	Bonus
Sling	10	20
BONK bumper	100	50
Target (each)	500	500
All 3 targets (BONK!)	5,000	1,000
Top lane (each)	250	200
All 3 lanes + multiplier	1,000	500
Orbit	250	500
Spinner (per spin)	100	20
CRANE	2,000	1,000
JACKPOT (CRANE in multiball, extra)	10,000 × L	2,000
COMBO (spinner/orbit → CRANE < 4 s, extra)	5,000	1,000
Skill shot	5,000 × L	1,000
Mission complete	5,000 × L	2,000
Level up	25,000 × (L-1)	5,000

L = level. All points **and** the end-of-ball bonus are multiplied by the multiplier (1X-5X).
During TILT you score nothing.

Worked examples

- Jackpot on level 1, 1X: $2,000 + 10,000 = \mathbf{12,000}$.
- Jackpot + combo on level 3, 5X: $(2,000 + 30,000 + 5,000) \times 5 = \mathbf{185,000}$.
- Completing mission 6 on level 1, 2X: $(5,000 + 25,000) \times 2 = \mathbf{60,000}$.

22 Tips & tactics

- 1. Trap the ball.** Hold a flipper up and let the ball come to rest. A ball at rest is much easier to aim.
- 2. Mini flipper = CRANE.** Almost every CRANE mission runs through a short tap on the right as the ball rolls past the blue flipper.
- 3. Skill shot on MEDIUM.** Hold for about half a second; that's where the window is widest. On higher levels the skill shot is worth more (5,000 × level).
- 4. Multiplier first, then jackpots.** The multiplier applies to everything, including jackpots and bonus. Light the lanes early in the ball.
- 5. Don't save your multiball, use it.** Every CRANE during multiball is a jackpot. Aim for the CRANE; the 8 seconds of ball save at the start give you room to gamble.
- 6. Combos are cheap.** Spinner or orbit, then the CRANE within 4 s: 5,000 extra *and* progress on mission 5.
- 7. Use the ball save time.** On level 1 you have 7 seconds: the moment for a risky shot. From level 3 only 3 seconds.
- 8. Keep the kickback lit.** After using it, knock down the 3 targets to get it back.
- 9. Mission 3 = extra ball.** Fast balls through the spinner give many spins per pass.
- 10. Nudge wisely** (keyboard): at most one nudge per 2 seconds. After **CAREFUL!** stop nudging.
- 11. Bonus adds up.** Targets (500), orbit (500) and CRANE (1,000) give lots of bonus. If the ball drains at 5X, that bonus counts five times.
- 12. Pause deliberately.** The II button only reacts to a clean tap without flippers. Need a break? Just switch apps; the game pauses itself.

23 Credits



FLIPPER! II — CRANE EDITION

willemvroom.nl/flipper2/en/

A game by Willem Vroom. Playable in the browser on phone, tablet and computer. A Dutch version is at willemvroom.nl/flipper2/.

This manual is based on the game code as it is online (October 2026). The screenshots come from the real game on an iPhone screen.

GAME OVER? TAP TO START