

SUPER-SKILL PINBALL 4-CADE

Use strategy, skill, timing, and a little bit of luck to get the highest score!

This is a demo kit for **Super-Skill Pinball: 4-Cade**. The base game includes four different themed pinball "tables." This kit includes a printer-friendly version of the beginner table, **Carniball**, which teaches the basics of play. These rules and layout are not final.

GOAL

Compete against your friends or play solo. Either way, your goal is to score as many points ★ as possible!

SETTING UP THE GAME

To begin the game, each player fills the first ball on their table.

Place one of your tokens in the space at the top of the table labeled "**Start**."

Set aside your other token for now.

HOW TO PLAY

A complete play session is divided into three "balls." In each ball, you will take several turns. Players are independent of each other, so your choices may result in your game being longer or shorter than your opponents'.

STEP 1: ROLL THE DICE

To start a turn, a player rolls the two dice.
(Tip: Choosing a designated roller helps keep the game moving at a nice pace.) All players must share this roll, but do their turns independently.

STEP 2: MOVE YOUR TOKEN

Usually, you must move your token to a lower zone. (Note: The Carniball table is divided into four zones, noted by a dotted lines.)

If your token starts a turn on a flipper, you may move it up to a higher zone, with some restrictions described later in these rules.

You may voluntarily skip a zone and move your token further down.

STEP 3: FILL A SPACE

You **MUST** fill an empty space in your token's new zone. You may only fill an empty space. The space must correspond to one of the die results. Some spaces only correspond to a single result (Ex: Bumpers), while others correspond to two or more results (Ex: Ferris Wheel Cars).

After all players take their turn, roll the dice again.

END OF GAME

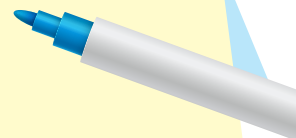
Your ball ends if you can't legally fill a space or if you fill the spaces on the outlanes (the outer 1 and 6). Then clear all the spaces bordered with dashed lines. Your game ends at the end of your third ball.

ALL PLAYERS SHARE...

- 1 copy of these rules.
- 2 standard 6-sided dice.

EACH PLAYER NEEDS...

- 2 "pinball" tokens. We like to use coins, but glass beads work well, too.
- 1 pencil with a good eraser. If you laminate this kit, you can use a dry-erase marker instead.
- 1 copy of the **Carniball** demo table. It's best in color, but still functions in gray scale.



THE ZONES OF CARNIBALL

From the Start space, move your token to the Ferris Wheel zone.

FERRIS WHEEL ZONE

You start here at the beginning of each ball. When you fill all three Ferris Wheel cars, you earn a **Skill Shot**, explained on the next page.

Clear the cars if all three are filled.



BUMPER ZONE

Filling a bumper space is worth one point ★. Clear the bumper spaces if all 12 are filled.

You may keep your token in this zone on the next turn by filling another bumper space. You may not stay on the same bumper. You may only move clockwise to the next bumper. However, if the Bumper Bonus is active, you may also move counterclockwise.



TARGET ZONE

Filling a target earns one point ★.

When you fill all three yellow targets, you earn one of the yellow bonuses, which are explained on the next page. Then clear those targets.

When you fill all four red targets, you earn one of the red bonuses, which are explained on the next page. Then clear those targets.



FLIPPER ZONE

Each flipper has three boxes that you can fill to keep your token in play. In addition, there are two inner lanes with a 2 and a 5. You may move the ball through this lane, score 2 points, then immediately move the ball onto the flipper without filling another box.

- The yellow flipper sends your token back up to any feature colored yellow: The Ferris Wheel, the Bumpers, and the Yellow Targets.
- The red flipper sends your token back up to any feature colored red: the Bumpers, the Feat of Strength, and the Red Targets.

The OUTLANES have a 1 and 6. If you fill one of these, you score 2 points for each filled red or yellow flipper space, then your ball ends.



SPECIAL FEATURES IN CARNIBALL

SKILL SHOT

When you earn a Skill Shot, circle one of the numbers beside the Ferris Wheel.

You may have multiple Skill Shots circled, but you may not circle a number that is already circled.

A Skill Shot allows you to use any circled number instead of a die result. After using a Skill Shot, erase the circle.



FEAT OF STRENGTH ("HAMMER" SPACES)

This is a special zone that may only be reached from the red flipper.

Each space in this zone must be filled in sequence, from 1 to 6.

Each target has a different point value, ranging from zero to twenty.

Clear the Feat of Strength spaces when you fill all six.

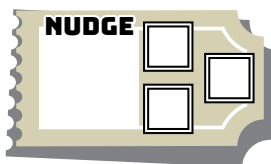
The token falls from here to the Target zone.



NUDGING

After the roll, you may change one of the dice to a different number if you want. This is called "Nudging" the ball. Be careful – you may Tilt!

To Nudge, fill one of the double-line boxes and write the difference between the new and old numbers in the large Nudge box.



Note that the die is NOT actually turned or changed for other players. Nudging only affects you.

- You can only Nudge one of the dice – not both.
- You can use Skill Shots in addition to Nudging.
- If you've used all your Nudge boxes, you can no longer Nudge for the rest of the game. Nudge boxes are never cleared.
- You MAY NOT Nudge a ball if nudging makes you lose the ball. For example, you cannot nudge a 5 into 6 and have it go down the right outlane, where it is lost. Note that you may Nudge to AVOID losing a ball.

Example: The roll as a 1/3, but you really want a 4. You decide to Nudge the 3 into a 4, cross off a Nudge Box, and write down '1' as the Nudge Amount.

TILTING

If you nudge, you may TILT on the next roll.

- ✓ If the difference between the two dice results is greater than or equal to the amount you wrote in the NUDGE box, you are OK. Erase the number you wrote under NUDGE.
- ✗ If the difference is less than the number, you tilted! The ball immediately ends. Erase the number you wrote under NUDGE.
- You cannot use Skill Shots to avoid a Tilt.
- If you Tilt during Multiball you lose both balls.

BONUSES

Bonuses are special effects that change the normal rules of the game.

FLIPPER PASS

Both red and yellow flippers can be used to hit any feature, regardless of color.



OUTLANES DOUBLED

Outlanes (the outer 1 and 6 in the flipper zone) are worth 4 points per filled flipper box instead of 2. This stacks with Multiball.



FILL TWO HAMMER SPACES

Fill the next two Feat of Strength spaces and score the points shown.

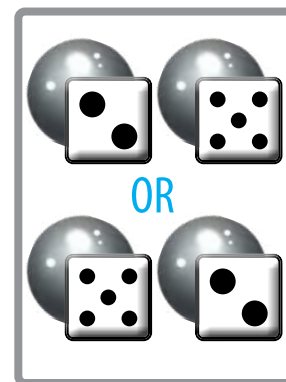


MULTIBALL

Place your second token on the **Start** area.

On the next roll of the dice, you must assign one result to one token and the other to the second token. You may not use the same die for both.

You move and get any bonuses from one ball before you evaluate the second ball. For example, you may move one ball to gain a Skill Shot and then use that Skill Shot immediately for the second ball.



Multiball ends when you *start* a turn with only one active token. So you get any special multiball bonuses on the turn you lose one (or both) balls.

If Multiball is already active, you may not gain it again until you lose one.

While multiball is active, all points scored are doubled.

BUMPER BONUS

Bumper scores are doubled. This stacks with Multiball (so points would be quadrupled).

In addition, you can move both ways around the bumpers.



BONUS POINTS

This bonus may be taken each time a complete set of targets are filled.

LINES

The type of line around a space reminds you when it gets cleared.

SOLID: Clear when this set of spaces is complete.

DASHED: Clear this after each ball.

DOUBLE: Never clear. This space can only be filled once.



Game Design: Geoff Engelstein

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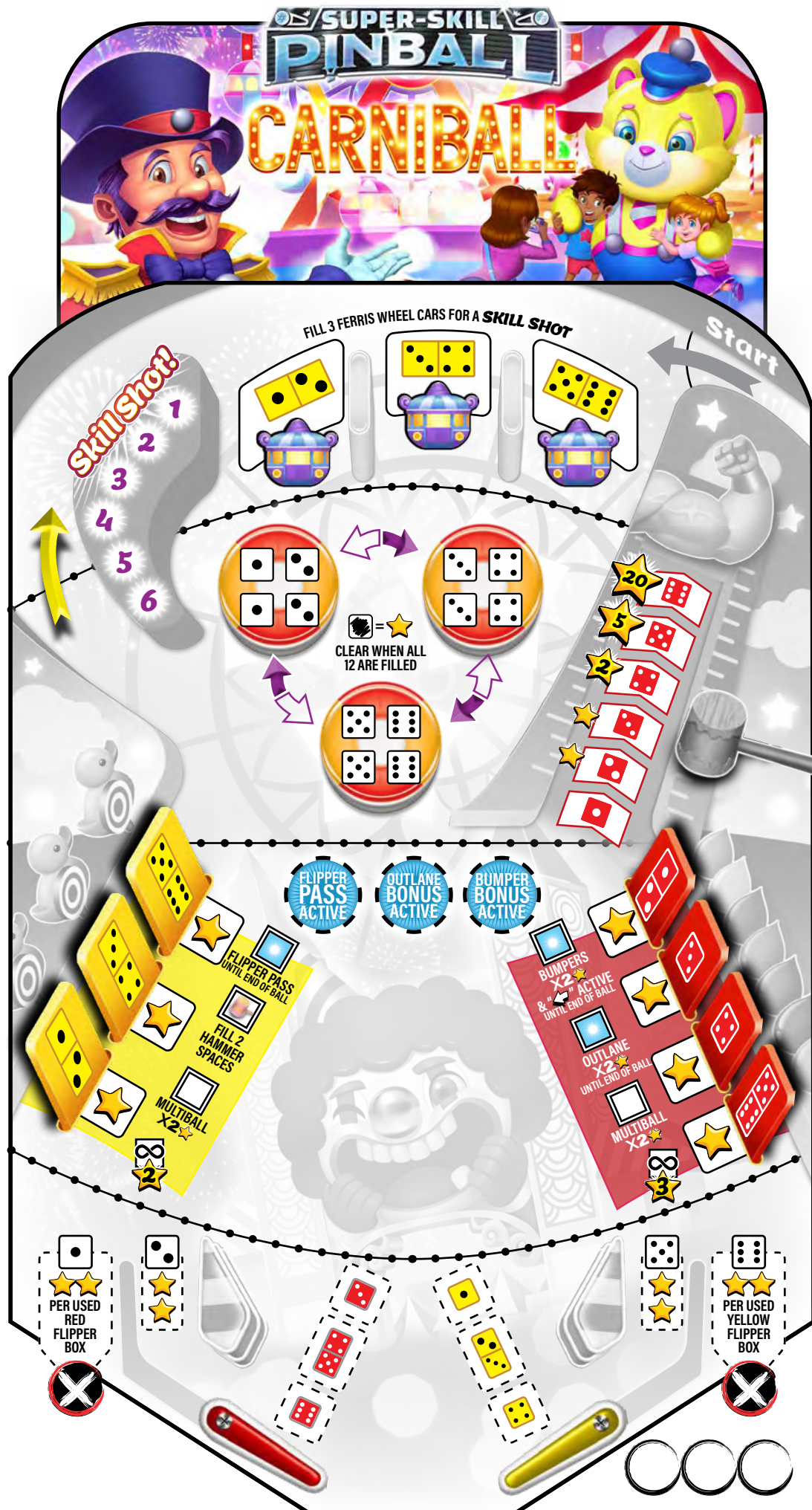
Anderson, Lisa Brandon, Crystal Pisano, Tom McKendree, and all those at Metatopia and Grandcon that were gracious enough to test it out.

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NUDGE

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A ROLL & WRITE PINBALL GAME BY GEOFF ENGELSTEIN

20
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