

=== Game Code

** TLDR **

- * decreased overall game difficulty
- * increased overall game scoring
- * updated/added couple of gameplay elements
- + added support for hold coil duty flipper adjustments

enter at your own risk....

- Captive Ball Build Up -

- + captive ball build up ramp rule updated
 - * default difficulty lowered (from 2 to 1)
 - * base value increased
 - * 1,2,3,4 inserts award (1) 25% of base,50%,75%, (4)100%
 - + all captive ball build up awards increase captive ball base value across the entire game
 - * increased scoring in wonkatania mania
 - * increased scoring in world record gum chewing
 - * increased timer for world record gum chewing (from 20 to 30)
 - + added lamp effect on g.u.m targets during world record gum chewing
 - * increased scoring oompa loompa hurry up, now increases upon completion and resets only at game start
 - * updated lamp effect for running oompa loompa hurry up
 - * increased scoring in store room combo, now increases upon completion and resets only at game start
 - * increased timer for store room combos (from 15 to 60)
 - + added "extra easy" store room combo difficulty level (2 shot combos)
 - * updated store room combo default difficulty (from MEDIUM (4 shot) to EASY (3 shot))
 - * increased scoring in wonka wash frenzy
 - * increased timer for wonka wash frenzy (from 20 to 30)
 - + "Big Points" now awards 2x 100% base value
 - + oompa loompa hurry up now honors competition mode
 - * tweaked award selection
 - * updated pink pipe in background to display FULL captive ball value (instead of previous oompa loompa golden ticket mode increase value)

- Kid Multiball -

- * default difficulty updated now stays lit across balls (previous difficulty turned them off on ball drain)
- * increased scoring
- + jackpots stay lit when super jackpot is lit if not made yet for the golden ticket
- + added golden ticket progress info to wonkavision (can be turned off via adjustment)
- * (bugfix) correctly shows double jackpot lit when super jackpot is

lit

- Factory Tour -
 - * updated default difficulty for qualifying factory tour modes (from 2 to 1 shot)
 - + added lamp effect on factory inserts when qualified
- Super X -
 - * center loop shots can qualify super x for the first 2 super x's played
 - * super x qualifying after a full complete set played no longer rotates shots until the 2nd full complete play (from 1)
- 2X Wonka Bars -
 - * when running it always light all 3 shots no matter the current bar difficulty at the time
 - * increased scoring
- Slugworth Multiball -
 - * increased scoring
 - + ramp shots during jackpot hurry up now pause it briefly and add back a little value
 - * decreased difficulty of ramp shots staying lit
- Fizzy Lifting Drink Room -
 - increased difficulty of spinner/jet levels
 - increased final shot scoring
 - + added High Score To Date
- Welcome To The Factory -
 - increased scoring
 - + added completion bonus that is a hurry up starting at the beginning of the mode until its completed
 - + added High Score To Date
- Golden Egg Room -
 - * increase final shot value
 - + "good shots" increment until a "bad shot" is made then resets
 - + added High Score To Date
- Inventing Room -
 - * increased scoring
 - + added High Score To Date
- Target Awards -
 - * updated order of awards (wonka bars, candy jar, bonus x, light kickback, increase captive ball build up base)
 - * removed "small points" award
 - * increased scoring of earning awards

- * spot g.u.m. now lights kickback instead
- * all other awards increased amount given

- Wonka Bar Ransom -
- + once ransom value is locked in a multiplier will increase every 20 seconds (default) to a max of 4x (timer adjustment can be set from every 5-60 seconds)

- Computer Modes -
- * added to computer ticket list after 2 computer awards (from 4)
- * small decrease in wonka bar craze scoring
- * increased the candy man scoring
- * increased dots dots dots scoring
- + dots dots dots scoring now increased by the current candy jar count (like the candy man)
- * increased unlimited kickback scoring
- + unlimited kickback scoring now increased by the current wonka bar count (like wonka bar craze)

- Skill Shot -
- + added secret super skill shot
- * updated scoring and awards for all skill shots

- Wonkavator Multiball -
- * increased scoring
- + intro choreo can now be short circuited (both flippers)
- * GOLDEN TICKET awarded after stage 2 (was 3)

- Gobstopper Multiball -
- * updated/increased gobstopper multiball scoring
- * gobstopper multiball awards GOLDEN TICKET after 3 gobstopper jackpots (was 5)

- The Most Secret Machine -
- * updated/increased scoring
- * updated add time rule and max amount of time you can add
- + added 2x sudden death jackpot scoring
- + added adjustment for timer (default 60)
- + added adjustment for max time allowed (default 30)

- Pure Imagination -
- * updated difficulty and scoring

- Misc -
- * updated game presets to reflect this update
- * increased wonka's office scoring
- + 3rd golden ticket now lights extra ball (can be turned off via adjustment)
- + added status report page for gumball achievements
- + added 2 new gumball achievements

- + updated kid target scoring
- + kid target award candy jar increases +2 every shot (resets at ball start)
- + kid target advances super x one position when lit
- * decreased wonka bar bonus value
- * updated/increased inlane factory target hurry up scoring (defaults to NO for reset at ball start)
- + wonka bar value increased at each golden bonus level (resets at game start)
- * increased golden bonus level reached scoring
- * updated some display effects
- * increased scumdidily scoring
- + scumdidily combo letters can be cashed in on captive ball for factory tour qualifying progress. (i.e "scr" combo built up cashed in subtracts 3 shots needed) scumdidily value is not awarded
- * increased super jet scoring
- + added super jet started shaker motor effect
- * super jets progress no longer resets at ball start until its been earned one time. (via base jet rule or computer ticket)
- * increased spinner scoring base
- * "one time" super spinner chance now defaults to (when Kid MB is lit only)
- * various other bug fixes and improvements :)