

Secret Agent rule sheet

General rules

The arrows pointing to shots are split in half. The left half of the arrow blinks when a shot is lit for a mission. The right half of the arrow blinks for multiball locks and jackpots.

Modes

This game refers to regular modes as “missions”, and the mini-wizard modes for each villain as “showdowns”. Like on Stern Star Trek, the player selects a mission at the beginning of each ball. Missions do not have a timer, and will continue after a drain. This means that it is not possible to lose a mission without a full game over. Missions only end when the objective is completed. After a mission is completed, shoot the upper saucer to start a new mission. If the last shot of a mission is the upper saucer, shooting it will complete the mission and allow you to start a new mission in one shot.

It is possible to stack missions with multiballs, and even to start new missions during a multiball. However, showdowns and multiballs are mutually exclusive.

Missions have a normal and a difficult variation. The difficult variation requires more shots to complete. If you have already played one mission associated with a villain, the second mission for that villain will be the difficult variation.

Multiballs

All six of the villain multiballs can be active at the same time. Starting a new multiball while another is active will add balls and start a ball save. For a short period after losing a multiball, it is possible to revive it by starting another multiball.

Collecting enough jackpots in a multiball will light a super jackpot at the side ramp. If you light super jackpots from several multiballs, you can collect all of them with one shot to the side ramp. Collecting a stack of super jackpots awards significantly more points than collecting the super jackpots individually.

Number of super jackpots lit	1	2	3	4	5	6
Total value	30,000	90,000	180,000	300,000	450,000	630,000

Showdowns

To light showdowns, complete both missions for a villain, and collect a super jackpot in that villain's multiball. When you usually select a mission, you will instead select a showdown if any are lit. The exception is if a multiball is running, in which case a mission will be started even if a showdown is ready.

Like missions, showdowns can only be lost by a game over, as they have no time limit and will resume after a drain. During showdowns, multiballs cannot be started, and no progress toward any multiball is available.

The first time you deal damage to the villain in a showdown, the next Bag of Tricks award will be adding balls into play. This is only available once per showdown.

CYBER VILLAIN

Shots associated with the Cyber villain have **green** arrows.



Mission 1: Information Superhighway

The mode alternates between hitting lit targets and hitting lit shots. For this mode, the turntable counts as a set of orange targets instead of a shot. After hitting a target, all targets of the same colour will unlight. After hitting a shot, that shot will unlight.

Normal variation: 3 target colours, 3 shots

Difficult variation: 5 target colours, 5 shots

Mission 2: Beware Glitches!

All shots are lit and will not unlight. However, hitting any standup or drop targets will cause three magnets under the playfield to pulse.

Normal variation: 6 shots

Difficult variation: 10 shots

Cyber Multiball

Hit the spinner to light multiball at left loop. An LED display in the left loop will show how many spins are left until Cyber Multiball is ready. When Cyber Multiball is ready, the LED display will show a spinning pattern, and shooting the left loop will start Cyber Multiball. Cyber Multiball starts as a two ball multiball.

1st multiball

60 spins are needed to light Cyber Multiball.

2nd multiball

90 spins are needed to light Cyber Multiball.

3rd multiball

120 spins are needed to light Cyber Multiball.

4th and subsequent multiballs

150 spins are needed to light Cyber Multiball.

Jackpots and super jackpots

The jackpot value in Cyber Multiball is smaller than other multiballs, but if several jackpots are hit in succession, the value is multiplied and the jackpots count as multiple jackpots toward lighting the super jackpot. Hit 15 jackpots after multipliers to light the Cyber Multiball super jackpot.

During Cyber Multiball, the LED display in the left loop will show how many Cyber jackpots are left to light the Cyber Multiball super jackpot.

Cyber Showdown

Hit either three adjacent shots, or one shot three times, to attack. Every 20 seconds, the villain attacks, clearing all progress on one shot and causing that shot not to count until the next attack. During Cyber Showdown, the LED display in the left loop will show how many seconds remain until the villain attacks. Attack the villain 4 times to win. After completing Cyber Showdown, all points from the left loop are doubled until the end of the game.

WATER VILLAIN

Shots associated with the Water villain have **blue** arrows.

Mission 1: Shark Attack

Four shots lit are lit blue. Hitting one moves that shot and an adjacent shot.

Normal variation: 6 shots

Difficult variation: 10 shots

Mission 2: Submarine Leak

Three shots are lit blue. After 20 seconds, the mode shots move to another shot.

Normal variation: 6 shots

Difficult variation: 10 shots



Water Multiball

Hit the blue standup target to light the least recently hit shot with a blue arrow. Lighting a shot counts as hitting it with regards to "least recent". After hitting a blue shot, lock balls at the upper saucer.

1st multiball

The blue target lights two blue arrows. Blue arrows time out after 16 seconds. One blue arrow is needed to light a lock. Only one lock can be lit at once.

2nd multiball

The blue target lights one blue arrow. Blue arrows time out after 16 seconds. One blue arrow is needed to light a lock. Only one lock can be lit at once.

3rd multiball

The blue target lights one blue arrow. Blue arrows time out after 12 seconds. One blue arrow is needed to light a lock. Only one lock can be lit at once.

4th and subsequent multiballs

The blue target lights one blue arrow. Blue arrows time out after 12 seconds. Two blue arrows are needed to light a lock. Only one lock can be lit at once.

Jackpots and super jackpots

During Water Multiball, hit roving blue arrows for jackpots. Hit the blue target to add arrows. Hit six blue jackpots to light the water super jackpot.

Water Showdown

Water Showdown starts as a 4 ball multiball, and consists of three stages.

1. Hit 1 loop, 1 ramp, 1 saucer, 6 targets
2. Hit 2 loops, 2 ramps, 2 saucers, 12 targets
3. Hit 3 loops, 3 ramps, 3 saucers, 18 targets

After completing Water Showdown, all points from the upper saucer are doubled until the end of the game.

FIRE VILLAIN

Shots associated with the Fire villain have **red** arrows.

Mission 1: The Floor is Lava

Hitting unlit shots changes the lit shots.

Normal variation: 6 shots

Difficult variation: 10 shots

Mission 2: Flying Embers

Switch hits, aim for the spinner and bumpers

Normal variation: 125 switches

Difficult variation: 200 switches



Fire Multiball

Rules

Spell FIRE at the bottom lanes to light lock, lock balls at left ramp.

1st multiball

Complete the FIRE lanes to light a lock. Up to three locks can be lit before locking a ball.

2nd multiball

Complete the FIRE lanes to light a lock. Only one lock can be lit before locking a ball.

3rd multiball

Complete the FIRE lanes to light a lock. Rolling over a lit FIRE lane unlights it, but a lit lock can't be unlit. Only one lock can be lit before locking a ball.

4th and subsequent multiballs

Complete the FIRE lanes to light a lock. Rolling over a lit FIRE lane unlights it, and a lit lock can be unlit. Only one lock can be lit before locking a ball.

Jackpots and super jackpots

Extinguish all fires indicated by red arrows to light the super jackpot. Fires start at the left saucer and right ramp, and spread every 20 seconds. Fire Multiball starts with the left fire spread once and the right fire spreading in 10 seconds.

Fire Showdown

1. All shots are lit white. Hit two different white shots. After both are hit, the first shot that was hit will be lit blue and the second will be lit green.
2. Hit the blue and green shots, in any order.
3. All shots that have not been blue or green are lit white, Hit one white shot. That shot will then be lit yellow, and the previous blue and green shots will relight.
4. Hit the blue, green, and yellow shots, in any order.
5. All shots that have not been blue, green, or yellow are lit white, Hit one white shot. That shot will then be lit red, and the previous blue, green, and yellow shots will relight.
6. Hit the blue, green, yellow, and red shots, in any order.

After completing Fire Showdown, all points from the left ramp are doubled until the end of the game.

Color	White	Blue	Green	Yellow	Red
Value	8,000	16,000	32,000	48,000	64,000

EARTH VILLAIN

Shots associated with the Earth villain have **orange** arrows.

Mission 1: Not a drill!

4 shots lit, hitting a lit shot moves it to a mirrored position.

Normal variation: 6 shots

Difficult variation: 10 shots

Mission 2: Lights out

Rules

Hit targets to light adjacent shots.

Normal variation: 6 shots

Difficult variation: 10 shots

Earth Multiball

Rules

Hit the orange standup target bank at the turntable. The turntable rotates to allow locking balls behind it. A magnet can help drag the ball into the lock, unless another multiball is running.

1st multiball

One hit to the orange target bank lights a lock. A magnet helps when locking a ball.

2nd multiball

Two hits to the orange target bank light a lock. A magnet helps when locking a ball.

3rd multiball

Two hits to the orange target bank light a lock. The player needs to shoot the ball into the open turntable to lock it.

4th and subsequent multiballs

Three hits to the orange target bank light a lock. The player needs to shoot the ball into the open turntable to lock it.

Jackpots and super jackpots

The Earth jackpot alternates between the turntable and three shots that cycle. Hit six Earth jackpots to light the Earth super jackpot.

Earth Showdown

Rules

Earth Showdown starts as a 4 ball multiball. Winning the mode requires three shots into an open turntable. At first, four lit orange shots are required to open the turntable, and the turntable stays open for 15 seconds. During Earth Showdown, the LED display in the left loop will show



how many seconds remain until the turntable closes. If the player runs out of time, they will need to hit shots again to reopen the turntable, but for each miss, either the time increases or the number of shots required decreases. Each successful shot into the turntable closes it. The requirement to open the turntable then resets to four lit shots and the time it stays open resets to 15 seconds. After completing Earth Showdown, all points from the turntable are doubled until the end of the game.

AIR VILLAIN

Shots associated with the Air villain have **purple** arrows.

Mission 1: Dogfight

Moving shots, arc narrows and speeds up (Space invaders)

Normal variation: 6 shots

Difficult variation: 10 shots

Mission 2: No parachute

Hit ramps, the side ramp counts as 2

Normal variation: 6 shots

Difficult variation: 10 shots



Air Multiball

Spell AEROBASE from shots to light Air Multiball. Air Multiball is a two ball multiball, and it can be started at the right ramp once it is lit.

1st multiball

At most four AEROBASE letters are lit at once.

2nd multiball

At most two AEROBASE letters are lit at once.

3rd multiball

At most one AEROBASE letter is lit at once.

4th and subsequent multiballs

Shots must be hit twice to activate their AEROBASE letter.

Jackpots and super jackpots

The three shots that light the Air Multiball jackpot are the turntable, the upper saucer, and under the upper flipper. Shooting one of those shots will light an Air jackpot at the right ramp.

Shooting two or three of those shots before collecting the air jackpot will light a double or triple Air jackpot, respectively. Light the Air super jackpot by collecting 5 air jackpots. A double Air jackpot counts as two jackpots toward lighting the super jackpot, and a triple air jackpot counts as three.

Air Showdown

To beat Air Showdown, the Air villain needs to take 100 hit points of damage. Five moving shots in an arc will be lit, colored orange – red – purple – red – orange. If you hit one of the lit shots, it will do damage according to this table:

Color	Damage	Points
Orange	4 HP	14,000
Red	6 HP	21,000
Purple	8 HP	28,000

If the shot was hit as a combo, it will do 50% more damage (and, like all other combos, score twice as many points).

When the Air villain has 75 hit points or less, the lit arrows will move between shots faster. When the Air villain has 50 hit points or less, the lit arrows will move between shots backwards. When the Air villain has 25 hit points or less, magnets will pulse when you hit drop targets or standup targets.

After completing Earth Showdown, all points from the right ramp are doubled until the end of the game.

ICE VILLAIN

Shots associated with the Ice villain have *white* arrows.

Mission 1: Gondola lift

Lit shots alternate between being to the left and to the right of the most recently hit shot.

Normal variation: 6 shots

Difficult variation: 10 shots

Mission 2: Avalanche

Hit lit shots or targets from the top of playfield to the bottom. Two shots will be lit.

Normal variation: 6 shots

Difficult variation: 10 shots (sometimes the "shot" is a target bank)

Ice Multiball

Spell ICE from the right drop targets. Lock balls at the right loop.

1st multiball

Complete the ICE targets to light a lock. Up to three locks can be lit before locking a ball.



2nd multiball

Complete the ICE targets to light a lock. Only one lock can be lit before locking a ball.

3rd multiball

Complete the ICE targets to light a lock. The drop target bank will reset if no target is hit after 16 seconds. Only one lock can be lit before locking a ball.

4th and subsequent multiballs

Complete the ICE targets to light a lock. The drop target bank will reset if no target is hit after 12 seconds. Only one lock can be lit before locking a ball.

The Ice jackpot starts at left ramp, and moves three shots to the right (wrapping around) when the last Ice jackpot is hit. Clearing the drop targets will light two Ice jackpots in the next two spots that the Ice jackpot would have moved to. Hit 5 Ice jackpots to light the Ice super jackpot.

Ice Showdown

Ice Showdown starts as a 4 ball multiball. The goal is to hit a set number of switches, after which white arrows will light up. After hitting a lit white shot, the player needs to hit switches again before the next white arrows are lit. Defeating the Ice Villain requires shooting four lit white arrows.

Lighting the first set of white arrows requires 50 switches. The next sets of white arrows require 60, 70, and 80 switches respectively. Any white arrows that are hit will not be in any following sets of white arrows.

After completing Ice Showdown, all points from the right loop are doubled until the end of the game.

Bag of Tricks

Bag of tricks is this game's mystery award. Hit all four of the turquoise standup targets to light the Bag of Tricks award under the upper flipper. The Bag of Tricks awards can be leveled up by completing the turquoise targets multiple times. Hitting the saucer under the upper flipper with an alley pass through the left inlane will add two levels to Bag or Tricks. There are five tiers of awards, and the tier of the award depends on the level of Bag of Tricks according to this table:

Level 1	2 / 3 chance of a tier 1 award, 1 / 3 chance of a tier 2 award
Level 2	1 / 3 chance of a tier 1 award, 2 / 3 chance of a tier 2 award
Level 3	2 / 3 chance of a tier 2 award, 1 / 3 chance of a tier 3 award
Level 4	1 / 3 chance of a tier 2 award, 2 / 3 chance of a tier 3 award
Level 5	2 / 3 chance of a tier 3 award, 1 / 3 chance of a tier 4 award
Level 6	1 / 3 chance of a tier 3 award, 2 / 3 chance of a tier 4 award
Level 7	2 / 3 chance of a tier 4 award, 1 / 3 chance of a tier 5 award

Level 8	1 / 3 chance of a tier 4 award, 2 / 3 chance of a tier 5 award
Level 9	Always a tier 5 award

The awards are as follows:

Award	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5
Points	6,000	10,000	15,000	25,000	40,000
Playfield X	Spot one yellow target	Spot two yellow targets	Light 2X playfield	Start 2X playfield	Start 3X playfield
Bonus X	+1 bonus X	+2 bonus X	+3 bonus X	+4 bonus X	+6 bonus X
Ball save	8 seconds	12 seconds	16 seconds	24 seconds	Multiball extender
Multiball	Advance one multiball	Advance two multiballs	Light one lock	Light two locks	Start one multiball
Level up	Re-light Bag of Tricks with two more levels				N/A

The game keeps track of how many levels of Bag of Tricks each player has collected. When that count is 9 or more, the next Bag of Tricks award will be to light an extra ball, once per game. Collect lit extra balls at the upper saucer.

Combos

If a shot is hit when the combo light for that shot is blinking, that shot is worth twice as many points. This does not stack with the permanent shot doubling from completing showdowns. The side ramp always counts as a combo, and always scores double.

Playfield Multiplier

Hit the yellow standup targets to light the playfield multiplier. Start a lit playfield multiplier by shooting under the upper flipper. The playfield multiplier lasts for 30 seconds.

Starting a playfield multiplier with a 2X multiplier active will start a 3X multiplier and reset the timer to 30 seconds.

Starting a playfield multiplier with a 3X multiplier active will reset the timer to 30 seconds.

If no playfield multiplier is active, the two banks of yellow targets need to each be hit twice to light a playfield multiplier. Which target in the bank is hit doesn't matter.

If a 2X playfield multiplier is active, all four of the yellow targets need to be hit once to light a playfield multiplier.

If a 3X playfield multiplier is active, four blinking yellow targets need to be hit once to light a playfield multiplier. At most two of the yellow targets will be blinking.

Mini wizard mode: Total Mayhem

Total Mayhem can be started after completing 6 modes. The mode is a 6 ball multiball that lasts for 60 seconds and has constant ball save. All 8 shots and 12 targets are lit, and will unlight when hit. Completing the shots and targets will end the mode and light an extra ball, once. If an extra ball has already been awarded from this mode, 100,000 points will be awarded instead. When the mode ends, all balls are drained, then the game launches a new ball.

Wizard mode: Evil United

Evil United can be started after completing 12 modes. The mode is a 6 ball multiball. It acts similar to a stack of all six multiballs, except each villain's jackpot is its own shot, and hitting three jackpots at one shot will light a super jackpot.

Super wizard mode: Top Super Secret

It wouldn't be very secret if I just wrote it down, would it?