

# Bally Circus Altaire™

## Playfield

- a. Left Outlane
  - b. Left Inlane
  - c. Right Inlane: light Left Ramp for "Spot Marvel"
  - d. Right Outlane
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- 1. Menagerie: hit switches on left or behind ball to progress towards Menagerie marvel
  - 2. Left Loop: collect Extra Ball; start Juggler marvel
  - 3. Left Ramp: lock ball, spot Marvel (lit at Left Inlane)
  - 4. Juggler Saucers: lock balls
  - 5. Ringmaster Loop: spot S-P-I-N
  - 6. Ringmaster
  - 7. WOW Targets: hit 3x to raise Ringmaster
  - 8. Right Ramp: progress towards Acrobats
  - 9. Boom Bumper: raised during Boom!
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- \*. Lite Lock Targets: light lock
  - †. Bally Hoo Targets: light Sideshow



## Gameplay

**Marvels:** complete all 9 to join the Circus; light a row of three to light a corresponding letter in C-I-R-Q-U-S

- **Juggler:** shoot **Left Loop** 3x to light juggler, then 3x again to lock 3 balls and start multiball
  - Make **Left Loop** for jackpots
- **Acrobats:** shoot **Right Ramp** 4x to start
  - Make spinners (**Left Loop** / **Ringmaster Loop**)
- **Ringmaster Frenzie:** defeat **Ringmaster** twice to start 2-ball multiball
  - Hit **Ringmaster** for points
- **Defeated all Ringmasters:** defeated 4 Ringmasters
- **Spin:** complete S-P-I-N via **Ringmaster Loop**
- **Boom!:** complete V-O-L-T via red "Volts" rollovers in front of **Ringmaster** and in **Inlanes** to raise **Boom Bumper**
  - Hit **Boom Bumper** as many times as possible
- **Menagerie (award):** hit **Menagerie** switches enough times to get sequential awards
- **High Wire Multiball:** hit **Light Lock Targets** then lock three balls at **Left Ramp**
  - Make jackpots at **Juggler**, **Right Ramp** and **Ringmaster Loop**
- **Side Show (mystery award):** lit with shots to **Bally Hoo Targets**
  - *Video Mode:* use flippers to jump obstacles
  - *Cannonball Run:* played on backglass: fire as many cannonballs as you can
  - *Popcorn Mania:* hit everything
  - *Neon Multiball (3-ball):* make **WOW Targets** 10x to light Extra Ball at **Left Loop**
  - *Hat Trick:* shoot **Ringmaster** 3x

**Wizard Mode:** start at **Left Loop** or **Right Ramp**

- Level 1: spell C-I-R-Q-U-S via **Menagerie**, **Juggler**, **Left Ramp**, **Ringmaster Loop**, **WOW Targets** and **Right Ramp**
- Level 2: shoot **Ringmaster** then **Left Ramp**; repeat 3x; shoot **Ringmaster** to complete
- Level 3: get 6 jackpots at **Left Loop**, **Right Ramp**, **Ringmaster Loop**; jackpots will add-a-ball
- Level 4: all majors shots score jackpots

**Strike-an-Arc (2-ball frenzy):** make **Left Ramp** multiple times to start; all switches progress towards jackpots

**Ringmaster Battles**

- Spell WOW at **WOW Targets** to raise **Ringmaster** (requires 1 hit first time, then 3 hits); hit **Ringmaster** or **Bally Hoo Targets** 5x to defeat
- From the second Ringmaster defeat onwards, additional 2-ball multiballs are launched with jackpots at **Ringmaster**
  - **Frenzie (2 defeats):** see *Marvels*
  - **Razz (3 defeats):** collect Extra Ball at **Left Loop**; first jackpot at **Ringmaster** is hurry-up that determines future jackpot values
  - **Special (4 defeats):** increase jackpot value at spinners (**Left Loop** / **Ringmaster Loop**)
  - **Ringmaster Battle (5 defeats):** hit **Ringmaster** multiple times to finish; drained balls are replunged but add additional shot requirements to defeating the Ringmaster; take too long to hit **Ringmaster** and shot count is decremented