

Houdini Rules

Current Version: 18.4.27

Playfield Design, Mechanics: Joe Balcer
Engineering: Jim Thornton
Rules, Programming, Animation: Josh Kugler
Artwork, Animations: Jeff Busch
Music, Sound: Matt Kern
Sculptures: Matt Riesterer (Back Alley)
Animation: Ish Raneses

Rules edited and compiled from the following sources: American Pinball, This Week in Pinball, Josh Kugler, Straight Down The Middle: a pinball show YouTube channel, et al.

THE GOAL:

The goal of Houdini is to become the Master Magician and make it to the Master Magician wizard mode. You to the Master Magician Mode by spelling H-O-U-D-I-N-I. Each of the 7 letters of Houdini correspond to the 7 major areas of the game.

Becoming a Master Magician is very difficult due to the depth of the ruleset. You have to complete 20 modes, 5 combos, collect 8 awards, collect jackpots from 2 multiballs, and complete 3 mini-wizards modes. Simple, right?

The difficulty of getting to the end of the game can be adjusted in the settings so that Houdini letters are easier to achieve.

Progress towards the Master Master mode can be seen on a cool dashboard display by pressing both flippers before plunging. You can also see progress and by the chain link inserts on the playfield. Each major area of the game is represented by a different color as noted later in this document. Progress towards the end goal impacts your end-of-ball bonus.

OVERVIEW:

Skill shot – 3 random rotating awards

10 Stage Modes

- Vanishing Elephant
- Chinese Water Torture
- Indian Needle Trick
- Walk through Walls
- Handcuff King
- Milkcan Escape
- Metamorphosis

- Bullet Catch Multiball (video mode using the upper catapult)
- Straight Jacket Multiball (reverse/inverted flipper mode)
- Card King (video mode)

Mini Wizard Modes

- Movie Binge - complete all 5 Movie Modes
- Great Jail Escape - complete all 5 Jail Escape Hurry-Up Modes
- Ultimate Secret Mission - complete all Secret Mission Combos

Wizard Mode: Master Magician

- For the Master Magician (Wizard) Mode, you must collect all the HOUDINI letters by:
- Complete all 10 Stage modes
- Complete all 5 Movie Modes
- Collect eight items from the Magic Shop
- Complete all 5 Jail Escape Hurry-Up Modes
- Complete all Secret Mission Combos
- Earn a super jackpot during Trunk Multiball
- Earn a certain number of jackpots during Seance Multiball

Drain Modes

There are two modes that are set up at the outlanes that can revive your ball.

- Return from Beyond
- Escape Death

SKILL SHOT

Slow plunge to hit one of three rotating awards including points, letters, multipliers and even an extra ball. Points values increase with the number of skill shots made.

STAGE MODES

Color Code: Red

The stage modes are started in two ways. Bashing the theater curtain 3 times or by going through the Back Stage Alley shot hitting the red target at the back of the pops.

Vanishing Elephant — Three **ramp shots** move elephant into the crate, then **stage** to show crate empty.

- Ramp 3 times
- Stage

Chinese Water Torture — **KeyLane** to lower into tank, either **orbit** to close curtain, **stage** to open curtain and set Houdini free.

- Key Lane
- Either Orbit
- Stage

Indian Needle Trick — All switches score X, magic and red standup targets increase value.

Houdini pulls needles out of his mouth as shots are made.

- All switches
- Red Standups to increase values

Walk through Walls — To move Houdini through the wall, shoot one of the left shots, then one of center shots, then right shots.

- Left Shot
- Middle Shots
- Right Shot

Handcuff King — Shoot the pops, every X hits results in a handcuff or chain being thrown out, hit it enough time to totally free Houdini. The number of handcuffs on Houdini and the number of pops needed to shed a handcuff is adjustable in the Feature Settings.

- Hit 3 Pops to shed a handcuff
- Shed 5 handcuffs

Milkcan Escape — Three shots through the lower left loop will lower him into milkman, rollout the screen and then show him free. This can be the most lucrative of the stage modes.

- Milkcan Loop 3 times

Metamorphosis — Shoot trunk to lower Houdini into the trunk, then orbit to close curtain, then stage or trunk to open curtain to set Houdini free, and Bess then in the trunk.

- Trunk
- Orbit
- Stage

King of Cards — A video mode where you are throwing cards (known as scaling) through moving hoops. The longer you hold the flipper in before throwing, the higher it will go, so you need to time it both for when you start and release your press. As you make shots, the hoops move faster, making three of the smaller hoop, will then light the smaller hoop for extra ball. It is possible to make both hoops with a single throw, which will double their value.

The length of time in this mode is adjustable in the Feature Settings

Straight Jacket Multiball — You have the option of 'reversed flippers' (left flipper button controls right flipper, right controls left) or 'reversed and inverted flippers', where flippers are reversed as described, but they are inverted, which means they are the up position and then drop when flipper button is pressed, so they become 'release to flip'. Jackpots are doubled when inverted.

A feature will soon be added that if you are 'chimping' the flippers (e.g. just hitting both at the same time) during this mode will result in a reprimand and the jackpot value will be reduced.

Hint: cross your arms so that your right hand is on the left flipper button and left hand is on the right flipper button. Your brain will work as intended and you should be fine.

Hint: Once you feel comfortable with the reversed flippers, try the "reversed and inverted" a few times. It is worth big points and it's actually not that difficult.

Bullet Catch — Shoot trunk to lock a ball in upper catapult, then shoot moving target to lock in the site (and jackpot value which is decreasing while you try to hit the moving shot). Locking the site fires the gun, to get into a two ball MB. Then continue to hit the trunk shot (right inner loop) to lock and fire the gun again to score jackpots.

MAGIC TARGETS

The Magic Standup Targets help you in different ways depending on the current state of the game. Hitting a magic target can add escape letters, séance letters, or film letters. Hitting a target can also advance you a step during a Stage Mode or Movie Mode. The magic targets also engage the magnets.

MOVIE MODES

Color Code: Blue

There are five modes based on Houdini's movies. These modes are presented in black and white with an old film look and have a piano accompaniment. Failing to complete results in the film 'burning'. One is a type of add-a-ball Multiball. Complete all five for Houdini letter. Completing all five will also start the Mini-Magician Mode called Movie Binge. You don't have to complete each movie mode but how well you did at each mode will impact your scoring potential in Movie Binge.

Terror Island (Scoop, ramp, scoop, ramp) — Free the woman from the safe that was thrown in the ocean, then go back for the treasure.

Haldane of Secret Service (all about the spinner) — Escape the waterwheel. Each shot makes it spin faster until it breaks free

Master Mystery — Features Q The Automaton, the first ever movie robot, stop him from getting the woman or getting to the weapon — left orbit, right orbit, left orbit, right orbit. You only have X seconds to complete the next shot in the sequence, making it resets the clock (but less time than previous shot).

Grim Game — Move Houdini from plane to plane to rescue the woman (orbit, ramp, orbit)

Man From Beyond — This is a add-a-ball kind of mode. First bash the stage to free Houdini from the Ice (where he was frozen for 100 years), this will then put a second ball in play. Then shoot orbits X times to free him from his restraints in the insane asylum, another ball is put into play, then all the GI and Inserts turn off, except for three shots (and a moving 'spotlight' running through inserts). Only one of the three lit shots will pay off, you can figure out which by sneaking a peek at the display and spotting Houdini when the spotlight is on him. Shooting the correct shot scores a jackpot, and then Houdini will randomly move between the three shots.

NOTE: For most of the stage and movie modes, you can also hit one of the two 'magic stand-ups' targets, which are located on either side of the lower playfield to advance a step through the mode. When not in a mode, these targets will assist you in other ways, based on current state, typically adding ESCAPE, SEANCE or FILM letters. They will also trigger the magnets under the hands which will then twirl and throw the ball. There is an optional ball saver (controlled via settings), when the magnets are triggered via the targets (and when not in seance mulitball). Also, for most stage and movie modes, once the timer gets to 10 seconds or less, you can shoot the spinner to add time to the timer. You can up to 10 seconds to the timer.

JAIL ESCAPE HURRY-UPS

Color Code: Green

Spell E-S-C-A-P-E via stand-up targets begin a Jail Escape Hurry Up. Complete all five to earn a Houdini letter. Complete all five for the Great Jail Escape mini-magician mode.

E-S-C stand-up targets are shootable but the A-P-E letters are not. Use the pop bumpers and indirect shots to hit the A-P-E stand-ups. Complete X to earn Return From Beyond, also possible to earn Extra Ball if enabled in settings. Modes will be selected from a random order or you can go into the settings and set for "easy to hard" order. Complete all five for mini-magician mode.

What are the 5 escape modes?

- Chicago
- London
- New York

SECRET MISSION COMBOS

Color Code: Pink

Houdini was rumored to be a spy for the US government - hence the secret missions! Each secret mission is a combo. Each combo gets progressively harder to complete. There are five different combos to complete. The secret missions are considered to be the hardest objective in the game to complete.

Secret Missions start at the scoop. Only one secret mission is active at a time. Complete it and you can then start the next. Complete all five for a mini-magician mode and a Houdini letter. The next shot in the sequence will be identified with a flashing purple arrow. If the sequence is broken, it will go back to the first shot of the sequence. They get harder as you go.

Combo Mission 1: chain together the ramp and scoop shots for 25,000

Combo Mission 2: chain together the right orbit and scoop shots for 50,000

Combo Mission 3: chain together the ramp, right orbit, and scoop for 75,000 and lits extra ball at the scoop

Combo Mission 4: chain together the right ramp, right orbit, lock shoot and scoop for 100,000

Combo Mission 5: chain together the milkcan, ramp, right orbit and scoop for 250,000

OUTLANE DRAIN MODES

Complete the task, continue your ball, fail and ball ends. The modes are:

Return From Beyond

You get 30 flips to spell seance (via mini stand-up targets). Earned by scoring X jackpots during seance multiball.

Escape Death

You get 30 seconds to spell ESCAPE (via stand-up targets). Escape Death is the harder of the two to complete. Earned by completing X jail escape hurry-ups.

You can also earn/light the outlane drain modes at Magic Shop. If earned there it will bounce from side to side with flippers. If earned via Seance or Escapes, it will not move. If you have earned one plus magic shop version, then both outlines are lit. You can only earn each once per game.

MAGIC SHOP "MYSTERY AWARD"

Color Code: Yellow

The Magic Shop is the place to get mystery awards. You'll need to collect 8 items from the shop to get to the Master Magician Mode.

The magic shop is opened by the spinner. Once the Magic Shop is open for business you can get something from the shop by entering the “gobble hole” under the ramp. The direct shot to the gobble hole is through the Stage Alley lane through the pops. You can also bank it in off the theater curtain or use the pop bumpers to bounce it into the hole.

There are also Easter eggs at the Magic Shop that poke fun at some of American Pinball’s friends and competitors.

Magic Shop Awards:

- Virtual Ball Lock
- Extra Ball Lit
- Playfield Multiplier
- 20 second Ball Save
- Milkcan Multiplier Advance
- Return from Beyond Lit
- Escape Death Lit
- Big Points (various amounts)
- Hold Bonus
- Bonus Multipliers (various award)
- more???

There are settings to also you to earn a HOUDINI letter more easily or even multiple letters.

STACKING

You can stack multiballs on both stage and movie modes as well as other multiballs. You do have to start the modes first. Stage modes and movie modes can not be stacked with each other. Once a multiball is running, you can not start a movie or stage mode. Jail Escapes, starting of Secret Missions and Magic shop visits can occur if a mode is running, but not if multiball is running.

MULTIBALLS

Trunk Multiball

Color Code: Turquoise

By default the lock is lit at the start of the game. Stage Alley shot will lit the lock on subsequent locks. Shoot the right inner loop to catapult a ball into the trunk for each locked ball. Lock three balls in the trunk to start the Trunk Multiball. Three shots are lit for jackpots, complete those then shoot trunk (via inner loop) to score super jackpot and re-light jackpots. Super Jackpot will earn Houdini letter.

Seance Multiball - 3 ball

Color Code: Teal

Spell S-E-A-N-C-E to light at the scoop. The magnets will engage in this multiball. Spell seance to score jackpots, spell in order for super jackpot (very hard). Gets harder to light each time. Two jackpots during Seance Multiball will earn you a Houdini letter.

STACKING

You can stack multiballs on both stage and movie modes as well as other multiballs. Stage modes and movie modes can not be stacked with each other. Once a multiball is running, you can not start a movie or stage mode. Jail Escapes, starting of Secret Missions and Magic shop visits can occur if a mode is running, but not if multiball is running.

MILKCAN PLAYFIELD MULTIPLIERS

Color: Orange

The Milkcan loop (lower left loop) is a difficult shot that feeds the left inlane. Shooting the milkman loop feeds immediately followed by the ramp will increase the playfield multiplier for X seconds. Each time this 2 shot combo is hit advances the multiple from 2X to 3X to 4X. Starting a mode via Stage Alley with a max milkcan multiplier gives 8X scoring.

VERSION RELEASE NOTES

Bug fixes and updates not listed - only features listed as new.

18.4.27 (New features only)

New — Fastest Escapes recognition (inspired by TNA/Scott Danesi)

- Handcuff Escape
- Water Torture Escape

18.4.11 (New features only)

New — skill shot — each target has an award, so hitting the flashing shot when on that target gives that award. Shooting super skill awards all three items.

New — Players Choice — allows the player to choose which stage act to perform. Available when the 'status' screen is on the marquee. That screen can be locked in via skill shot award or magic shop award.

New — match sequence. **Temp music

New — added a display counter for spins needed during Haldane movie mode

New — 4 additional 'bad' hat pull items

New — animations for increasing of trunk multiball jackpot

New — Setting to adjust timer for Movie modes from 30 to 60 seconds (45 second is default)

New — Setting to adjust timer for Stage modes that use a timer, except king of cards which has its own setting. Adjustable from 30 to 60 seconds, 45 is default

New — Settings for match sequence (credit or off) — Off will not show sequence

New — Settings for match sequence (percentage) — percentage of 0 will show match sequence but never award a credit

New — settings for Knocker ('Audio High Volume', 'Audio Low Volume' or 'Off')

New — lightshow for super skill shot

New — lightshow for magic targets

New — Score banner animated when going from shown to hidden and vice versa

New — coil adjustments for left ball lock to shorten or lengthen the time the plunger is held down. If two balls are being released reduce the time if the ball is getting hit and bouncing up when releasing increase the time. If you find you are needing to increase the time more than a small amount it is possible its a mechanical issues that needs to be addressed.

New — Setting to enable an autofire of the shooter lane if the ball has been sitting idle for 60 seconds. Defaults to Off

New — sound effect when ball traveling the wire form return from upper catapult

New — Extra ball when reaching a certain level of bonus multiplier. Controllable via settings between 5 and 9 or Off, defaults to 7