

PINBALL DEPTH CHART

DEPTH of CODE

| FEATURE | FEET | EXAMPLE |
|--|-------|---|
| Pre-Game Choices: | | |
| Music (Doesn't affect game play) | 1 | FRANKENSTEIN |
| Choice that affect play or strategy of game | 4 | Star Wars (Stern), GOT, Pool Sharks |
| Each additional option | add 2 | |
| Skill Shot | 1 | TOTAN snake baskets |
| Each additional skill shot outcome | add 1 | Hobbit has multiple skill shots |
| Non-mode related: | | |
| Shot with Random Awards | 1 | |
| Alternate Awards (switch worth more points) | 1 | Many |
| Non-Multiball Jackpot | 2 | Black Rose |
| Cumulative Awards | 2 | Energy Value on Pinbot, spelling phrase |
| Progressive Objectives (sinking ships, Catching fish, jumping planets) | 6 | Blowing up Castles on MM |
| Leads to another objective | add 1 | Stringer leads to Feeding Frenzy on FT |
| Ability to gamble points | 2 | Keno on Jackbot |
| Single Ball Modes: | | |
| A mode is accompanied by a change in sounds, lighting, and scoring strategy | | |
| Player initiated Mode | 5 | Séance, Addams Family |
| Randomly initiated Mode | 4 | Sudden Death on Rollergames |
| Mode can be won or completed | add 2 | Many |
| Mode is entered secretly | add 1 | Hidden Mania on Getaway |

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|--|-------|-------------------------------|
| Modes (Single or multiball) stackable for a benefit: | 5 | BSD multiballs |
| Multi Ball Modes: | | |
| M.B. with increased scoring only | 3 | Black Knight |
| M.B. with ability to achieve jackpot | 4 | System 11 and newer |
| Each additional level of jackpot (super, etc.) | add 1 | MM Super Duper Jackpot |
| More than 3 balls or ability to add balls | add 1 | Apollo 13 |
| WIZARD MODE: | | |
| A machine can only have 1 Wizard mode, but can have several Mini Wizard modes | | |
| W.M. entered by VISITING other modes or objectives | 14 | Demolition Time DM |
| W.M. entered by COMPLETING modes or objectives | 20 | |
| W.M. entered by completing modes AND objectives | 25 | Valinor on LOTR |
| Timed Wizard Mode | add 0 | TZ |
| Can be won or completed | add 3 | TSPP |
| Additional un-lockable objectives in W.M. | add 4 | Four Winds on POTC (Stern) |
| Mini Wizard Modes: | | |
| Entered by visiting certain objectives | 10 | JP system shutdown |
| Entered by completing certain objectives | 13 | TSPP Alien Invasion |
| Timed | add 0 | |
| Can be won or completed | add 2 | |
| Video Modes: | | |
| V.M. worth points only | 1 | Batman Forever |
| V.M. worth points and possibly another award | 2 | FT (potential for extra ball) |
| Cows and Easter Eggs: | | |
| Cow or Easter Egg that affect score | 1 | TOM |