

PPG V90 Rules Description

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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	Super Bonus
10's digit	Next Ball
100's digit	Pop Bumper mode
1,000's digit	Spinner mode
10,000's digit	Spinner Combo
100,000's digit	Scramble Ball

Goals

Super Bonus

- This is the same as the original Bally Eight Ball rule set. Collect balls 1-7 (players 1 or 3) or balls 9-15 (players 2 or 4) to illuminate the 8 ball target. Collect the 8 ball. Super Bonus is achieved on your next new ball lighting the SuperBonus lamp.

Next Ball

- Like playing real pool, you get to keep playing after sinking a ball. Each sunk ball is 500 pts whether you capture the ball or just hit the same switch again. If the next ball in sequence to the one you just captured is available, it starts flashing for 'x' seconds. If you capture that 'Next Ball' within the timer limit you score 5000 pts.
- Countdown timer appears in the non-player's displays.

Pops mode

- Hit the pop bumpers 'x' times until a threshold is met, scoring jumps from 100 pts to 1000 pts per hit. Two chimes are fired per hit and each bumper has a different sound.
- 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 10 pts unlit and 1000 pts when lit. Hit the spinner '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.
- Achieving Spinner Mode a second time changes the spinner sound again and scores 2000 pts (See also Spinner Combo).

Spinner Combo

- Achieve spinner mode twice to activate this 2 stage mode. The player is alerted to the feature start by a large blinking arrow appearing in the main rack area (lamps 3,4,8,9,11,13) telling you to shoot the Bank Shot. Hit the Bankshot within 'x' seconds and a new arrow lights (lamps 2,3,6,7,11,14) telling you to hit the spinner. You have another 'x' seconds to make the spinner shot for 25000 pts.
- During each blinking arrow stage the countdown timer is reset by the Spinner or Bank Shot buying you more time.
- If either the BankShot or Spinner arrows time out, you must achieve Spinner Mode again.
- Countdown timer appears in the non-player's displays.

Scramble Ball

- If you have achieved Pops mode at least once, it unlocks Scramble Ball. Scramble Ball is triggered by the top left 500 pt target to the left of Ball alley 1-9.
- Scramble ball rotates the already collected balls by a random amount from 1 to 6 slots.
- The 7, 15 ball is normally the most difficult to sink, a really good player could use it to move the uncaptured ball 7 to another location.

Roaming Ball Mode

- Upon achieving 3 goals, the game will switch to a timed mode.
- Capture as many balls as possible, each one resets the countdown timer.
- Balls start to rotate position with increasing speed for each captured ball.
- Score for each ball increments geometrically to a maximum of 100,000 pts for the 15th ball.

15 Ball Mode

- Upon reaching 5 goals, the playfield goes blank, flippers go dead. It looks like you tilted except SamePlayerShootsAgain lights up and the lamps start animating. You will lose your ball and go through the bonus count down.
- Your ball is served back to the shooter lane. All the small ball lamps except 8 are now lit (1-7, 9-15). You are now trying to capture all 15 balls.
- The ball capture sequence is now changed.
 - Capture a ball, eg. Ball 1, the small 1 lamp goes out, the large rack 1 turns on, score 5000 pts.
 - Enter that lane again, you capture Ball 9, small 9 lamp goes out, big 9 lamp goes on, score 5000 pts.
 - Enter the lane a 3rd time you lose ball 1, lose 10000 pts.
 - Enter the lane a 4th time you lose ball 9 and lose 10000 pts
 - The cycle continually repeats
- During play if you capture Balls 1-7, 9-15 and then capture Ball 8, score 100,000 pts
- Upon losing your ball, bonus multiplier is doubled 2x, 3x, 5x, becomes 4x, 6x, 10x.
- You get 2 balls in 15 ball mode assuming you do not run out of game balls.
- After your second ball is lost in 15 ball mode, your goals are wiped clean and you start all over again.

Alley Mode - Mini Game

- On a single ball after achieving Spinner mode and Pop bumper mode, Alley Mode is triggered.
- Times mode, a pattern will flash in Alleys 1-4, enter one of the flashing alleys to score displayed points.
- 4 patterns, each incrementing from 10000 to 40000 pts.

Miscellaneous Game Features

- Bank Shot is extended. Original rules ended at 5000 pts lamp. Shoot the lane 3 more times to achieve 7x bonus multiplier, additional 3 more times to achieve 8x, further additional 4 times to achieve 10x.
- Kicker has 3 second window and will re-kick ball if it fails to clear kicker lane.