

# RUSH

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## PINBALL RULES



# Rush Pinball

## Song Select

Song select (can be set to “start of game” or “every ball”) will only change the music, and any lighting effects that go along with it. Not the rules. When a mode starts, the music from that song will take over.

## Skill Shot

### Regular Skill Shot

Side loop is lit for 1x skill shot, Side ramp is lit for 2x skill shot, Side scoop lit for 3x skill shot. Making a skill shot also adds some ball save time.

### Super Skill Shot

Hitting the side loop and then making a combo into the side ramp or side scoop awards super skillshot. Super skill shot scores 2x regular skillshot value and adds double the amount of ball save time.

## Song Modes

Collect blinking records to light one of the six main song modes. After enough records (shown in Mode Info Panel on the UI in the upper left), shoot the time machine to start a mode (indicated by the flashing red light on top). The mode that starts is determined by which color records you collected the most of:

<b>Tom Sawyer:</b>	<b>Cyan</b>
<b>Working Man:</b>	<b>Orange</b>
<b>The Spirit of Radio:</b>	<b>Blue</b>
<b>The Big Money:</b>	<b>Pink</b>
<b>La Villa Strangiato:</b>	<b>Purple</b>
<b>Limelight:</b>	<b>Lime</b>

After a mode is lit, you can keep collecting blinking records to boost that mode’s value, shown in the mode status panel in the upper left, with like colors remaining locked in (won’t change color, but can collect them to keep boosting your mode)

Qualifying or completing a mode lets the player lock in one of the album shots to lock in a rainbow album. Rainbow albums count as any album color and are a universal shot multiplier. The number of rainbow records determines the shot multiplier value, starting at 2x. Rainbow albums will go away upon draining.

When a mode starts, the records you collected of the same color will be 2x mode shot multipliers. If you manage to start a mode with all 6 record shots locked in on the same color (or rainbow), all 6 shots will be 3x mode shot multipliers.

Modes are untimed, and end when you complete them or drain the ball in play.

Flashing record colors are rotated by hitting the RUSH standup targets. Solid record colors are rotated by shooting the instrument lane (behind drop targets). Colors also rotate upon collecting any record.

## **Tom Sawyer**

Three phases, shoot all shots in the current phase to move to the next phase.

- Phase 1 ("The River"): Left and right orbit
- Phase 2 ("Today's Tom Sawyer"): Side ramp and right ramp
- Phase 3 ("The world is, the world is..."): Shoot all 8 arrow shots

Complete phase 3 to complete.

## **Working Man**

Progress through the workday starting at 9am and ending at 5pm, with various workday event awards throughout. All switches advance small amounts of time, lit arrows advance large amounts of time. Hitting an arrow shot will unlight that shot until a different shot is made. Left orbit, side ramp, side loop score more and progress more time through the workday than the other shots. Clock out at 5pm to complete the mode.

## **The Spirit of Radio**

Starting this mode, the Spinner and all shots other than the Dead End are lit, with the Spinner shot always tuning the radio dial, and the dead end shot broadcasting radio for the biggest award of all the mode shots (when lit).

Shooting the spinner grows the Radio Wave value, which is the value the lit arrow shots on the playfield (other than the dead end) will award. These Radio Wave shots also grow the Radio Jackpot by the amount awarded, and qualifies one Radio Jackpot collect at the Dead End shot (these jackpots are stackable, so if you hit 3 wave shots, you can then hit 3 jackpots).

Shooting the dead end shot cashes out the Radio Jackpot and relights all shots. Collecting all radio shots will also replenish the shots. Each Radio Wave shot can be hit a maximum of five times before the radio signal is too weak and the shot will not come back on for the rest of the mode.

Cash out the radio jackpot 5 times to complete the mode.

## **The Big Money**

Shoot lit arrow shots to score small awards and advance towards lighting The Big Money Jackpot at the time machine. First wave takes 3 shots, then 4, then 5 before lighting the jackpot. Once the jackpot is lit, you can either collect it or shoot the same shots you made to light it again to increase the Big Money Jackpot Multiplier.

Collect the third Big Money Jackpot to complete the mode.

## La Villa Strangiato

12 Shots to complete, one for each of the song sections. One shot lit at a time. Each shot leads to another shot with a short combo timer. Hitting shots during the combo timer will multiply the awards based on the length of your combo.

I.	Buenas Noches, Mein Froinds!	<b>Right Ramp</b>
II.	To sleep, perchance to dream...	<b>Right Ramp</b>
III.	Strangiato Theme	<b>Dead End Lane</b>
IV.	A Leroxst in Wonderland	<b>Left Orbit or Spinner</b>
V.	Monsters!	<b>Side Ramp or Side Scoop</b>
VI.	The Ghost of Aragon	<b>Spinner</b>
VII.	Danforth and Pape	<b>Side Loop</b>
VIII.	The Waltz of the Shreves	<b>Side Loop, Side Ramp, or Side Scoop*</b>
IX.	Never turn your back on a Monster!	<b>Time Machine</b>
X.	Monsters! (Reprise)	<b>Side Ramp</b>
XI.	Strangiato Theme (Reprise)	<b>Left Orbit</b>
XII.	A Farewell to Things	<b>Side Scoop</b>

\* for shots 8-11, the inner loop will spot the next shot.

## Limelight

Balance between being in the limelight and stepping out of the limelight. All shots start to advance your fame percentage, with 3 recommended shots that will flash faster that are worth more points and more fame progress. Completing the three recommended shots will relight all shots for an opportunity at even more points. Recommended shots come in the groups:

- Left Side Shots (Left Orbit, Left Ramp, Side Scoop),
- Center Shots (Dead End Lane, Upper Loop, Time Machine)
- Right Shots (Spinner, Right Ramp, Right Orbit)

After you hit an arrow shot, a 15 second timer will start before your 15 seconds of fame is up, you get out of the limelight and must shoot the time machine to get back into the limelight. Becomes 100% famous to light the Time Machine to Escape the Limelight once and for all and complete the mode.

## Time Machine Multiballs

Light these multiballs by shooting the time machine when no other awards are lit. This is indicated by the green dome on top of the time machine being on as well as the TIME MACHINE insert in front of the time machine, or on a Premium / LE the time machine ramp will be **down** (unless the ramp is up because of some other award). When it has been bashed enough times (progress shown on UI in the Time Machine area in the upper right), the ramp will raise (on the Premium and LE) and you can shoot into the center of the time machine to start 1 of 3 multiballs. Which multiball is lit is determined by the pattern of the TIME MACHINE flasher (and shown on the UI display):

- **Red Barchetta: Normal blink**
- **Subdivisions: Fast blink**
- **Fly by night: Slow pulse**

On the Premium/LE the lit multiball is also shown on the playfield with different light patterns on the ramp runway lights:

- **Red Barchetta: Red lights lit on time machine, white lights off**
- **Subdivisions: Lights alternate half of the lights on, half of the lights off**
- **Fly by night: Lights rove upward toward time machine, marching in sequence**

You can change which time machine multiball is lit by shooting the Dead End shot to the left of the time machine.

Starting a time machine multiball prevents song modes (the six colored modes) from being started. Starting a song mode does not prevent progress towards time machine multiballs, and time machine multiballs can be started during song modes.

### Red Barchetta Multiball

Your Red Barchetta car starts at gear one with low RPMs. Jackpots are lit at the major shots and score based on how high your RPM is. Hitting jackpots will also boost the RPM in large amounts, while all switch activity will boost RPMs by a smaller amount.

Redline your RPMs to light the **pop bumpers** for shifting to the next gear. Once pop bumpers are lit, hit enough pops to score a **super jackpot** based on the sum of your jackpots and advance to the next gear. Advancing gears bumps all point values and relights all shots.

Shift to Gear 6 to enter victory laps, where hitting a jackpot will relight all other jackpots, and you can keep scoring until the multiball ends.

### Subdivisions Multiball

Starts with just the Time Machine lit for Jackpot. Hitting the jackpot "Subdivides" it to light both neighboring shots. Every time a shot is hit, it lights the nearest 2 jackpots left and right of it, looping around the playfield if needed. Once you've lit a jackpot at all of the main shots, super jackpot lights at the time machine.

Super jackpot value is the sum of all the jackpots you've hit up to that point since the last super jackpot, or since the mode was started. Shooting the Super Jackpot increases all jackpot values and the multiball starts over.

## **Fly By Night**

Switch hits turn down the GI, shoot lit arrows for jackpots and double jackpots which will dim the game even more. Eventually, all lights go out, and super jackpot lights.

## **Far Cry Multiball**

### **Locks**

Qualify Far Cry locks by shooting the targets on the side of the right ramp, then the ramp itself. Then the side scoop lights for lock. After one ball is locked, the second ball can be shot into either scoop to start the multiball.

Extra Easy - Complete both targets for each lock.

Easy (default) - Complete Both Targets and shoot the ramp for each lock.

Medium - Complete Both Targets and shoot ramp quickly (timed) for each lock. Must start multiball at side scoop.

Hard - Each target must be hit twice to light ramp quickly (shorter timer than before) for each lock. Must start multiball at side scoop.

Extra Hard - Each target must be hit twice to light ramp super quickly (even shorter timer than before) for each lock. Must start multiball at side scoop.

### **Multiball**

All main shots are lit for 1x,2x,3x,4x, or 5x timed jackpots indicated by their color (blue, green, yellow, orange, red). The higher multiplier, the quicker the jackpots will time out. Hitting any jackpot will also grow the jackpot base value and replenish two shots with random jackpots again. If all jackpots time out, your jackpot base value is reset and all shots relight.

Collect enough jackpots (shown on display in lower right corner) to light Time Machine for super jackpot.

### **One Little Victory Laps**

Scoring the Far Cry Super Jackpot kicks out 3 additional balls into play and begins One Little Victory Laps. Side shots are lit for victory jackpots. Collect enough victory jackpots to light a roving victory super jackpot. Repeat to keep scoring jackpots and super jackpots, with each unique super jackpot shot being multiplied by the number of unique super jackpot shots you've made.

## 1-2-3 Combo and Albums

There are ten unique Album Combos each identified by a particular order of shots made, with 1-2-3 inserts around the playfield that indicate possible combo paths. Shooting a lit **1** insert will light **2** inserts, and shooting a **2** insert will light **3** inserts. Shooting them in a combo (within a few seconds) will award double the combo value.

Completing **1-2-3** will light the Time Machine to collect that particular combo's album and score the **Combo Jackpot**, indicated by the **yellow** bulb on top of the time machine. Collecting an album has perks associated with **The Weapon** action button. You can stack multiple albums at once to be collected at the Time Machine. The value of the **Combo Jackpot** is the sum of all the combos you made leading up to it, multiplied by how many albums you collect at once.

Collecting the combo jackpot also lights the side ramp for a limited time to collect the **Combo Super Jackpot**, worth 2x the value of the combo jackpot you just collected.

<b>Album</b>	<b>Shot 1</b>	<b>Shot 2</b>	<b>Shot 3</b>	<b>Can activate The Weapon in:</b>
<i>Rush</i>	<i>Left Orbit</i>	<i>Inner Loop</i>	<i>Side Ramp</i>	<i>Working Man</i>
<i>Fly by Night</i>	<i>Left Orbit</i>	<i>Side Ramp</i>	<i>Dead End</i>	<i>Fly By Night</i>
<i>Permanent Waves</i>	<i>Spinner Lane</i>	<i>Inner Loop</i>	<i>Side Ramp</i>	<i>Freewill, The Spirit of Radio</i>
<i>Clockwork Angels</i>	<i>Spinner Lane</i>	<i>Side Ramp</i>	<i>Dead End</i>	<i>Headlong Flight</i>
<i>Moving Pictures</i>	<i>Hemispheres Ramp</i>	<i>Spinner Lane</i>	<i>Inner Loop</i>	<i>Limelight, Red Barchetta, Tom Sawyer</i>
<i>Signals</i>	<i>Hemispheres Ramp</i>	<i>Spinner Lane</i>	<i>Side Ramp</i>	<i>Subdivisions</i>
<i>Snakes &amp; Arrows</i>	<i>Dead End</i>	<i>Left Orbit</i>	<i>Side Loop</i>	<i>Far Cry</i>
<i>Vapor Trails</i>	<i>Dead End</i>	<i>Left Orbit</i>	<i>Side Ramp</i>	<i>One Little Victory</i>
<i>Power Windows</i>	<i>Spinner Lane</i>	<i>Inner Loop</i>	<i>Inner Loop</i>	<i>The Big Money</i>
<i>Hemispheres</i>	<i>Hemispheres Ramp</i>	<i>Right Orbit</i>	<i>N/A</i>	<i>La Villa Strangiato</i>

# Instrument Drop Targets

## Collecting Instruments

Time your first shot to the drop targets to lock in an instrument: bass, guitar, or drumsticks. Complete the three targets to collect the lit instrument. You can also cycle which instrument is locked in with a shot to the instrument lane behind the drop targets prior to collecting it.

Collecting an instrument will do the following:

**Bass:** Increase 1-2-3 combo values.

**Guitar:** Increase spinner value.

**Drumsticks:** Increase all pop bumper values, upgrade one pop bumper to advance minutes faster, and light Drum Solo at the Under Flipper shot.

## Activating Instruments

Shooting the instrument lane behind the drop targets will activate any instruments you have collected. Instruments stay activated on one shared instrument timer. Activating a different instrument while you have one activated will reset the timer for both instruments.

Instrument perks while active:

**Bass:** Combos score 2x and allow you to score combos during multiball

**Guitar:** Spinner lane and spinner are +1x. Indicated by dim purple light on the spinner shot.

**Drumsticks:** Drum pop hits are doubled, meaning each pop will count as 2. Drum Bonus shot awards 2x.

## Freewill Multiball

### Qualifying

Collect all three different instruments to light the instrument lane for Freewill Multiball. Additional multiballs require repeating this more than once.

### Starting

Shooting the instrument lane when Freewill Multiball is lit will lock the ball on the premium/le and give you time to bash the ball to raise the jackpot values. Once time is up, the ball is released and an additional ball save timer will kick in.

### Multiball

All shots are lit for jackpot. You have “freewill” to choose which jackpot shot you want to go for, hitting it turns it into a Super Jackpot. Collect the super jackpot and then all shots become lit again (except the one you just made) and you can choose which jackpot to go for next.

The super jackpot value is increased for every unique super jackpot shot you’ve made, so there is some benefit to choose different shots.

Shooting the instrument lane behind the drop targets enough times will **add a ball** (and lock physically on the premium/LE, as well as lock physically during the start of the multiball). When the ball is locked, or you add a ball on the Pro, a 20 second timer will count down during which all jackpots are 2x. Shoot the instrument lane again during this 20 seconds (or hit the ball lock on the premium/LE) to greatly increase jackpot values.



# Drum Pops and Headlong Flight Multiball

## Drum Pops

During single ball play, or while **drumsticks** are **active** via the instrument targets, each pop bumper advances the clock by some amount of minutes indicated by the color of the pop bumper:

- **White: 1 min/pop**
- **Green: 2 mins/pop**
- **Yellow: 3 mins/pop**
- **Red: 4 mins/pop**

Advance the clock to midnight lights the right orbit for **Headlong Flight** multiball.

Collecting the Drumsticks from the instrument drop target bank, or by shooting the right orbit will advance one pop bumper by one minute. Making any shot under the upper right flipper will advance two pop bumpers by one minute. Collecting drumsticks also lights the under the flipper shot for **Drum Solo**.

## Drum Solo

When Drum Solo is lit, you can increase its value with additional pop bumper hits prior to starting it.

Starting drum solo lights the pop bumpers for the drum solo value and also doubles all minutes for all pop bumpers while Drum Solo is running (timed mode). Shooting under the flipper will reset the drum solo timer, collecting more drumsticks will also add some more time.

## Headlong Flight Multiball

Started at the right orbit once the clock is at midnight.

This multiball starts with the clock at midnight and it starts counting backwards, to eleven o'clock, then ten o'clock, etc. The hour on the clock determines the jackpot value, which are in yellow at the right ramp, upper loop and the side ramp. Combo the upper loop into the side ramp (whether or not the upper loop as been collected) for Super Jackpot worth 3x the jackpot value. Shooting the right ramp, in addition to scoring a jackpot, will relight the side loop and side ramp, and reset the clock to 12. If you hit both side loop and side ramp prior to hitting the right ramp, instead of scoring a jackpot, the right ramp will score a mega jackpot (2x current jackpot value), or mega ultra jackpot instead (4x current jackpot value, eligible if you scored a Super Jackpot).

## Drum Bonus

Either right inlane will light the left orbit will be lit to collect a **drum bonus** combo shot, indicated by the flashing drum flasher. Drum bonus is built from pop hits and is displayed in the drum clock section of the UI.

## **Bastille Day Hurry-Up**

Complete the RUSH target bank on the right to light the glowing Rush laser-cut flasher on the right ramp to start Bastille Day Hurry-Up. This will feed the ball to the left flipper and light the RUSH targets for a value that counts down for each target, and also light the ramp to raise the value of the hurry-up. Hitting a target collects the value and raises all other target values by the amount collected. Collect all 4 to win the round, and your next Bastille Day hurry up will start at a higher value.

## **Outlane Ball Saves**

Completing the RUSH target bank enough times will light one of the outlane ball saves, which can be changed with either flipper button. On default settings, progress towards lighting outlane ball saves can only be made during single ball play.

## **Extra Balls**

### **Qualifying**

- Shoot enough ramps (shown as ramp count up on UI)
- Collect 5 albums
- Time Machine Upgrade award for year 2062
- Mystery award

### **Collecting**

When Extra Ball is qualified, it will be lit at one of the game's two extra ball shots (side scoop and under flipper shot). Lit extra ball shot alternates with slingshot hits. If you light two extra balls, both inserts will be available.

## **Roll the Bones Mystery**

### **Qualifying**

Roll over all three "Roll the Bones" return lanes to light mystery at scoop. Use the ramp diverter or vertical up kicker on Premium/LE to help!

### **Collecting**

Main scoop collects a random mystery award, but will always award Add a Ball during multiball, once per multiball started.

Possible Awards (awarded in this order in competition play):

- Activate Instruments
- 2.5 mil
- Add bonus X
- Bump Spinner Value
- Bump Pop Bumper Value
- Bump Combo Value
- Spot 3 Records
- Light Ball Save
- Light Far Cry Lock
- Spot 3 Ramp Shots
- 5 mil
- Advance drum clock 3 hours
- 10 mil (not available when not in competition)
- Light Extra Ball

# The Weapon / Action Button

## Diverter

There is a ramp diverter that can send the ball from either ramp to the left or right inlane. By default, the action button can be used to control this diverter. The lower left or lower right flasher domes will pulse to indicate which lane the ball will go to from either ramp. Quick press the action button at any time to switch which lane the diverter will go to. Some modes and shots will automatically switch the diverter for you to help make combos or mode shots.

## Qualifying The Weapon

Collecting an album via the combo jackpot will make it so if you are in a song mode or multiball, and that song is on the album you've collected, you have access to The Weapon.

## Using The Weapon

The action button will flash blue if you are in a planet song mode and have collected the album for that song. Hold down the action button for a second to use The Weapon Using the weapon in this case will **spot all shots on the playfield**, scoring **all mode and multiball awards** that are at those shots. The order in which it spots the shots is determined by the diverter position: if the diverter is configured for left return lane, shots will be spotted left to right. If configured for the right return lane, shots will be spotted right to left.

The action button will flash green if you are in a multiball song mode and have collected the album for that song. Using the weapon in this case will **add a ball**.

## Ramp Awards

Each shot to either the side ramp or the right ramp will advance a ramp count up. At various thresholds different Hold Awards will be available, as well as an Extra Ball. Possible Hold Awards, in this order:

- Hold Spinner Value
- Hold Combos Value
- Hold Pops Value
- Hold Ramps Value
- Hold Instrument Bonus Value (also carries over the multiplier and shots you've made)
- Hold Records (built up mode value %)
- Hold Bonus X

When awarded, that particular feature will not reset its value at the beginning of the next ball.

# Time Machine Upgrades

At the start of the game, the time machine starts at 2012 (the release date of the most recent Rush album). One of the major goals of the game is to collect 100 years to qualify the 2112 wizard mode, and every time 10 years are collected, the time machine will light (while in single ball play) to collect an upgrade that affects gameplay either for the rest of the ball or the rest of the game. Every upgrade also makes Time Machine Multiballs easier, requiring 1 less hit per decade achieved. In addition, each upgrade boosts future Time Machine Multiball scoring by +250k per jackpot for Red Barchetta and Fly By Night, and +500k for Subdivisions.

Years can be collected by:

- Planet Modes (**max 10 years per mode**)
  - +5 years for completing a mode
  - +5 years (additional) for completing planet modes with 100M+ points
- Time Machine Multiball (**max 5 years per multiball**)
  - +2 years for each Red Barchetta Gear Advance super jackpot
  - +5 years for Subdivisions super jackpot
  - +5 years for Fly By Night super jackpot
- Freewill Multiball (**max 10 years**)
  - +5 years if you score 3 unique super jackpots in the same multiball
  - +5 additional years for scoring 6 unique super jackpots in the same multiball
- Headlong Flight Multiball (**max 10 years**)
  - +2 years for a side loop jackpot
  - +2 years for a side ramp jackpot
  - +2 extra years if side ramp scores a Super Jackpot from a combo
- Far Cry Multiball (**max 10 years**)
  - +5 years for scoring a Super Jackpot without letting all shots timeout
- One Little Victory (**max 10 years**)
  - + 2 years for each Victory Super Jackpot (roving shot)
- Bastille Day Hurry-Up (**max 6 years**)
  - +2 years per successful Bastille Day played (fire all rockets)
- 1-2-3 Combos (**max 14**)
  - +1 year per album collected
  - +1 year super side ramp Super Jackpot collected, max
- Instrument Bonus (**max 5 years**)
  - +5 years for scoring an instrument bonus on all 6 fast-flashing shots

The upgrades are awarded in the following order:

- 10 years - +1 ball & 10 more seconds of ball save for Time Machine multiballs
- 20 years - Longer timers for the rest of the ball
- 30 years - +1 ball & 10 more seconds of ball save for Far Cry Multiball
- 40 years - RUSH targets easier to complete for rest of ball
  - Plus Longer Timers for rest of ball
- 50 years - Light Extra Ball
- 60 years - +2 balls & 20 more seconds of ball save for Time Machine multiballs
- 70 years - 2x record collection (each shot now adds 2 records) for rest of ball
  - Plus easier rush targets and longer timers for rest of ball
- 80 years - 2x Ramp Count-Up for rest of ball
  - Plus 2x record collection, easier rush targets, and longer timers for rest of ball
- 90 years - +1 ball & 10 more seconds of ball save for all multiball modes
- 100 years - 2112 Wizard Mode

## End of Ball Bonus

Bonus is comprised of six categories, each with two parts: a bonus based on what you've done that ball, and a permanent bonus you'll get every ball:

- Instruments
  - Number of times instrument was activated this ball
  - Number of complete instrument sets
- Drum Clock
  - Number of minutes advanced this ball
  - 25% of all Drum Solo Points Scored
- Records
  - Number of records collected this ball
  - Matching bonus based on how many colors were matching upon mode start
- Time Machine
  - Number of times the Time Machine was shot during single ball play
  - 10% of total scores from all successfully completed modes
- Combos
  - Number of combo shots made this ball
  - Number of collected albums
- RUSH Targets
  - Number of RUSH target completions this ball
  - Number of times Bastille Day was completed successfully

All of this is then multiplied by your bonus multiplier.

# Cygnus X-1: The Voyage

Qualify this Wizard Mode by STARTING all 6 Multiballs:

- Time Machine Multiballs
  - Red Barchetta Multiball
  - Subdivisions Multiball
  - Fly by Night Multiball
- Far Cry Multiball
- Headlong Flight Multiball
- Freewill Multiball

After all 6 are started. This multiball can be started at the Time Machine.

## Select a Planet

There are three planets to visit during your voyage:

- Behind drop targets (Yellow planet)
- Scoops (Blue planet)
- Time Machine (Purple planet)

When you're not currently exploring a planet, shoot one of the corresponding planet shots to visit that planet. You can visit them in any order this way. Each planet has its own unique challenge based on how the planet is affecting your spacecraft. Each time you explore a new planet, or make it 50% way through a planet, you'll get an add-a-ball and additional ball saver. Drain all balls and the mission will be compromised.

## Yellow Planet

Your ship has run out of power and fuel! Shoot behind the drop targets to add fuel shots. Shoot the fuel shots to fuel up your ship. Each shot behind the drops adds a new shot and raises the award value. Each shot to a lit fuel arrow adds 10% fuel. Fuel up to 100% to escape the yellow planet.

## Blue Planet

Navigate your way through asteroids and other debris to escape! Shoot flashing blue arrows to navigate successfully. **Watch out** for red arrows! Shooting into the main scoop or side scoop will **lock on** your navigation and light all shots purple again. Each successful shot adds 5% progress (multiplied by how many in a row you've made without locking on), while each red shot subtracts 5%. Get to 100% to escape the blue planet.

## Purple Planet

The purple planet has some strange gravity affecting time in strange ways... you must hit the correct shots which may be tricky to make out due to the gravity warping your sense of time. Luckily, you have a time machine! Hitting the time machine will temporarily normalize spacetime, add one purple shot, and allow you to see the shots you need to make. Make 10 shots to escape the purple planet.

## Escaping the Black Hole

Escape all 3 planets to light the time machine for escape. Hit the time machine once, then quickly shoot a second ball into the time machine to successfully escape the black hole and win the mode. If you survive with 2 or more balls, super jackpots light until down to one ball.



# Cygnus X-1 Book II: Hemispheres

Qualify this Wizard Mode by COMPLETING all 6 Core Modes:

- Tom Sawyer
- Working Man
- The Spirit of Radio
- The Big Money
- La Villa Strangiato
- Limelight

The order that the modes were completed will determine the order of the jackpot awards. Each jackpot is 10% of the mode total for the completed mode, plus the cumulative value of the jackpots from each of the previous modes.

If a player completes Tom Sawyer, followed by The Spirit of Radio, followed by the 4 remaining modes, the player's Apollo scores will be 10% of their Tom Sawyer mode total, and the player's Dionysus scores will be 10% of their The Spirit of Radio scores plus the 10% of their Tom Sawyer mode, etc, following the order of all modes being played, with the last mode completed setting the Super Jackpot value.

During each phase of Cygnus X-1 Book II: Hemispheres, the flipper rules are modified. The player has 120 seconds to complete each phase of the mode with an unlimited ball save in single-ball play. Each time the player drains, they lose 10 seconds of time. Earning a mystery award at the mystery scoop will grant the player 15 additional seconds of time for that section.

If Cygnus X-1 Book II: Hemispheres is played as a challenge mode, the player will continue to play the stages with less time on the clock and more shots needed to advance through each stage, until the player reaches the minimum time of 30 seconds per stage.

## **Apollo: Bringer of Wisdom**

The player's left flipper button will flip all 3 flippers, and the right flipper button will move all of the shot arrows on the playfield from left to right.

## **Dionysus: Bringer of Love**

The player's right flipper button will flip all 3 flippers, and the left flipper button will move all of the shot arrows on the playfield from right to left.

## **Armageddon: The Battle of Heart and Mind**

The player's right flipper button controls the left flipper. The player's left flipper button controls both right flippers.

## **Cygnus: Bringer of Balance**

Pressing the flipper buttons in will lower the flippers, and releasing the flipper buttons will raise the flippers.

## **The Sphere: A Kind of Dream**

Pressing the left flipper button in will lower the right flippers and releasing the left flipper buttons will raise the right flippers. Pressing the right flipper button in will lower the left flipper and releasing the right flipper button will raise the left flipper.

## **2112**

While back in time experiencing the various modes and multiball, performing well enough in them will upgrade your time machine with additional years able to be traveled. Collect enough years to reach year 2112 (and play both Cygnus modes) to start the final wizard mode.