

Bally

THEATRE

Playfield

- a. **Left Outlane:** has ball save feature
 - b. **Left Inlane:**
 - c. **Right Inlane**
 - d. **Right Outlane:** has ball save feature
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- 1. **Hocus Pocus Targets:** light outlane ball saves for 15 seconds
 - 2. **Left Lane:** spot T-H-E-A-T-R-E, collect Extra Ball, Vanish Lock
 - 3. **Tiger Saw Captive Ball:** advance to light Vanish Lock
 - 4. **Left Loop:** multiball lock
 - 5. **Magic Trunk:** spot progress to Illusions
 - 6. **Centre Ramp:** spot M-A-G-I-C, raise **Trap Door**
 - 7. **Right Loop:** multiball lock
 - 8. **Right Ramp:** : spot M-A-G-I-C
 - 9. **Trap Door:** score Basement award
 - 10. **Right Orbit:** advance Clock, start Tiger Saw Multiball
 - 11. **Poof Target:** score 100k



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Gameplay

Illusions (20s timed modes): start via 3 hits to **Magic Trunk**, *Skill Shot* or *Basement* award

- Tiger Saw: shoot **Captive Ball**
- Levitate Woman: shoot **Centre Staircase Ramp**
- Trunk Escape: shoot **Magic Trunk** 4x
- Spirit Cards: shoot spinner at **Right Loop**
- Safe Escape: shoot **Left** or **Right Loop** 3x
- Metamorphosis: shoot **Right Ramp**
- Strait Jacket: hit bumpers 10x via **Left Loop** or **Right Orbit**
- Hat Magic: make **Magic Trunk** hole 3x

Vanish / Tiger Saw Multiball: light with 3x (increases by 3 each time you complete) hits to **Captive Ball**

- Shoot **Left Loop** to vanish ball and score 40 M
- Then shoot **Right Orbit** to start *Tiger Saw Multiball*
- Then shoot **Captive Ball** for Jackpot

Theatre Multiball

- Qualify Lock by spotting M-A-G-I-C on either **Ramp**; lock two balls in **Loops**, then final ball on **Magic Trunk**
- Make **Magic Trunk** for Theatre Jackpot

Theatre Hurry-Up: spot T-H-E-A-T-R-E at **Left Lane**, then make **Magic Trunk** within 10 seconds

Clock / Midnight Madness: advance clock through Skill Shot, *Basement* award or **Right Orbit**

- Advance to 6 o'clock to light Extra Ball
- Advance to midnight to start *Midnight Madness* (hurry-up); shoot **Magic Trunk**

Grand Finale (wizard mode)

- To qualify: 1) spot T-H-E-A-T-R-E 2) advance *Clock* to midnight 3) play *Theatre Multiball* 4) Complete all eight *Illusions*

Basement awards: hit targets either side of **Centre Ramp** 4x to light Raise Trap Door at **Centre Ramp**; make **Centre Ramp** to open **Trap Door**

Extra Balls: directly via *Basement* award, indirectly via Video Mode (also a *Basement* award), advancing to 6 o'clock, making *Vanish* 3x

Skill Shot

- 3 award choices shown on DMD before plunging; plunge to select
- On first ball plunge, hit **Magic Trunk** to make award
- On subsequent plunges of the same ball, hit **Captive Ball** to advance *Clock* by 1 hour