

Pinball Health Club V84 - Rules Description

March 17, 2024 12:32 PM

Pinball Pool Game V90 – Release Notes

- Operating system upgraded to Retro Pinball Update (RPU).
- The singles digit of your score will increment by 1 for each goal achieved.
- Goals achieved displayed at ball start.

Modes and Goal Descriptions

Keeping Track of achieved goals

- The singles digit of your score will increment by 1 for each goal achieved. There are 6 possible goals.
- At the start of a new ball, achieved goals are displayed in the other player displays. Each achieved goal is shown as a '1'.

1's digit	36k Bonus reached
10's digit	Pop Bumper Mode
100's digit	Spinner Total reached
1,000's digit	Kicker-Saucer combo
10,000's digit	Lower lit bumper achieved
100,000's digit	FUTURE mode

Goals

36k Bonus

- This is the same as the original Future Spa rule set. Collect Letters FUTURE and SPA, collect the 36k lamp.

Pops mode

- Hit the pop bumpers 'x' times until a threshold is met, scoring jumps from 100 pts to 1000 pts per hit.
- The Ball In Play (BIP) display switches to a flashing countdown to show progress. Special sound effect indicates achieving the mode and BIP display reverts to showing Ball in Play.
- Pops mode can be achieved again, raising bumper scoring to 2000 pts per hit.

Spinner mode

- Normal spinner operation is 100 pts unlit and 1000 pts when lit.
- Spinner hits must be split between both spinners. When a spinner shuts off, the other flashes. Hit the flashing spinner to wake up the first one.
- Hit the spinners 'x' times to achieve the goal. Spins are now 1500 pts when lit along with cycling of the chimes.
- The credit display switches to a flashing countdown down to show progress. Credit Display reverts to showing credit count once mode is achieved.

Kicker-Saucer Combo

- Enter the kicker which triggers a countdown timer and a descending score total in the displays.

- Shoot the saucer before the timer runs out to score the amount shown.

Lower Lit Bumper

- Lower lit bumper lights anytime all 3 SPA letters are collected. Lit bumper scores 1000 pts.
- To achieve goal when lit, you must hit the SPA target 1-5 times. This enables additional point score of 5000, 10000, 25000, 50000, 75000 shown in the displays.
- Hit the bumper when the additional score is shown to achieve goal.

FUTURE Mode

- FUTURE mode starts anytime the spinner countdown goal is achieved.
- Timed mode, a pattern will flash in the FUTURE lanes at the top of the playfield. Hit one of the flashing lanes to score the displayed score and achieve goal.
- With each successive pattern, the number of flashing lamps is reduced.
- 6 patterns, each incrementing from 10000 to 60000 pts.

Roaming Ball Mode

- Upon achieving 3 goals, the game will switch to a timed mode.
- Capture as many of the FUTURE-SPA letters as possible, each one resets the countdown timer.
- Letters start to rotate position with increasing speed for each captured letter
- Score for each letter increments geometrically to a maximum of 150,000 pts for the 9th letter.

Shoot-All Mode

- Upon reaching 5 goals, Shoot-All is qualified. Enter the flashing saucer to start mode.
- You are now trying to collect all of the FUTURE-SPA lamps, the kicker lamps, bank shot (roll over) lamps, the drop targets, and saucer lamps. Each lamp scores 5000 points.
- The FUTURE-SPA 18k, 36k lamps become your countdown timer. If your timer runs out the mode ends.
- Keep the timer topped off by hitting the spinners, pop bumpers, sling shot, passive bumper.
- Your goal is to complete individual sections of lamps to qualify for the Shoot-All bonus. Complete 1 or more of kicker lamps, rollover lamps, saucer lamps, and FUTURE lamps. This enables the saucer animation for collecting your Shoot-All bonus.
- Lamps animate any completed sections (kicker, bank shot, FUTURE, saucer). Entering a completed sections scores 10000 points. Do this more than 3 times and the section is lost and you lose all the points from collecting the lamps (-60000 FUTURE, -40000 Kicker, -3000 saucer, -50000 bank shot)
- Bonus awarded for each lamp collected (2000 points times bonus multiplier) plus points for each timer lamp lit (1000 pts per second left on timer times bonus multiplier).
- Bonus is collected after losing your ball (but not the timer bonus). As long as you have time left the Shoot-All continues.

Miscellaneous Game Features

- Green Arrows mode
 - As with original rules, collect FUTURE lamps exclusively (none of the SPA letters) to enable the Green arrows at the top of the playfield. Green arrows are worth 5000 points. This mode is extremely difficult to achieve.
 - New back door to Green Arrows. Knock down the targets and hit the Futurity target. Green arrows light up.
 - Hit Futurity again to pump score up to 150000 pts which descends continuously. Hit the Futurity target at any time to pump the value up again.