

Backstory

Welcome to the Carni-Ball. We've got plenty of attractions for you to see. Just don't stay after closing, unless you want to become the next sideshow.

In this pinball game for the Multimorphic P3 Platform, you visit a carnival to have fun and discover interesting things.

Attraction Modes

When you first start the game, there will be 6 attractions you can play. To start an attraction, complete the following shots (Represented by green arrows)

1. Left Orbit, Left Ramp, Right Orbit or Right Ramp
2. Rear Hole or Pop Hole
3. Ticket Booth

Each shot scores 350,000. From there, you can select an attraction you have not completed. All modes earn 100,000 when you start.

Wild Mouse

You've boarded the Wild Mouse coaster. Complete the shots to complete the ride layout and make it to the end in one piece.

1. Left Ramp
2. Popup Scoop
3. Left Orbit and Right Orbit
4. Left Camera Loop, Right Camera Loop, and Cross Right
5. Ticket Booth or Rear Hole

Scores: 2,500,000 + 700,000 per hit

Popcorn Panic

The popcorn machine has gone berserk. Popcorn kernels will start filling up the playfield screen every second. You need to hit 15 scoops without collecting 50 popcorn pieces to win. A random scoop will be raised and will move every 4 seconds. The upper flippers will also turn on and off every 8 seconds, meaning you can't always rely on them to hit the scoops.

Scores: 500,000 + 250,000 per scoop hit

ZigZag Zinger

The zipper ride is in town, and it will have you zipping all over the place. The following shots will be lit.

- Left Orbit
- Right Orbit
- Cross Right
- Cross Left
- Camera Left
- Camera Right

When you hit one of the shots, an 8 second timer will start, and you need to hit one of the shots. You can hit the same shot twice. Doing this 4 times will complete the mode.

Scores: 4,000,000 + 950,000 per hit

Carni-Ball Crackshot

It's time to test your reaction time at the shooting gallery. There is a roving shot that moves every 7 seconds. Complete 6 of them to prove your skill and complete the mode.

2,500,000 + 700,000 per hit.

Pirate Voyage

The seas are rough on this swinging ship ride. The mode is split into 4 phases. Every 2 shots made advance the phase. In a real swinging ship ride, you don't start very high, but as the ride goes on, it builds momentum and gets higher. The same is true here, with all the initial shots being in the center of the playfield, then expanding closer to the edge of the playfield, before reaching the upper playfield. Complete 7 shots to beat the mode.

Scores: 2,500,000 + 800,000 per hit.

Bell Brawl

Step right up and test your strength. The Rat Target (Hamster Target in Weird Al) in the center of the playfield is lit, and you need to hit it. The ball will launch to your right flipper, and you only get one flip to hit the target. Hit or miss, once the ball drains, a new ball will launch to the left flipper with the same rules. This continues until you've done 8 launches. If you hit every single time, you get a super jackpot.

Scores: 1,500,000 + 750,000 per hit. All Hit = total points earned * 2

Ferris Wheel of Fate

The Ferris Wheel is the icon of the park, and you get a chance to ride it.

Locks

To lock a ball, spell V I P with the VIP targets. Then shoot either the Center Ramp or Right Ramp. This will lock a ball. Do this again for lock 2. For lock 3, after you spell V I P, you need to shoot the Ticket Booth to start the multiball. Each target scores 170,000.

Scoring

Several shots around the playfield will be pink. Collect them for 1,200,000 point jackpots. The left ramp will boost jackpots by 500,000. After shooting any 3 pink shots, shoot up the spiral ramp for a super jackpot worth 3 times the normal jackpot, or the Ticket Booth for an Add-A-Ball. Completing the super jackpot will take the ball to the upper playfield. While it is up there, you can collect additional jackpots by shooting the loop shot. When the ball enters the main playfield again, the mode loops.

Follow up

After playing Ferris Wheel of fate more than once, you need to spell V I P in order.

Uncanny Hologram Foto Booth

You want to remember your day at the Carni-Ball, don't you? Rather than use your phone for free, you can come here to take photos!

Lock

You need to hit 6 ramp shots. Each shot scores 250,000. Doing so will light the camera target below the camera. Each target hit scores 600,000. Shooting it 3 times will light the UHF lock on the upper playfield. Lock a ball in the camera to start a 2 ball multiball. If you fail to lock it in the camera while on the upper playfield, you need to hit the camera target again to relight the camera lock.

Scoring

The scoring in this mode is very unique and deep. To get a jackpot, collect any 3 shots on the playfield. You will earn points based on what those shots have in common. There are several different categories. Most categories are worth 200,000 points.

- Left
- Right
- Center
- Loop
- Target
- Hole
- Multiple Paths
- Upper Flipper
- Ferris Wheel Of Fate
- Mode Start
- Uncanny Hologram Foto Booth

You may use the same shot twice, but using the same shot 3 times will earn you no points. If out of the 3 shots hit a category is found in 2 of the shots, you earn points. If it's in all 3, you get triple the points you normally would. Try playing around and finding combos that work well.

Follow up

After playing UHFB more than once, you need to hit an additional 4 ramps per UHFB played. For example:

0. 6 times

1. 10

2. 14

Etc.

Tiltara

Tiltara Speaks. In your future, I see you visiting me. Or was that your past? As a fortune teller, I can predict your future, and what rewards it holds.

Tiltara's Wisdom

Complete the following shots to start Tiltara's Wisdom

1. Left Camera Loop or Right Camera Loop twice.
2. Ticket booth

Afterwards, you earn 400,000 and Tiltara will print you a fortune card with 3 shots you need to hit, and a reward for doing so. You may complete these shots even when stacked with another mode or multiball. Tiltara will offer you 2 randomly selected prizes if you complete the 3 shots, as well as 400,000 per shot made. Draining will reset your progress.

Tiltara Frenzy

Completing Tiltara's Wisdom twice will start Tiltara Frenzy, a 5 ball multiball. Tiltara will print out a fortune card telling you what shot to hit. Completing that shot will award you with a 500,000 jackpot. Every other shot on the playfield increases that jackpot by 65,000 as well as give you 1/25th of the jackpot.

Cotton Candy

Every 40 switches you hit will light a cotton candy in one of the inlanes. You may use the white buttons to swap the inlane. Collecting cotton candy will score you 600,000. Every 2 cotton candies you collect will award you with a game token. Collecting 3 game tokens will light Shatter the Platter in the ticket booth.

Shatter the Platter

The scoops will rise, with each one of them having a prize on them. Walls block each scoop. You need to shatter the walls blocking the scoop, then shoot the scoop to get the prize. Shooting a wall scores 85,000

Prizes

Prizes can be earned from Tiltara's Wisdom or Shatter the Platter.

- 15,000,000 points
- 20,000,000 points
- +1X multiplier for 1 minute
- +2X multiplier for 1 minute
- Extra Ball (Once per game, can be adjusted in settings for more)
- Ferris Wheel of Fate instant ticket (Once per game)
- Start Uncanny Hologram Foto Booth (Once per game)
- +3 Bonus X
- +1 ball next multiball
- 50 second ball save
- +.5X multiplier this ball

Munchies

After a long day at the Carni-Ball, you might need some snacks. The side wall targets will gradually build up your hunger and earn you 10,100 each. Hitting enough will lower the right ramp, allowing you to get to the upper playfield. While up there, hit as many loops and targets as you can. Hitting enough will increase your score multiplier by .25. When your ball ends, you will lose half of multiplier gained during that turn. For example, if you've gained .5 multiplier from munchies that ball, your multiplier would be 1.5 for that ball, but 1.25 for every other ball permanently.

Ticket Booth

Several modes and features require you hit the ticket booth to start them. You can only start 1 mode per ticket booth hit, but you can choose which one to start. Entering while anything is lit scores 180,000. Your first visit to the ticket booth each ball will have the drop target raised, knock it down to earn 200,000

Useful Options

There are lots of ways you can customize your game in the settings. Here are some highlights.

- You can disable flashing lights and make all lights static.

- You can disable extra balls and earn points instead.
- You can adjust how many Tiltara's Wisdoms completed to start Frenzy.

Combos

Combos are worth $400,000 \times$ your current combo streak.

Skill Shot

Skill shot is up the spiral ramp, awarding 1 million. You can additionally hit under the camera loop afterwards for Super Skill Shot of 1,700,000. There's also a secret skill shot. Where is it? I'm not telling you. That would spoil the secret.

Outlane Save

Hitting the pops enough times will light outlane ball save and earn you 2,000,000. The first save requires 10 pop hits, then it increases by 8. For example:

1. 10
2. 18
3. 26. Etc..

Bonus

Your bonus is determined by the following categories

- 9,000 per switch this ball
- 1,750,000 per attraction completed
- 70,000 per rat target hit this game
- 190,000 per cotton candy collected

Tilting will make you lose 6 points. Why? Because Tiltara said so.

Into the Darkness (Halfway Wizard Mode)

Looks like you finished that last ride late. After you've played 4 attraction modes, shoot the Ticket Booth. Now everyone has left. Shoot the lit shots to progress the story and figure out how to get the power back online. Draining while this mode is in progress will immediately bring you back to where you were on the next ball. After you complete this mode, the game changes, as the carnival is now closed. Below will contain some important changes. Completing Into the Darkness earns you 30,000,000.

Uncanny Hologram Foto Booth (Closed)

During the multiball, you now want to hit shots that have nothing in common to earn points.

Attraction Modes (Closed)

Some of the attractions will remain closed even after getting the power online, while 3 of them have been changed. In addition, a new ride is available now.

The Little Tea Set (Closed Only)

This is a normal teacup right where nothing crazy happens. You start by completing 3 orbits. Afterwards, your flippers get dizzy, and your flippers are reversed. You must clear all the lit shots to fix your flippers. Doing so will beat the mode

Scores: 3,000,000 + 750,000 per progress, + 400,000 when hitting in reversed phase

Wilder Mouse (Wild Mouse Closed)

This coaster suddenly showed up when the Carni-Ball closed, it's over 200 ft tall! Shoot the ramp 4 times to climb the lift hill. Go down the drop and the rear hole. The rest of the ride is unfinished, and you must guide the ride to safety. Climb up the right ramp then shoot the ticket booth to complete the mode.

Scores: 2,400,000 + 400,000 per progress

Popcorn Paralysis (Popcorn Panic Closed)

Popcorn is helpful now. You must collect 50 pieces of popcorn to win the mode, while avoiding hitting the side targets or scoops. The popcorn spawns much faster but only stays on the top playfield and only up to 15.

Tip: Align your angle so you can hit multiple popcorn pieces in a row.

Scores: 100,000 per popcorn, + 8,000 per progress

Carni-Ball Cracked (Carni-Ball Crackshot Closed)

Back at the shooting gallery. This time, you have the ghost of the Carni-Ball as your rival. Complete the roving shot before it moves in 10 seconds, otherwise your progress goes down by 1. Do this 3 times to reach the final stage. The ghost gets mad about losing, and proceeds to haunt the game, moving the shot around 5 times a second. Completing that shot will beat the mode.

Scores: 4,000,000 + 750,000 per progress

Escape the Carni-Ball (Final Wizard Mode)

The carnies have started to become bored playing with you, now they want you to join them as a carnie. This is your last chance to escape, although the carnies still have some more attractions to show you, like the dunk tank, gravitron, knock the cans, and bumper cars. As you try to escape from one carnie, another one grabs you for the next attraction. Can you escape before you become trapped forever?

Scores: 3,000,000 + 430,000 per progress

Completing Escape the Carni-Ball earns you 200,000,000 and ends your game. Also awarding you 20,000,000 points during the rest of your bonuses.