



# Game Rules

- Spell Houdini and make it to the Master Magician mode.
- Letters earned by completing the 7 major parts of the game.
  - Settings can make it easier to earn letters or allow an area to award more than one letter
- Some objectives also have a Magician mode
- Each objective area is 'Color Coded'

# Stage Modes

- Primary Modes of the game
- 10 Modes
  - Video Mode – Card King
  - Three ball multiball – Straitjacket
  - Two ball multiball – Bullet Catch
- Flippers rotate modes, locked in when Stage opened by . . .
  - Hitting Stage X times or directly via Stage Alley
  - Hitting ‘Key’ target on direct hit via Key Lane or X times off pops
- Starting a mode via Stage Alley doubles its value
- Color Code: Red





# Séance Multiball

- The multiball for when you can't hit a shot
  - Hit narrow standup targets to spell SÉANCE
  - Shoot scoop to start
- 3 Ball Multiball
- 3 Magnets
- Spell Séance for Jackpot, spell in order for Super Jackpot
- Scoring X jackpots lights 'Return From Beyond'
- Color Code: Teal



# Trunk Multiball

- Shoot right inner loop to lock balls in the trunk
- Re-light lock via StageAlley
- Can be started when Stage Modes, Movie modes or other multiballs are running
- Color Code: Turquoise



# Movie Modes

- Five modes, one for each of Houdini's silent Movies
  - Black and white animations,
  - Silent movie sound track
  - Minimal voice calls
- Progress tracked on chain links (impacts bonus)
- Color Code: Blue



# Jail Escapes

- 5 Hurry ups, themed to different world cities
- Magician Mode for completing all 5
- Settings
  - Order 'easy to hard' or 'random'
  - Easy: Will award success on 'partial' or 'nearby' shots.
- Progress tracked on chain links (impact bonus)
- Color Code: Green



# Secret Missions

- Five combos of increasing difficulty
- Only one combo active at a time
- Started at Scoop
- Houdini Letter and Magician mode for completing all 5
- Flashing insert indicates next shot in sequence, resets to first shot on a break in the sequence
- Color Code: Pink



# Magic Shop

- Mystery style awards, extra ball, advance multipliers, points, etc.
- Opened via spinner, more spins required for each visit
- Entered via hole under ramp.
  - Pop Action
  - Rebound off Stage
  - Shot through Stage Alley
- 8 Visits earns Houdini Letter
  - Can be set to fewer visits or to award more than one letter
- Color Code: Yellow





# Milkcan Multiplier

- Playfield Multiplier
- Multiplies all scoring by 2x, 3x, 4x
- Activated/Advanced by two shot combo, shooting the 'Milkcan Loop', then the Ramp.
- Color Code: Orange
- Starting a mode via Stage Alley with a max milkcan multiplier gives 8X scoring



# Magic Targets

- Magic Standup Targets
  - Help you in different ways depending on the current state of the game.
    - Add escape letters
    - Add Séance Letters
    - Add Film Letters
    - Advance you a step during a stage more or movie



# Return from Beyond/Escape Death

- Special Modes at left and right drain, that can give you the chance to save your ball.
- Return From Beyond
  - Lit via Jackpots on Séance Multiball
  - 30 Flips to spell Séance
- Escape Death
  - Lit by completing X Jail Escape Hurry-ups
  - 30 seconds to spell Escape
- If lit via magic shop, the lit option moves with the flippers



# Bonus Multiplier

- Pops advance bonus multiplier from 2x to 9x
- Extra Ball Awarded based on settings
- Illusions, magic shop visits, chain links (Hurry Ups, Combos, Movies)
- Ramp and Loop bonuses
  - Total \* Consecutive