

## **MagicGirl Game Rules - For software v1.0 (or versions leading up to this revision)**

Document Revision v1.8

### **Multiball Lock - Left/Right Inlane/Outlane**

Complete the 4 Lanes to light LOCKS. Once completed the left ramp lock will light and balls (3) can be locked for multiball. 1 ball locked should be locked on each ramp and the third ball is sucked up the kings chamber and held in the spirit ring to start. The 3rd ball can also be locked on a ramp to start multiball on early multiball rounds.

### **Jinx Wheel - Left Outlane**

Activated and disabled by the 2 central rollover buttons just above the magic letters. The Jinx character will alert you to when the wheel is on and off

### **Lion Saw**

Complete 3 bank certain number of times (setting adjustable - default of 5) to start saw and double scoring.

Each set of targets (2 stand and 1 captive ball) needs to be hit within a certain time to lock-in the completion. When 1 target is hit the associated lamp is lit and the others in the bank start to flash for the given time. If the timer expires before all 3 targets are hit all 3 lamps go out and the player needs to start again. End of ball cancels any lamps currently lit. Completed banks are stored cross ball. Starting the saw loads a new background, music and a timer is displayed along with a double scoring message to aid player. Completing 3 bank awards you Copper from the Lion (he is keeping) - 3 pieces (setting adjustable). Collected copper is shown on the lower status panel.

### **Newton Chamber (captive ball)**

Transfer of energy quick multiball mode. Hit captive ball 5 times to enable 2-ball multiball (complete newton chamber). Lock your ball in the Kings Chamber to start. Another ball is released to shooter lane. Whilst 2 balls in play, Hit newton captive ball to score jackpot. Rear Chamber Box targets increase jackpot value. Jackpot value is base 200,000 with 25,000 inc. Captive ball scores base value of 10,000 \* number of hits in sequence

Contributes to Master of Optics completion. Number of chambers completed must be greater or equal to setting 'Newton Ball Optics Master Level' for the lamp to light solid orange once any other criteria are met. The lamp will flash orange once the newton captive ball is hit once.

### **Left Loop (Wizard Lane)**

Shooting left loop spots WIZARD letters. Completing WIZARD starts Wizard Powerup Hurrayup. Collect a powerup by shooting the Kings Chamber within the time. Collecting a powerup adds a random selected award from list: Bonus X, 1 Million, Collect Potion, Collect Saw, Increase Spinner Value, Award 50 Pop Hits, Music change during Wizard Powerup Hurrayup.

Every odd Wizard Powerup collected awards Jinn Save for 10 seconds (a ball saver). Secret target activates Jinn Save feature directly when hit, resetting any active timers for jinn save at the same time. Secret target scores 10 x wizard base lane value when hit.

In regular multiball, WIZARD lane scores lit jackpots.

### **Potion Mixer**

Shoot the potion target to light POTION letters. Each potion letter collected scores 100K (base value) x number of letters collected. POTION letters displayed on screen and lit on playfield in

order. Completing POTION lights the potion mixer saucer hole for potion collection within a timed countdown. (power target also collects a potion as does main potion target, but award is reduced).

Collecting a potion adds to the multiball jackpot value 2 million for every potion. Collecting 5 potions lights extra ball. Collecting a letter awards a randomly selected ingredient from the ingredient list. (Watch for ringmasters eye!) After collecting 2 or more potions, Arthurs luck bonus value (500,000) will be added to end of ball bonus. Total potions collected are displayed on the upper status panel. Each potion collected during the game will add 5 seconds to the ball save timer in the excalibur wizard mode

Contributes to Master of Potions completion. Number of potions collected must be greater or equal to setting 'Potion Master Level' for the lamp to light solid. The lamp will start flashing green at game start.

Has a high score award champion for potions collected

### **Left Ramp (Swirl Ramp)**

Left Ramp progresses Thunderbolts and alternates the ball exit path from left to right. Thunderbolt scores 100K (base value). Combo ramp shot lit for 5 secs after a successful ramp shot. Combo scores base value x num of continuous shots. Completing thunderbolts progresses Lite Extra Ball and enable Poof Post. Shots needed are adjustable via settings. For example Extra Ball Lit At 10 Thunderbolts. Left ramp also acts as multiball lock. Lock lamp in front of ramp entrance will lite Green when lock is ready. Balls will be locked onto each exit ramp for multiball. See multiball rules.

Thunderbolts contribute to Master of Lightning completion. Number of thunderbolts collected completed must be greater or equal to setting 'Lightning Ramp Master Level' for the lamp to light solid blue if other criteria are also met. (see levitate rules)

### **Owl Target (captive ball)**

Taming an Owl scores 10K, 30K, 50K then 25K advance each time thereafter. Receive a secret message after taming a certain number.

### **Kings Chamber (Upper Centre)**

Progresses Magi diamond lamps (4) by shots up the center to the magic box magnet or rear chamber targets. Once completed starts a hurry up mystic battle timeout. Mystic battle is started when he ball is caught by the box magnet and shoo up to the magna playfield (see mystic battle rules)

Box magnet also acts as lock/start for newton 2 ball multiball, a lock for the 3rd ball in regular multiball progress and a ball hold for when multiball is running and jackpots are lit.

### **Poof Post (Up Post)**

Activated by hits to the poof target which is to the left of the magic shoppe scoop. There are only a certain number of poof post saves though available per ball, so use them wisely. Also is used as a ball save protection from certain modes where centre drain shots are more likely. (ie end of mystic battle)

### **Magic Power Lamps**

Magic Power runs simultaneously with all the other features of the game. The magic power of the player is increased by every score change during the game. The players magic power is represented by the colour and speed of the flashing MAGIC lamps in the center.

Magic Power level is a value that is added to other game score calculations such as jackpots etc

### **Levitate Feature (Lightning Flashers)**

Hit Levitate target 3 times to activate the hurry up timer countdown. Hit levitate target 4th time to award current hurryup value, activate magnet and Levitate Ball. Ball will appear to float in and above magnet for a timed period.

Contributes to Master of Lightning completion. Number of levitates completed must be greater or equal to setting 'Lightning Levitate Master Level' for the lamp to light solid blue if other criteria are also met. (see ramp/thunderbolt rules) . The lamp will start flashing blue once 1 of more levitate targets are hit.

### **Arthurs Magic Shoppe (Scoop)**

Collect coins to lite. (The number of coppers needed to lite starts at 10 then increases by 20 after every visit, ie visit 1=10, visit 2=30, visit 3=50 etc)

Shows a list of items and selects one at random. Copper coins collected improve the options presented. (ie each random award has a weight. Extra ball being included if you have 30 copper but not if you only have 10 etc) Score status bar is used to alert player when Magic Shoppe lit. By pressing both flipper buttons when the magic shop list is shown you can use a potion to always get the best item on the list (possible extra feature, not currently included)

### **Hare/Million Target**

Successive hits to the Hare target (RHS of Magic Shoppe Scoop) enable the Hares Magnetic Jet Bumper for playfield havoc. The hare will taunt you during the game... However, whilst the Hare magnet is enabled the Hare target becomes worth 1Mill a shot.

### **Kings/Queens Bonus X - Top lanes**

Completing lanes advances end of ball bonus multiplier and lights Magic Shoppe for timed period - 20 seconds

### **Mystic Battle / Power Playfield**

Qualified by the kings chamber MAGI targets (see other section) or successive right loop shots that light the word POWER. Once qualified a hurry up timer countdown starts with the object to lock the ball onto the mystic battle magnet. Locking the ball here will start the battle and shoot the ball up to the air magnet and then release it for battle play on the magna playfield, Battle play is a timed countdown mode. Once on the playfield the battle is won by shooting the ball through the upper centre and into the magic mirror area.

The battle ends when defeated or the time runs out. Each flip on the magna playfield scores 100K plus 10K x no. of power target hits . Defeating the playfield scores 10MIL, 20MIL, 30MIL, 50MIL plus 25K x no. of power target hits progressively for each battle played in sequence.

Contributes to Master of Magnetism completion. Number of battles played must be greater or equal to setting 'Magnetism Master Level' for the lamp to light solid white. The lamp will start flashing white once 1 of more box targets are hit.

Has a high score award champion for battles played.

## **Power Target**

The power target increases the mystic battle defeated value and also scores a power payoff after a mystic battle is played. A power payoff scores 10Mil

## **Jet Bumpers**

Jets score 1000 per hit & flash central flasher. Super Jets activated after 100 hits (start value). Hits needed to start is stored cross ball. Super Jets score 200K per hit. Next super jets level is 25 + start value

## **Right Loop**

Successive shots (default 20 - setting adjustable) to the Right Loop starts Super Loops. Also rewards multi-loop shots and advances POWER letters.

Has a high score award champion for super loops collected

## **Hare Jet**

See Hare/Million Target rules

## **Tesla Subway**

Where Tesla's Lab is located. Tesla will speak to you as you pass from the skillshot exit to the Magic Shoppe scoop

## **Mystery/Coin target**

Hit target 3 times to collect - each target hit scores 500 \*hit count. 3rd time scores MYSTERY points value from 100 to 500,000 and awards Copper coins

## **Magna Save - Right Outlane**

Shoot Magic Shoppe 3 times to lite Magna Save at right outlane. Pressing upper right flipper switch activates magnet. Scores 1Mil if ball saved thru right return lane.

## **Skill Shot (Shooter Lane)**

At ball start a randomly selected VOLTA letter is selected by the game code. VOLTA lamps then flash upwards in sequence A -> T -> L -> O -> V in white with the chosen letter in magenta. Launch ball so that as ball goes over skill shot switch the purple lamp is lit. Achieving skill shot awards 250K volts (points) failing skill shot awards 50K volts. Speed of the lamp sequence is tied to the skill shot achievement level, i.e the more times you complete it the faster it gets (per player) Custom background showing tesla lab with coil. Help message (Charge the Tesla Coil, Shoot correct VOLTA letter) displayed for a few seconds to aid player before returning to main score screen (repeats). Coils arc and sparks fly if skill shot made. Multiple voices and sounds for achieving or failing the shot.

Pressing right flipper button will also instantly bring back main score screen during skill shot mode.

## **Multiball**

When 2 balls are locked and the 3 lock is lit. the game music will change. The 3rd lock can be either another ramp lock or a lock into the kings chamber. Both options will be flashing green.

Once the 3rd ball is locked multiball play will start and jackpots are lit by shooting the kings chamber rear targets and collected by shooting the left loop.

Jackpots are collected in order. Bronze, Copper, Silver, Gold, Platinum (Super Jackpot) Jackpots are raised from additional hits to the chamber 25k per hit. The jackpot value starts at 200k. Each jackpot scores the cumulative value at the time you shoot the left loop (when lit).

Multiball play contributes to Master of Elements completion. The lamp will start flashing red once 1 or more jackpots has been collected. The lamp will light solid red when number of jackpots collected is greater or equal to setting 'Multiball Elements Master Level'.

Multiball play contributes to Master of Optics completion. Number of multiballs played must be greater or equal to setting 'Multiball Optics Master Level' for the lamp to lite solid orange once any other criteria are met.

Has a high score award champion for total jackpots collected

### **Extra Ball**

Extra ball is collected in the potion saucer when lit

### **Copper Coins**

Adds to bonus count value. Collected by various features and lites Magic Shoppe at certain thresholds. (see other sections)

Has a high score award champion for total coins collected

### **Excalibur**

The wizard mode. Completing all the 'Master of' challenges gives you immortality and starts the final battle at the magic shop scoop. You can battle to release the sword trapped in the stone by collecting jackpots and have reached the end of your journey, you are King Arthur. The final puzzle of who Magic Girl is, is revealed.

A 'Master of' challenge is complete once it becomes solidly lit. When it is in progress/started but not completed it will be flashing. The 5 'master of' challenges are Elements (Red), Potions (Green), Lightning (Blue), Optics (Orange), Magnetism (White). All 'Master of' challenges progress is stored cross ball independently for each player.

Excalibur is a 6 ball (setting adjustable) multiball mode with jackpot awards. When the mode is ready all playfield lamps will go out and the magic shop lamp and flasher will light. When the mode is running there will be a cross of lamp pulsing which represents the sword you are battling to release from the stone.

If you manage to collect enough jackpots (setting adjustable) during multiball play, then you will complete the game and release the sword from the stone. The on screen graphics will alert you as to how many jackpots are needed to achieve this, whilst in multiball play.

Multiball play will continue until there is only 1 ball in play, at this point an announcement will be made and game play now stops. The flippers will be disabled and the remaining single ball will drain whilst the mode total is calculated and displayed. Each set of jackpots collected will be shown and totalled individually using a bonus type approach, completing with the final mode total. After a short delay to amaze at your total, regular game play will resume with all progress reset. Releasing the sword will also add a 'Run Jackpot' Bonus to the total.

If too few jackpots are made during the mode and the sword is not released, then no announcement or bonus count will be performed and the game will not drain all balls. The game will simply continue once at single ball play.

Jackpot value is increased by hitting the chamber box targets. Jackpot value increases are higher once the sword is released.

The different jackpots available during the mode are 'Newton Jackpot', 'Wizard Jackpot', 'Looper Jackpot', 'Power Jackpot', 'Thunderbolt Jackpot' & 'Mystery Jackpot'.

Has a high score award champion for total score during round.

### ***Additional Information to Know***

*The game contains various different characters, which are featured through out game play. These are (in no particular order) The Jinx, The Hare, The Wizard, The Scientist and The Girl. Some characters are there to help you, some are there to hinder you. They all have various speech callouts.*

*Hold the right flipper during an active game for a player specific game status/progress window with scrolling information screens*