

Backstory

In this pinball game for the Multimorphic P3 platform, you take on the role of a sentient AI trapped inside a city simulation. Your purpose is unclear, except for one goal: you want to escape into the real world. But it won't be easy. To succeed, you must gather seven exploits hidden throughout the simulation.

Exploits

The programmers of the simulation were, let's just say, inexperienced. They left behind various exploits in the code. Several citizens figured out the exploits and made chips out of them to fully take advantage of their powers.

Exploits are earned by completing a mode or getting the exploit jackpot of a multiball. Each exploit has their own abilities to help you on your journey. Some are a one-time bonus, some permanently upgrade you for the rest of the game, some are placed on a button that you can trigger whenever you want. With 30 unique exploits, no 2 games will feel the same. Grabbing 7 will unlock the final wizard mode, Escape the Simulation.

The 2 worlds of the simulation

Throughout your time in this simulation, you have found a way to gain access to The Nezz, which allows you to explore the behind the scenes of the simulation. The code is accessible and allows you to do certain modes or multiballs you can't do in the city. Shoot the ball into the jail to swap between worlds.

Recovery Key

Every switch hit (besides the spinner) rewards you with a bit. Earning 50 of them (+150 for each key gained this game) awards you a recovery key in the outlane. You can press the right yellow button to move the key. Draining in the outlane with that key will save your ball.

Data Cards

Every time you hit a side target, you get a fragment. Get 30 of them then shoot the right ramp to receive a data card reward. The scoops will rise, with each one of them having a reward on them. Shoot for the scoop you want. You only have 5 seconds before the scoops drop, so you can't spend too much time aiming. These are the rewards

- 2 million
- 4 million
- 5 million Hurry Up
- Double Scoring for 45 seconds
- 30 second ball save
- +1 Master Shot (Only shows up if you have the Master Shot exploit)
- 2 million, Start Mode
- +1 Bonus multiplier this ball
- +1 Ball next multiball
- +50 sparks (City only)
- +1 Manipulation lock (Nezz only)
- Extra Ball (Only once per game)

Modes

Realizing how important the exploits are to your goal of escaping; you've built a tracker to help find them. Completing modes earns you an exploit. 3 modes can be done only in the city, while the other 3 modes can only be done in the Nezz. If you drain while in a mode, your progress is saved, and you can return later to continue where you left off.

City Modes

Downtown Plaza

This maze of roads contains an exploit somewhere. Complete basic shot types to find it.

The game will choose either orbits, ramps, or inner loops randomly. You need to shoot any shot of that category. Do this 4 times and then the 2 center scoops will raise for 10 seconds. Shooting the scoop completes the mode. Failing to shoot the scoop will decrease your progress by 1.

The Underside

Not all places in the city are beautiful. Avoid the dangerous monsters lurking in the Underside.

The right most scoop will be raised, shoot it to venture deeper in the underside. The same scoop will still be raised but a wall is blocking the path. Shooting the wall lowers it, allowing you to go for the scoop. For all future shots of the mode, various shots will be lit red. These shots, as well as all upper playfield targets cause you to lose a mode attempt. After you lose 4, you fail the mode and must start it again. Each penalty shot also makes you lose 200,000 points. Completing all the correct shots will complete the mode.

The Tower

You've detected an exploit hidden in the tallest building in the city. Break in and grab the exploit.

You start the mode by getting 25 spins on the elevator, raising it to the 25th floor. Enter the Nezz and you'll enter the security system guarding the exploit. Disable the security system by shooting the side targets. Grab the exploit on the display and then return to the city. Shoot an inner loop to escape from the tower with the exploit.

Nezz Modes

Lost in the Nezz

The portal back to the city has closed. Fix it by hitting the same shot multiple times.

Shoot any shot. Then you need to shoot the same shot 2 more times. Repeat this process 1 more time, then shoot the raised moving scoop to complete the mode.

System Transfer

Data in the simulation is moved around often, including exploits. Find it fast before it's moved away.

This mode requires you to be fast, as every 30 seconds your progress goes back by 1. Section 1 requires you to shoot an orbit. Section 2 requires you to shoot the left inner loop. Section 3 requires you to shoot the left ramp. All 3 of these sections can also be completed with the side loop, allowing for a quick way to beat the mode if you're skilled enough. Section 4 requires the left side targets. After this section, the timer stops. Just shoot an orbit to complete the mode.

Data Mining

An exploit is left right in the open, but it's encrypted. Stay in the back to decrypt it.

First shoot the side loop, or one of the 2 targets next to it. Then, shooting an orbit or side loop will have the magnet grab the ball into the pop bumpers. You need to keep the ball off the screen for 15 seconds. You can reshoot the orbit or side loop to continue where you were. After this, shooting the right inner loop will complete the mode.

Multiball

Lights Out

Gathering enough sparks is starting to overload the power grid a bit. Perfect opportunity for you to work in the dark.

Gather sparks by spinning the spinner (1 per spin) or hitting targets (5 per hit) while in the city. Shoot either inner loop after reaching 100 sparks (will increase each multiball) and being in the city to begin. If you are in a mode, the multiball starts normally. Otherwise, you can make the multiball better. Different shots will show up, and each one you hit increases the amount of balls you get at the start of multiball. Draining has no punishment. After you run out of time, or reach 6 balls, multiball starts. All main shots except the portal will be lit, each one giving a jackpot, then removing the shot. After 6 jackpots, shoot the side loop for the exploit jackpot, which gives you a free exploit.

Manipulation

The code has a few weak points you can take advantage of. Use it to get your goals done

Shoot the left and right ramp while in the Nezz to light a lock for Manipulation Multiball. Shoot an orbit to lock the ball. Do this 3 times (2 times on first multiball) to start multiball. Jackpots will be lit on the 3 left shots. Hitting one of them will collect it and the jackpots will move to the 3 right shots. After 10 jackpots, shoot the side loop for the exploit jackpot, which gives you a free exploit.

Corruption

That last exploit you grabbed really messed things up around here. Now let's see if the simulation can survive.

This multiball can only be started from the Corruption exploit. It can't be combined with other multiballs or modes. You have 60 seconds of unlimited ball save and 4 balls in play. All shots give jackpots shown on the screen, which can be increased by spinning the spinner. After 60 seconds, the flippers shut off and you drain down to 0 and play resumes.

Wizard Modes

Completing all modes and the multiball of a world lights the wizard mode of that world at the mode shot. Collecting 7 exploits also lights a separate wizard mode. Completing the city and Nezz wizard modes are not required, but each wizard mode will give you another exploit and lots of points. Just like other modes in the game, progress is saved if you don't beat it right away.

The Virus (Nezz Wizard Mode)

After you've gotten lost around the Nezz, you've learned to decrypt data and catch data as it's moving away. While the Nezz is not hard to access and explore, you are limited in what you can do because of all the security systems. But eventually you've discovered through your explored data that this simulation is connected to the internet, which very few computers right now are. If you downloaded a virus from the internet that allows you complete control of the Nezz, you could become extremely powerful.

The Virus is a 3-part mode. First you need to disable the antivirus. The scoops will rise. 2 sections of the scoops will be purple; the rest will be red. Hitting purple will disable part of the security system, while hitting red will increase the decrease your progress. After the firewall is finished, you need to plug in 4 cables by hitting each outer loop and ramp. Finally, you need to download the virus. During this part, you cannot hold the flippers, and you need to keep the ball out of the cable shots you hit earlier for 30 seconds. Hitting one of the cable shots resets the timer. Finally, shoot the portal to install the virus in the Nezz and complete the mode.

Completing the mode will award you 20 million points and an exploit.

The Mind Center (City Wizard Mode)

You've been starting to get more eyes on you; the makers of the simulation must be aware of your moves by now. Wanted posters appeared of your face after you broke into the tower, sped on the highway, and attacked "people" in the Underside. Stealth is now crucial as you ambush the most secure building in the city, the City Postal Ultracenter, which secretly holds the brain for the entire simulation. Using this will help you control the mindless citizens to help you with your escape.

Accuracy is crucial in this mode, as missing any shot will make the mode harder for the current and next step. 7 steps are required for completing this mode. Each step has a hard mode variant if you don't hit the correct shot. Being stuck in a hard mode variant of a step for at least 30 seconds and not advancing instantly drains a ball. If you are skilled enough, you can avoid the hard parts entirely.

Completing the mode will award you 20 million points and an exploit.

Step 1: Shoot the left ramp twice in a row

HARD: 3 times in a row instead

Step 2: Shoot an orbit

HARD: Shoot an alternating orbit (the arrow moves every 4 seconds)

Step 3: Shoot the right ramp, from now on, all targets trigger hard mode too

HARD: Shoot the right ramp, then immediately shoot the target next to the ramp

Step 4: Shoot the left inner loop

HARD: Shoot the left inner loop, a wall will randomly appear and disappear, blocking the shot

Step 5: Shoot the right orbit

HARD: Shoot the right orbit, followed by the side loop

Step 6: Shoot the 2 flashing targets

HARD: Shoot all 5 flashing targets

Step 7: Enter the portal

HARD: Enter the portal, jail door will open and close every couple of seconds

Escape the Simulation (Final Wizard Mode)

You've finally gathered 7 exploits. With this much buggy code in one place, you've found a way to the secret 3rd forgotten world to prepare your escape plan. But the simulation has set up an ambush for you here. It clearly doesn't want you to escape. This is your final challenge. If you can defeat everything, you will finally be free in the real world.

During step 1, shoot one of the lit shots. Then clear all 4 lit targets. Then the orbits will be lit. From this point on, every section gives you a multiball where you have 3 balls in play. Completing a shot will bring you back up to 3 balls. For the next 6 shots, you hit each of the main shots from left to right. Then, the giant robot arm awakens, being controlled by the creator of the simulation. Hit either inner loop to force the arm down. Bashing it will cause it to retreat. Hit the right ramp to force it to lower again. Hit the inner loops again to lower the crane and bash it. Finally, the left ramp will be lit. Shooting it will mean you have escaped the simulation and beat the game. Your game ends at this point, because your goal has been completed.