



# Houdini

## Version: 18.2.25

### Release Notes

To install the update . . .

- 1) Download the update code and put on a USB Sticks
- 2) Turn on the machine
- 3) Open the coin door and access the USB extension cable. If this is the first time you are needing to use it, it may have fallen to the back of the cabinet during shipping.
- 4) Insert the USB into the extension cable
- 5) After a few seconds the main display should say that code is being updated. The code update process takes approximately 5 minutes
- 6) When the update is complete, a new message will appear, in green text, that the process is complete. Shut down the game, remove the USB stick, power the game back up.

Please review **bolded** items that may require additional actions after update:

Added — new sound effects and fanfares for king of cards

Added — new fanfare at start of game

Added — new fanfare at start of bullet catch

Added — new music and Fanfares for Handcuff

Added — Tilt events will be ignored for 10 seconds following a ball search to not penalize a player trying to free a trapped ball.

Added -- Tilt Events will be ignored for first 5 seconds of a players ball, so an active bob from a previous player does not result in a warning/tilt.

Added — Flipper Hold Boost — Use if you are finding flippers are being knocked down, can happen with a lower power situation or with flippers power set overly strong. Will add some buzz to the flippers. Available in settings.

Added — sound check added to display test. Random voice calls as well as a left/right sound test will play

Added — increasing power for Upper VUK on repeated fallbacks

Added — shaker action to pops

Added — 4 Units for 1 Credit to pricing menu (no clue how I missed that). Also made that the new default.

Added — miscellaneous voice calls

**Added — Houdini quotes to attract mode, as well as more Houdini trivia to attract mode, Quotes have voice callouts if attract sounds is set to yes (the new default, owners of games running V18.1.10 would need to change this setting if desired)**

Added — Playing/Rule tips in attract mode

Added — a sound will now play if adjusting volume while in attract mode

Added — Movie Binge Champ to attract mode

**Added — Scoop Ballsave, provides a very short ball save when balls ejected from the scoop, when not in multiball. Controllable via game settings, has a default of “On”.**

Added — error message if boot up fails due to connectivity issues with Control system

Added — lower lock inserts above flippers will now light in the Trunk MB color (turquoise) to show how many balls are locked. If the locks are also needed for mini-magician modes, they will alternate colors.

Added — shaker action to seance jackpots

Added — Third main music track added

Added — setting for ‘Max Service Credits’

Added — light show for jackpots in Straitjacket multiball

Added — mini light show when curtain hit

Modified — Mini display will return to splash screen when leaving the display test in service mode.  
Modified — Tilt will no longer trigger a credit dot if not activated over 30 games, but will still show as red on the switch test screen.  
Modified — high score entry will no longer show a letter after the maximum letters have been entered, but will still let you go to the 'Delete' to remove an incorrect letter.  
Modified — ball search to stop search if ball enters and leaves shooter lane.  
Modified — Straitjacket MB Inverted is now worth 3X instead of 2X.  
Modified — Scoring value of Water Torture has been increased  
Modified — Improved fallback handling for scoop  
Modified — Improved animations for milkman escape  
Modified — new opening screen for walk through walls with talking Houdini.  
Modified — GI now active in most areas of the service menu  
Modified — prevent playing of 'jail open' if jail already entered.  
Modified — default for sound setting 'stage open announce' and 'stage re-announce' both to false. **It is suggested that you review these settings on your machine,**  
Modified — default for game settings 'Magic Standup Ball Save' changed to 'On'. **It is suggested to check your settings and set this to "ON".**  
Modified — improvements to animations for water torture  
Modified — High score screens now show category on top then player name/initials, then score  
Modified — new animation added to same player shoot again screen  
Modified — Elephant to start mode with ball from left trough if available.  
Modified — Scoring value of locking balls in the trunk increased  
Modified — scoring value of super jackpot in séance increased  
Modified — secret mission objectives have been changed, a new easier second mission has been inserted  
Modified — increased initial switch value in Needles  
Modified — Volume of timer countdown has been adjusted  
Modified — speed of balls kicked out of trough when Clearing Houdini's Balls  
Modified — Bullet Catch -- speed of moving target when aiming slowed down  
Modified — Bullet Catch – shot that locks in site and jackpot value, is also a jackpot shot in addition to inner loop.

Fixed — issue where a ball search could occur right when the ball is put into play, if it had been sitting in the shooter lane for a specific amount of time.  
Fixed — Clear Houdini's balls would lose 'press start message' if the feature is used more than once.  
Fixed — Movie modes not updating mini display correctly or properly calling out next shot  
Fixed — Clear Houdini's balls — would not fully clear left lock  
Fixed — Tilts occurring during bonus impacting next ball/player  
Fixed — game time was including time in shooter lane at the start of a ball  
Fixed — Water Torture not announcing orbit shot  
Fixed — Water Torture not disabling add-time inserts correctly  
Fixed — various timing issues with flipper escape on water torture  
Fixed — StageAlley not flashing correctly when in a stage mode  
Fixed — Houdini letters not properly updating between players or games  
Fixed — Magician pulling an empty item out of hat, when it is the playfield multiplier advanced award that had already once been achieved.  
Fixed — Issue where if no balls are in the main trough the game would start but not put a ball in play  
Fixed — Crash caused by secret mission conflicts between players  
Fixed — where a ball entering the left lock and a ball draining within a half second of that would cause a pre-mature end to multiball.  
Fixed — catapult accuracy tracking methodology, added Upper Catapult tracking  
Fixed — low level memory management bug  
Fixed — Issue with auto firing of ball from shooter lane at start of player (well, hopefully fixed).  
Fixed — setting for number of balls that was limiting it to 4 instead of 5  
Fixed — now suppressing voice calls if start button hit more than once with no credits  
Fixed — light show emulating 'house lights' coming down before stage mode starts not dimming down all lights.  
Fixed — Curtain closings and subsequent opening for some stage modes was not timing correctly with the end of illusion.

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These have been added, but are still in development, meaning voice calls and animations are still being worked on. Being added so that anyone getting through all of the movie modes or completing all of the escapes is rewarded.

- Movie Binge Mini-Magician Mode
  - Great Jail Escape Mini-Magician Mode
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