

Stars 2021 - Rules

Skill Shot

After the ball is plunged, the player has 30 seconds to collect an "Award Shot" by hitting one of the star stand-up targets. The color of star target hit determines the award.

White Star Target - BonusX progress is held between balls

Green Star Target - Bonus is held

Amber Star Target - Accumulated Stars are held

Purple Star Target - Pop Bumper progress is held

Yellow Star Target - Spinner progress is held

After 30 seconds, if no star target is hit, the game will proceed to normal play.

Normal Play

During normal play, the player can work to achieve the following goals:

- 1) Advance Star Level
- 2) Accumulate Bonus Points
- 3) Increase the Bonus Multiplier
- 4) Achieve super spinners status
- 5) Achieve super pop bumper status

Advancing Star Level

The current star progress is shown on the 5 star lights under the right spinner. When all five star targets have been hit at the current level, the level will increase. Bringing all the stars up to level three will complete the star goal. Each time a new level is reached, the player will have 30 seconds to collect an "Award Shot" (see Skill Shot for a description).

Accumulate Bonus Points

Various rollovers on the playfield will advance the end of ball bonus (shown on the bonus ladder in the center of the playfield). Additionally, hitting drop targets, every 5th spinner turn, and every 5th pop bumper hit will increase bonus. The bonus maximum is 55k. If bonus reaches the maximum value, the bonus goal will be completed.

Increase the Bonus Multiplier

Bonus multiplier is increased by completing drop target banks. The maximum bonus X is 8. When Bonus X reaches 8, the bonus multiplier goal is completed.

Achieve Super Spinners

When 100 spins have been collected, the player will have completed the super spinner goal.

Achieve Super Pop Bumper

When the Pop bumper has been hit 75 times, the player will have completed the super pop bumper goal.

Spinner Frenzy

When the ball activates an in-lane rollover, the opposite spinner will begin a combo. For example, if the ball travels down the left in-lane, the player has 2 seconds to hit the right spinner to begin a combo. If the player achieves that, they then have 15 seconds to hit the other spinner to begin a spinner frenzy (for 25 seconds).

During spinner frenzy, the player receives an extra 5k points per spin, and 3x spins towards their Super Spinner status.

Pop Bumper Frenzy

Each time the pop bumper is hit, the player advances towards the pop bumper rewards.

25 Pops - lights rollover buttons for bonus

50 Lights in-lanes

75 Stars Pop Bumper Frenzy for 25 seconds (and collects Pop Bumper Goal)

Drop Target Frenzy

When the player achieves a Bonus X of 4, they will start a 25 second drop target frenzy. During a frenzy, all drop targets are worth their regular value plus an additional 7k points. Hitting a drop target during the frenzy will reset all targets after 2 seconds.

Wizard Mode

When all 5 goals have been achieved, a 39 second wizard mode begins and the player earns a reward of 250k points. In wizard mode, all switches earn their regular value plus an additional 5k points. All progress and goals (aside from bonus and bonus X) are reset by wizard mode.

Scoring

Any of the frenzy modes increases the playfield multiplier. For example, having one frenzy mode running increases all scores to 2x their lit value. Two simultaneous frenzies will increase the playfield to 3x.

The rollovers, pops, spinners, stand-ups, and drop targets are score as follows:

10-point switch - 10 points x playfield multiplier

Star Stand-up - normal play = 500 points x star level

Skill Shot = 30,000

Completing Star Level = 20,000

Award Shot (after completing star level) = 10,000

Out Lane - unlit = 500 x playfield multiplier

lit = 3,500 x playfield multiplier & 3k bonus

In Lane - unlit = 500 x playfield multiplier

lit = 3,500 x playfield multiplier & 3k bonus

during pop bumper frenzy = 5,000 x playfield multiplier & 6k bonus

Rollover Buttons (2) unlit = 500 x playfield multiplier

lit = 500 x playfield multiplier & 1k bonus

during pop bumper frenzy = 1,500 x playfield multiplier & 3k bonus

Left Spinner - (200 + 400 for each center target down) x playfield multiplier

1k bonus every 5th spin

during spinner frenzy = additional 5,000 per spin

Right Spinner - 200 for each lit star x playfield multiplier

1,000 for each star level x playfield multiplier

during spinner frenzy = additional 5,000 per spin

Drop Target - default score = 500

center target alone = 7,000

bank completed from left to right = 15,000

Pop Bumper -	Completing either bank awards Bonus X = 2, after that, both banks have to be completed to increase Bonus X 100 points
Slingshots -	during pop bumper frenzy = 500 x playfield multiplier 10 points