

Houdini

Latest Version: 21.10.25

Release Notes

Updating your Houdini machine is a simple process. During the update process, none of your current settings will be changed.

To install the update . . .

- 1) Download the update code and copy it onto a USB stick (FAT32, minimum 4 GB). Make sure the USB Stick does NOT have a space in the name.
- 2) Turn on your Houdini machine.
- 3) Open the coin door and find the USB extension cable. It should be anchored to the side wall of the cabinet.
- 4) Insert the USB stick into the extension cable.
- 5) After a few seconds, the display should indicate that code is being updated. The code update process takes approximately 10 minutes.
- 6) An on-screen message will advise when the update process is complete. Shut down the game, remove the USB stick, and power the game back up.
- 7) Make some magic!

CHANGE LOG

21.10.25

New — Team Play — Teams of any size (2 vs 2, 2 vs 1, 3 vs 1) or even everyone on one team!

New — Setting to adjust Shaker Motor intensity

New — Setting for Elephant Ramp Shots Needed

New — Big bonus and other voice callouts

New — Now Showing movie info on main score screen status

New — magic shop jokes

Modified — Coil settings — setting ranges have been adjusted to accommodate higher settings needed for yellow coils, which are being use on new Houdini's for pops, slings and some other mechs. Default colors will show for Green on coils that are always the same, and red and yellow coils for when they can be different.

Modified — Orbit sound effects and scoring

Modified — Houdini Letter lightshow

Modified — Stage eject behavior to improve success rate of front ejects when enabled

Modified — Elephant mode success stage actions

Modified — timer before service credits are allowed after exit from service

Modified — shortened ball search timer

Modified — ramp fall back and alternative slingshot sound effects

Fixed — Milkcan escape revisit bug that would prevent stage modes from starting after a second attempt at milkcan

Fixed — Draining during Jail escapes could award points

Fixed — Catapult misses in attract or service before a game is played could cause a reset

Fixed — Jail escapes starting when it was qualified via entry to the magic shop

Fixed — Magic shop not giving jail escape letters when it should

Fixed — King of Cards crashing if both hoops made on first throw from right side.

Fixed — Continuing after Master Magician could freeze the game

Fixed — Typos in trivia items

21.01.21

New — Magic Spinner Bonus — after the magic shop is opened, additional spins would collect towards a magic spinner bonus that is

collected at the magic shop. Bonus is 400 * spins * visits to the shop.
Accumulated bonus spins are zeroed out at end of ball.

New — King of Cars accuracy bonus — based on how many successful throw are made, an accuracy scoring bonus is added to the total.

Accuracy is based on cards available to throw, not the number thrown. It is possible to exceed 100% by making 'double' shots. Example, making 5 of 10, will award an additional 50% of the points earned

New — Magic Stand-up targets can now help secret missions, missions completed without magic target help score double.

New — During a jail escape, hitting an escape letter will add the original hurry up value to the current hurry up value

New — During the Great Jail Escape hitting an unlit escape letter will reset the hurry up value back to the start value and add 5 seconds.

New — Setting to allow play to continue after Master Magician, if you have additional balls. The default setting is game ends after Master Magician, which is the current behavior.

New — Second Houdini letters for escapes and secret missions (note default settings around Houdini letters have been adjusted as part of this release for escapes, missions, stage acts and magic shop visits, you may want to change you Houdini letters in adjustments).

New — pricing plan. 4 units for 1 credit, 20 for 6, support for 'Tokens' currency type

New — Sound effects on lower lanes and inner loop

New — Upper Catapult switch compensation

New — More 'today in history' added

Modified — Lots of new and improved light shows

Modified — Ball save adjustments on Trunk MB

Modified — Film Modes that start with Trunk Multiball will start even if catapult misses

Modified — Magic Shop hole ball handling and choreography

Modified — Catapult/Trunk lock and movie start processing

Modified — Can no longer start Trunk MB or Seance during Movie Binge

Modified — A missed catapult throw that drains while Movie is starting, will not end ball.

Modified — Start Button attract

Modified — Magnet behavior during Multiball

Modified — Can no longer start a mode once the Great Jail Escape has

started

Modified — Movie Binge can no longer start if MB or a stage mode are running

Modified — Movie Binge now has a wrap-up screen, and more sound calls

Modified — Card detection at higher speeds in card king

Modified — Timer behavior during catapult sequences.

Modified — Main score screen to better show scores of 10,000,000 and up

Fixed — issue where an extra ball could be put in play on a catapult miss when Trunk MB or a movie was starting

Fixed — Movies will still start on a catapult miss

Fixed — Master Magician was requiring three hits per Seance letter not two, as the rules stated.

Fixed — Clearing balls could result in a game reset

Fixed — collecting the last Houdini letter will no longer say "collect Houdini letters . . . "

Fixed — Issue where the HOUDINI encore chat would not end even after collecting the Encore Bonus

Fixed — black screen that appears between high score entry and match

Fixed — display info when pricing is for 20 Kroner, it was incorrectly showing 15

Fixed — reset audits sometimes crashing the game and not resetting properly

Fixed — Tilt during film mode preventing future film modes from being started

Fixed — left and right lock releasing more than one ball when certain magnet or dimming activity was occurring

Fixed — Elephant shaker action playing during outlane modes

Fixed — Stage monitor not showing proper image when Master Magician is ready

Fixed — display issue on progress ribbon if 10 or more illusions performed

Fixed — position of commas on main screen when score is 10,000,000 or more

Fixed — left and right lock releasing more than one ball when certain magnet or dimming activity was occurring

Fixed — Tilt during film mode preventing future film modes from being started

Fixed — Incorrect game tip wording

19.4.6

New — Clear Credits to Utilities menu in the service mode

New — Magic Stand-up, regardless of color, will advance the current mission one step, if the mission has had a least 1 shot made.

New — support for water torture mod

Modified — added incremental adjustments for volume

New — new attract mode feature called 'today in Houdini History' as been added, there are now a

Dozen dates were bits of history will appear instead of the trivia and game tips.

New — player scores from last game carried over between power cycles

New — pricing play 2 for 1, 5 for 3

New — during handcuff king, a clean shot to the key target will remove a cuff

New — Settings to control brightness of back panel, stage spotlight and trunk spotlight — Dimming can result in some flicker and may cause strobing when streaming game play.

Modified — display and lightshows during master magician

Modified — jackpots in the third stage of Man From Beyond increase in value as jackpots are made

Modified — ball save when catapult sequence is running leading up to MB

Modified — Vsync handling to remove curtain tearing

Fixed — after over hitting start when entering initials, and game not on free play and there are no credits would result in the 'last scores' screen showing all 0s

Fixed — issue where pricing info did not update immediately after changing

Fixed — issue where sometimes during MB a ball would end, rather than just MB, when draining at the same time a ball enters the Magic shop

Fixed — high score entry screen now correctly shows all categories the player earned

Fixed — if in metamorphosis the ball bounced out of the stage on last shot, an extra ball could be put into play.

Fixed — depending on how install factor default was being done it would fail

Fixed — order in which high scores are entered if more than one player has a high score

Fixed — crash when hitting start button when viewing stats

Fixed — bug where starting return from beyond and master magician would result in things freezing after running after flips

18.12.12

New — adjustment for right lock if it is having trouble releasing the ball to the scoop or if two balls are being released. The double release can occur if the machine is set very steep. This adjustment can also be used if you find that sometimes the ball does not feed to the scoop from the subway every time. If you need guidance on adjusting this, contact support.

New — high score will automatically exit after 30 seconds of no activity

Modified — The "Encore bonus", awarded for performing all stage modes, now requires a shot to the stage, after the last stage mode ends, to collect the bonus. Added lights and sounds to the sequence.

Modified — adding a player now shows a score of 0 vs score being blank

Modified — elephant animations

Modified — pricing schemes

Modified — light show improvements throughout

Modified — pressing start during match sequence will start a new game, assuming credits or free play

Modified — bonus sequence wraps up faster on flipper escape

Modified — hit both flippers in attract will go to last scores screen
Modified — playfield lights turn on quicker after a trunk throw
Modified — various animation tweaks
Modified — Jail escapes will award at least 5K if completed
Modified — Trunk MB will now re-light jackpots once the ball reaches the VUK when super jackpot is lit, vs waiting until the super was awarded
Modified — the timer will no longer pause when the ball is going through catapult sequence if a multiball is active
Modified — Trunk Multiball super jackpot will be awarded even if ball misses both trunk and upper catapult
Modified — sequence of reporting a mission completion, extra ball and Houdini letter being earned when all three occur at the same time
Modified — Houdini letter voice calls
Modified — handling of Houdini letter for stage modes that end by draining

Fixed — In secret missions, behavior of lamps when it would show the next shot, when the previous shot was not fully completed.

Fixed — bug in Master Magician that could result in a reboot

Fixed — bug in master magician where it would both prompt for initials and continue on in game play for the last player, in certain multiplayer scenarios.

Fixed — Bullet catch not properly diverting the ball to trunk in some scenarios

Fixed — issue where the scoop would sometimes fire extra hard when doing things in service mode

Fixed — Elephant mode would score extra points on a ball drain

Fixed — issue with match not firing knocker for each match and in some cases not awarding more than one credit on multiple matches.

Fixed — issues with starting a new game by holding start button for a few seconds while a one player game is in progress. Also a setting added, that must be set to On for this feature to work, defaults to 'Off'

Fixed — bug where count of multiplayer game in audits was being updated incorrectly, this change will correct existing data, but historical data may still not be 100% accurate

Fixed — after selecting an illusion during magicians choice, the displayed illusion would change if a flipper button was hit, the player would still get the selected illusion.

Fixed — Trunk MB sometimes being a four ball multiball when it should not be 3

Fixed — a trunk miss on Trunk MB super jackpot shot would put another ball into play

Fixed — bug that would crash system if king of cards timed out and no flipper

was hit

Fixed — bug on Haldane where a spinner switch hit before the intro completed would cause a crash

Fixed — film master mystery was not awarding 10,000 points for starting it

Fixed — the 'you have earned a Houdini letter' would play more than once

Fixed — stage alley arrow being lit during seance MB for no reason

Fixed — fourth ball being put into play at start of seance if a ball was not ejecting cleanly from the scoop

Fixed — if a multiball was running and seance letters were hit the display would not properly show that, and if the spelling of seance was completed, any letters hit during the MB would not be displayed when the display would show seance multiball as being ready

Fixed — voice calls on ball save won't repeat if the ball fails to make it to the shooter lane and falls back into the trough

Fixed — issues were master magician would start when other modes or items were still running. The player must finish any modes, escapes or multiballs that are in progress

Fixed — when earning a Houdini letter, sometimes only the letter would be seen, not the whole status screen

Fixed — return from beyond and escape death were allowing magic standup targets to still assist a paused stage or movie mode

Fixed — bug where visit to Escape Death would resume from where any previously failed attempt failed vs properly resetting things.

Fixed — bug where a left orbit shot was not awarding a hurry up when jail escapes set to easy

Fixed — lock 2 insert would not always turning off after MB runs

Fixed — bug where when in seance MB, shooting a ball to the trunk to start trunk MB, while also draining the other ball still in play, could result in the ball ending, not getting the trunk MB and not being able to get that MB for the rest of the game.

Fixed — bug where shots to the magic shop hole, depending on various game states and behavior of the subway switches, would put more than one ball back into play.

Fixed — bug on Master Mystery when using a flipper escape with halt sounds on flipper escape set to off, that could sometimes result in the mode not fully starting.

18.8.5

Fixed — system hanging if an invalid formatted custom_message.png file is added

Fixed — animation issue in king of cards

Fixed — issue where on some multi-player games the system would reboot at end of game.

18.8.1

New — added an additional main audio track (now 4 different tracks), existing tracks have been improved

New — sound effect on increase jackpot

New — sound effect at start of game

New — sound effect on shooter lane

New — Flipper escape on Magic Shop, currently only available on visits 1,2,5,8

New — voice calls for NY cop for Great Escape opening

New — “progress ribbon” on ‘last scores screen’ that shows what you did on each of the major objective areas.

New — points per second — shown on the last scores screen, shows who is the most strategic/efficient.

New — Most Efficient Player Recognition — requires a game of at least 2 minutes to qualify

New — Support for Custom Message — to use, put a png formatted file, named custom_message.png with width of 1360 and height of 768 on a USB key and insert into the USB extension cable as if were doing a log dump or code update. Following directions on screen, after reboot, go to settings -> Standard to enable it.

New — Mini-Magician mode for Secret Missions

New — Master Magician Mode — a little rough still, will get cleaned up in next release

New — Reset High Scores — Go to Settings -> Utilities -> Reset Scores

New — adjust ball save time on Trunk Multiball

New — adjustment for ball save time on Seance

New — 10 second ball save on Return from Beyond

New — 10 second ball save on Escape Death

New — consecutive ramp and loop scoring now have a 1 time 500K payout on the 7 consecutive shot, normally the 7th shot will go back to the start of the

ladder.

New — Added support for mechanical knocker — kit availability soon

New — support for Euros on the pricing/credits display

New — support for Pounds on the pricing/credits display

New — support for Kroner on the pricing/credits display

New — setting to control how much the shaker is used. Setting it to 'Low' will remove shaker in the pops, setting it to 'Heavy' will enable it for catapult build up.

New — Ball save in Man from Beyond when balls 2 and 3 are put into play

New — Voice calls for magicians choice

New — Voice calls for Movies — new voice is a more of a movie preview voice, and is the default, you can switch back to the female voice in settings or choose random, which will use both, but each ball will be just one voice.

New — Voice calls for some of the newer joke hat pulls

New — Voice calls for straitjacket

New — Voice calls for Bullet Catch

New — Insert coin animation in attract mode (show if no credits)

New — Press start animation in attract mode (show if credits or in free play)

New — ball save at start of Movie Binge

New — Stage Mode Status screen now shows Green for a mode completed and red for a mode started by failed

New — Bonus for completing all stage modes, total points earned on the modes, plus the average score multiplied by the number of modes completed. (Straitjacket: three jackpots to "complete", Needles: 75 needles, Bullet: 1 jackpot, cardking: 4 hoops).

New — cop Easter egg

New — Presets — under service -> Settings -> Presets,

- * You can now load a set of settings change to make the game extra easy, extra hard, etc

- * Can also save your current settings and then re-load them later (e.g. hosting an event, need to change some things, easy to now go back to what you had)

- * Can also restore factory settings from preset menu

- * As a reminder factory restores, presets and code updates do not impact pricing setup, stage calibration or coil strength.

Modified — upgraded jail escape animations and sequences

Modified — minor changes to point value of hurry ups

Modified — Player choice now properly named as Magician's choice

Modified — improved animations for straitjacket multiball

Modified — Stage Eject feature, while not 100%, it is now working reasonably

well and you check it out by enabling it via settings.

Modified — new and improved animations for milkcan escape

Modified — if knocker installed, when gun fires in bullet catch — knocker will fire

Modified — improved magic shop door animation

Modified — improved trunk animation for increasing jackpot

Modified — improved trunk animation for metamorphosis

Modified — improved Houdini speech animation for metamorphosis

Modified — metamorphosis — stage now open for final shot, with stage eject

Modified — improved Houdini speech animation for handcuff king

Modified — improved Houdini speech animation for king of cards

Modified — improved Houdini speech animation for walk through walls

Modified — softened the edge of the spotlight animation on stage act intro

Modified — for all of you who get insulted easily, the announcer will only insult your skill shot prowess starting on the second ball if you have not made a skill shot. Once you make a skill shot you will not hear the insult the rest of the game.

Modified — added positive comments from narrator on some skill shots

Modified — increased scoring values on secret missions

Modified — behavior of secret missions, after starting a mission, hitting the original first shot of the mission will continue the mission from that point vs just cancelling out the current attempt and requiring the magician to start over.

Modified — Shooting the trunk during Bullet catch will now also award a ball lock if appropriate

Modified — Magic shop magic points are not random if tournament setting is turned on

Modified — on Straitjacket MB, the ball save timer is 5 seconds longer if you choose inverted.

Modified — Stage will no longer check the front of stage switch before closing. This prevented a ball search from freeing a ball stuck on the lip of the stage. The risk of the curtain closing and creating ball jam was viewed as unlikely.

Modified — opening sequence/animations for film modes

Modified — ice breaking animation on Many From Beyond for lower required stage hits

Modified — a tilt switch not being hit in 30 games will not cause a credit dot, but will still show as red in switch test.

Modified — tweaked needless opening animation/sequence

Modified — brightness of eyes when yellow and red when time running out

Modified — Stage entry processing to confirm there is only a single ball in

play

Modified — handling of shooter lane fallbacks and shooter lane switch failures

Modified — Magic shop increases bonus is now +3

Modified — Removed maximum on bonus multiplier

Modified — if escape death and return from beyond were both already earned, then magic shop will award points instead

Modified — movie binge scoring does not use playfield multiplier

Fixed — issue where a rapid double drain with ball save active would not save both balls.

Fixed — outlane modes inserts are no longer lit during multiball since they are not active.

Fixed — spinner in needles was scoring double — sorry guys and gals

Fixed — when earning a lock at magic shop or skill shot, it will not affect the state of the lock lit

Fixed — issue with timer not always pausing correctly in magic shop if entry was off the pops

Fixed — bug where switch error indicator would show a warning/credit dot, if 30 games in a row were single player games.

Fixed — bug where a seance super jackpot would not count as a jackpot towards Houdini letters or return from beyond.

Fixed — if finished Elephant during a multiball and extra ball was being put into play

Fixed — bug where getting a joke magic hat item and also starting escape could result in an extra ball being put into play

Fixed — 'no credit' voice calls would not play on start button press if within 30 seconds of boot up

Fixed — some modes not properly halting speech on flipper escape when that setting is enabled

Fixed — Tilt not triggering in various times when it should

Fixed — Bullet catch not starting the aiming from the far left.

Fixed — Bullet catch not always lighting the secondary shot that will score a jackpot

Fixed — Bullet catch not always awarding a jackpot on a missed catapult throw

Modifications to Operating System

- Adds support so that future code updates will include the release number in the file name
- When inserting the USB, the system will first note the insertion, and then either take you to code updating or just copy the logs on to the USB stick, with appropriate on screen messaging.
 - Note: code Updates will not work if there is more than one update package on the USB drive. A message indicating this will appear.
- When update code, there is a 10 second countdown, this lets you power down if you did not mean to do a code update (e.g went to pull logs/audits but had a code package on the USB stick)
- Logs will now be zipped Into a single file and timestamped when put on the USB stick

18.5.4

New — pops will now pause timer, except the milkman multiplier. It will also not pause if the current stage mode is handcuff escape or or needle trick or if a multiball is active

Modified — The timing of the check on balls being released form subway that confirms release. On some machines the time this was taking was longer than expected and could result in a second ball being put into play.

Modified — animations and lightshow behavior for curtain opening/closing for stage modes

Modified — timing of stage action on water torture on successful completion

Fixed — race condition at end of elephant if ball entered stage after timer ran out and the ball would not be put back into play right away.

Fixed — issue where if you had ramps, but non consecutive and no loops the ramp bonus at end of ball would show a consecutive ramp number of 0. Also depending on sequencing ramp max count could be impacted buy loop max count.

Fixed — stage curtain not opening right away when earned, if another stage mode had recently ended and a movie was also ready to start.
Fixed — if you earned 5X bonus on skill shot, and if you had hold bonus multiplier on previous ball and the new multiplier value exceeded the threshold for a extra ball it was not giving it to you.

18.4.27

Fixed — issue with scoop not ejecting a ball after certain game sequences
Fixed — Off feature of Match that was causing the match music to play during attract mode
Fixed — issue with stage opening during one of the outline modes
Fixed -- issue with showing 'status' screen on marquee when it should be one of the illusions
Modified — API Cockpit settings screens now highlight in green if current value is the default for all rows, not just the currently selected row.
Modified — minor tweaks to high score entry screen
Fixed — jail escape hurry-ups continuing to count down during card king
New — Fastest Escapes recognition (inspired by TNA/Scott D.)

- Handcuff Escape
- Water Torture Escape

18.4.11

New — skill shot — each target has an 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.

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

New — 4 additional 'bad' hat pull items

New — secret mission mini-magician mode (missing some voice calls).

*** needs more testing and music, so likely won't be included in this release*

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 then a small amount it is possible its s 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

New -- Pricing for 3 units per credit (e.g .75 per game)

Modified — if Seance MB and needles both running, seance targets will

only show the state of things for seance and not show red even though they will still score needles points.

Modified — only one stage hit is needed at start of game to open the stage

Modified — spotlight behavior in Man from Beyond has been adjusted during the escape asylum stage

Modified — Seance ball save time increased

Modified — straitjacket Multiball disables ball search to give time for decision, but if no decision made for 30 seconds, reversed flippers will be selected for the player.

Modified — start of movies to wait for pending animations to complete

Modified — handling of pausing of mode timer during catapult throws

Modified — resetting defaults via utilities menu only impacts features, standard, replay and sound, does not reset pricing or coil settings.

Modified — reduced the delay period after exiting service menu before service credits can be added. The delay exists to prevent accidental service credits since the service exit button and service credits are the same.

Modified — Upper Vuk fallback handling to limit pulse time increases.

Modified — Magic Points at magic shop not random if tournament is turned on

Modified — Bess's size in water torture

Modified — Stage behavior on a ball entering when stage is not ready. Will now release the ball after the 5 seconds. Can occur if curtain is open by mistake or broken.

Modified — lightshow engine to improve performance

Modified — fanfare and music behavior at start of stage modes.

Modified — milkcan multiplier timers now at 40, 35 and 30

Modified — add time feature a little more generous

Modified — Increases Trunk MB jackpot (25K), super jackpot (75K) and increase jackpot values (2500/5000)

Modified — Stage behavior on dropping ball, increased delay before returning to ready position to insure ball has cleared the chute

Modified — increased Seance MB point values

Modified — add time to properly match timer/grace period

Modified — lamps to better sync with grace period

Modified — Scoring on Needles

Fixed — Bullet Catch opening fanfare being cut off

Fixed — Bullet Catch not releasing ball from upper catapult of player drains before 'aiming/firing' gun

Fixed — Bullet Catch race condition causing a ball to get under upper catapult

Fixed — Knocker sound

Fixed — various movie modes when flipper escape with cancelling of intro voice calls, the music volume was not returning to proper volume right away

Fixed — typos in playing tips screens

Fixed — animation sequence issues at end of Films when time runs out

Fixed — if a new game was started before the FIN animation, then the FIN would show up after the new game started.

Fixed — throwing both cards at once could result in progress map showing up over the card throwing

Fixed — if ball drained out left outlane, after going through milkcan loop and return from beyond was lit, it would do both a ball save and start Return from Beyond, now it will just do the ball save.

Fixed — chimping penalty — when using inverted flippers it was treating certain flipper actions as chimping, when they really weren't.

Fixed — max extra balls setting was being ignored.

Fixed — Haldane was not properly reducing spins still needed when hitting the magic stand-up target to advance through the mode.

Fixed — flipper escape not working for Seance, when a Secret Mission was already running.

Fixed — issue with magic shop not pausing timer quick enough when entering the magic shop right after it just opened.

Fixed — animation sequence when ball drains during a movie mode

Fixed — if magic stand-up hit while elephant mode is starting the game would crash, while this scenario should not occur, possible if a second ball is accidentally in play

Fixed — missing flag resulting In the VUK diverter not disabling during a tilt.

Fixed — water torture flipper escape not releasing ball immediately

Fixed — glitch in needles animation

Fixed — issue with low level processing on control system that was causing some catapult throws to be super hard or super soft.

Fixed — walk through walls sometimes putting an extra ball into play when doing a flipper escape

Fixed — a few stage mode were not flipper escaping correctly if the 'halt sound on escape' was set to off

Fixed — race condition that could result in a music fade preventing new mode music from playing.

Fixed — issue where starting King of Cards via Players Choice could result in a ball search releasing a ball and killing the players ball.

Fixed — fanfares not playing at proper volume

Fixed — issue where if game powered down with ball in certain locations it would not properly release balls on power up.

Fixed — issue with increase jackpot animation with increase value showing in front of, instead of inside the trunk, if the last metamorphosis trick failed AFTER Houdini entered the trunk.

Fixed — issues where some features were incorrectly showing on the display when starting a new game after leaving the service mode if they were running when the service mode was entered.

Fixed — issue with movie or film mode that is a multiball that times out before reaching its Multiball stage messing up other running multi balls.

Fixed — secret mission crash in multiplayer game

Fixed — stage was opening after a multiball ended but a movie mode was still active

Fixed — issue with Stage insert not flashing when open if a movie was also ready

V18.1.10

IMPORTANT — Before installing this code change, first make sure your slingshot sound is NOT 'hit'. After the update you can now select the new 'Kicker' sound.

After installing, check the trough kicker coil settings. Go to Service -> settings -> coils. I suggest a value of 6 to start with. As a reminder, if you enable high power via the coin door switch, you can quickly test the settings by changing the value, saving and then draining a ball. You will see that the balls will start to cycle through, so you can change it on the fly to find the right setting.

Modified — start button will no longer play excessive voice calls when hitting start button with no credits

Modified/added — sounds for outlanes, ramps, slings and magic stand-ups

Modified/added — voice calls for London Cop

Modified — trough kicker logic, now controllable via settings

Modified — graphics for escape letter collection

Modified — service menu to highlight in green the default value when viewing options for a specific settings

Fixed — issue in replay logic that resulted in scored needed for replay to keep dropping below base setting after being boosted.

Added — 'chimping penalty' feature, animation and sounds in straitjacket MB

Modified — inverted straitjacket jackpots now 3X

Fixed — seance MB sometimes being an extended 6 ball MB

Fixed — progress map would show even if second flipper not held

Fixed — 2x Insert from being lit during movies and multiballs

Fixed — Tilt occurring at end of ball carrying over to next ball/player
Fixed — movie chain link lamps not correctly lighting
Fixed — add time arrows staying lit when add time no longer active
Fixed — credit screen sometimes staying stuck on the screen after leaving service menu
Fixed — ball auto-firing after service menu being accessed
Fixed — ball remaining on upper catapult during Trunk multiball
Fixed — Return from beyond starting with some targets already made
Fixed — water torture escape — fixed issue of mode ending on shot to stage when ball bounces out

V18.2.1????

Added — new sound effects and fanfares for king of cards
Added — new fanfare at start of game
Added — new fanfare at start of bullet catch
Added — new music and Fanfares for Handcuff
Added — Tilt events will be ignored for 10 seconds following a ball search to not penalize a player trying to free a trapped ball.
Added -- Tilt Events will be ignored for first 5 seconds of a players ball, so an active bob from a previous player does not result in a warning/tilt.
Added — Flipper Hold Boost — Use if you are finding flippers are being knocked down, can happen with a lower power situation or with flippers power set hot. Will add some buzz to the flippers.
Added — sound check to display test. Random voice calls as well as a left/right sound test will play while in display test.
Added — increasing power for Upper VUK on repeated fallbacks
Added — shaker action to pops
Added — 4 Units for 1 Credit to pricing menu (no clue how I missed that). Also made that the new default.
Added — Houdini quotes to attract mode
Added — misc voice calls
Added — More Houdini trivia to attract mode, with voice calls if attract sounds is set to yes (the new default, owners of games running V18.1.10 would need to change this settings)
Added — Playing/Rule tips to attract mode

Added — a sound will now play if adjusting volume while in attract mode

Added — Binge Champ to attract mode

Added — Scoop Ballsave', provides a very short ball save when balls ejected from the scoop, when not in multiball. Controllable via game settings, has a default of "On'

Added — error message if boot up fails due to connectivity issues with Control system

Added — lower lock inserts above flippers will now light in the Trunk MB color to represents locks. If the locks are also needed for mini-magician modes, they will alternate colors.

Added — shaker action to seance jackpots

Added — Third main music track added

Added — setting for 'Max Service Credits'

Added — light show for jackpots in Straitjacket multiball

Added — mini light show when curtain hit

This info will not be shared outside API until we are officially shipping games with new wiring

Added — Disabling of backglass lighting when in service mode — games shipped prior 2/1/18 will require a minor wiring change,

These have been added, but are still in development, meaning voice calls and animations are still being worked on. Being added so that anyone getting through all of the movie modes or completing all of the escapes is rewarded.

Movie Binge Mini-Magician Mode

Great Jail Escape Mini-Magician Mode

Modified — Mini display will return to splash screen when leaving the display test in service mode.

Modified — Tilt will no longer trigger a credit dot if not activated with 30 games, but will still show as red on the switch test screen.

Modified — high score entry will no longer show a letter after the maximum letters have been entered, but will still let you go to the 'backspace' to remove an incorrect letter.

Modified — ball search to stop search if ball enters and leaves shooter lane.

Modified — Straitjacket MB selection screen to show inverted 3X not 2X

Modified — Scoring value of Water Torture

Modified — fallback handling for scoop

Modified — animations for milkman escape

Modified — new opening screen, with talking Houdini, for walk through walls

Modified — GI now active in most areas of the service menu

Modified — prevent playing of 'jail open' if jail already entered.

Modified — default for sound setting 'stage open announce' and 'stage re-announce' both to false. It is suggested that you review these settings on your machine,

Modified — default for game settings 'Magic Standup Ball Save' changed to 'On'. It is suggested to check your settings and set this to "ON".

Modified — improvements to animations for water torture

Modified — High score screens now show category on top then player

Modified — new animation added to same player shoot again screen

Modified — Elephant to start mode with ball from left trough if available.

Modified — Scoring value of locking balls in the trunk

Modified — scoring value of super jackpot in seance

Modified — secret mission objectives

Modified — increased initial switch and increase values in Needles

Modified — Volume of timer countdown

Modified — speed of balls kicked out of trough when Clearing Houdini's Balls

Fixed — issue where a ball search could occur right when the ball is put into play, if it had been sitting in the shooter lane for a specific amount of time.

Fixed — Clear Houdini's balls would lose 'press start message' if the feature is used more than once.

Fixed — Movie modes not updating mini display correctly or properly

calling out next shot

Fixed — Clear Houdini's balls — would not fully clear left lock

Fixed — Tilts occurring during bonus impacting next ball/player

Fixed — game time including time in shooter lane at the start of a ball

Fixed — Water Torture not announcing orbit shot

Fixed — Water Torture not disabling add-time inserts correctly

Fixed — various timing issues with flipper escape on water torture

Fixed — StageAlley not flashing correctly when in a stage mode

Fixed — Houdini letters not properly updating between players or games

Fixed — Magician pulling an empty item out of hat, when it is the playfield

multiplier advanced award that had already once been achieved..

Fixed — Issue where if no balls are in the main trough the game would start but not put a ball in play

Fixed — Crash caused by secret mission conflicts between players

Fixed — where a ball entering the left lock and a ball draining within a half second of that would cause a pre-mature end to multiball.

Fixed — catapult accuracy tracking, added Upper Catapult tracking

Fixed — low level memory management bug

Fixed — Issue with auto firing of ball from shooter lane at start of player (well, hopefully fixed).

Fixed — setting for number of balls that was limiting it to 4 instead of 5

17.12.28

Yellow arrows now light when add time flashing

Fixed issue where credits screen would get stuck on the display.

Corrected behavior of restore defaults to properly update service mode will correct info.

Support for Replay 'boost' option

Changed trunk to not open until ball is in the air, needs further testing

Fix for incorrect settings of defaults due to original config file in main config directory

Added a left/right sound check to burn-in

Fix bug where on first game after audit clear that doesn't have a successful catapult would crash the machine at end of game

18.0.5?

Fixed Trunk Multiball sound calls giving wrong lock number

Fixed Flipper strength bug preventing strength above 22

Modified settle time on left lock to reduce errors on entry detection.

Add Progress Screen (hold both flippers 3 seconds)