

# Ninja Eclipse Ruleset

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## 1. Skill Shots

**Skill Shots will be available at the start of a new ball. These will be random in standard settings and in a specific order in tournament settings. Complete skill shots for points and other rewards. Point values vary by difficulty.**

- A. Stealth Skill Shot: Plunge into lit shadow lane.
  - Awards points
  - Advances Bonus Multiplier +1X (once per game)
- B. Death Blow Skill Shot: Plunge into lit shadow lane, then hit critical hit newton ball.
  - Awards points
  - Advances Bonus Multiplier +1X (once per game)

C. Infiltration Skill Shot: Full plunge, shoot right orbit, shoot sword ramp.

- Awards points
- Lights Battle
- Advances Bonus Multiplier +1X (once per game)

D. Jonin Skill Shot: Short plunge, shoot Jonin target.

- Awards points
- Lights Battle
- Advances Bonus Multiplier +1X (once per game)

## 2. Obake Minion Battles

**Battle Oni Nisshoku's minions by hitting the castle gate (drop target) then hitting the ball into the castle. A magnet will stop the ball for the player's choice of battle selection.**

- Battles carry over ball to ball without timers. The exception is the Tengu battle which ends if the player wins, or runs out of flips.
- Battles are numbered. The higher the number is, the more difficult, and more valuable the mode will be.
- A health bar, and text show how many shots are left in each mode.
- The final shot is always the castle which is lit for an Obake super jackpot.
- Before collecting your Obake super jackpot, the sword ramp will be lit for "Fury Frenzy." Loop the sword ramp to build a point value, and collect it by hitting the newton ball.

Gashadokuro:

- Hit the castle drop target several times, then the newton ball, then the drop target several more times.
- Difficulty settings determine the number of shots required.
- Hitting standup targets will increase playfield illumination.

Akkorokamui:

- Hit lit ramp shots.
- Difficulty settings determine the number of shots required.

### Nukekubi:

- Hit shots floating around the playfield. Hitting shots can pause movement until a shot is hit to continue to the next phase.
- Difficulty settings determine the number of shots required, and the shot movement speed.

### Hanzaki:

- Hit the spinners, and then “inner” major shots.
- Difficulty settings determine the number of shots required.

### Tengu:

- This is a limited flip mode. The number of flips remaining is on screen.
- Shots are lit one at a time. Hitting the lit shot adds to your flips, and draining takes additional flips away.
- Difficulty settings determine the number of starting flips, and how many flips are rewarded when you hit a mode shot.
- This battle can only be won or lost during your ball. If a player runs out of flips but keeps the ball in play, all progress in this battle is lost. The player can relight the battle and try again.

### Rokurokubi:

- There are two types of lit shots. Hit darker purple shots to advance the mode. Avoid the “illusory” lighter purple shots, which will turn into darker purple shots if hit, adding to the mode’s required shots.

### Yurei:

- Hit the roving blue shot to advance. This shot can only move onto shots lit green. Hitting a green shot unlights it, and the blue shot can no longer move there.
- Difficulty settings determine the number of shots required.

### Omukade:

- Hit the moving yellow shots to advance the mode. Green shots will not advance the mode, or punish the player if hit.
- Occasionally, shots will briefly stop moving, giving a player a window to hit a stationary shot.
- Difficulty settings determine the number of shots required, and the movement speed.

## 3. Ninja Storm Multiball

**Ninja Storm Multiball is the game's main multiball. Light locks by hitting the 2 stand up targets surrounding the Backflip (center) ramp. Lock 3 balls on the Iga (right) ramp. Difficulty settings alter the number of shots required to light locks.**

### Objectives:

- Each major shot will be lit blue. Hitting a blue shot changes it to a pink shot. Pink shots are jackpots, and can be collected any number of times, until the super jackpot is collected.
- Collecting all blue shots will light a super jackpot on the sword ramp, which can be collected again and again by looping the sword ramp. Once looping stops, all pink jackpot shots will unlight, and return to being lit blue.
- This time, blue shots require more hits before changing to pink jackpots. Once all shots are pink, the super jackpot will light on the sword ramp.
- Players can add a ball to multiball two different ways:
  - A. The first collected mystery award during a multiball will add another ball into play, and start a short ball save timer.
  - B. Hit the Firestorm targets (located above the critical hit newton ball) enough to light the newton ball. Hitting it will add another ball into play, and start a ball save timer. Firestorm can only be activated once per multiball.

## 4. Kami

**Collect Kami allies at the Shrine (right) Scoop to aid you in your quest. Kami allies will give the player many different perks to help them in their journey. Kami will be lit for collection at the start of your game, and can be relit by shooting the guardian statue stand up targets near the Dojo (left) and Shrine (Right) Scoops. Difficulty settings determine the number of shots required to light this feature.**

### Kami 1: Susanou

- Level 1: Awards additional points for hitting targets and pop bumpers. Awards extra points for target bank completions.
- Level 2: When bumpers are hit, lit samurai targets will rotate 1 position to the right, which can give players an “easier” samurai target to hit.
- Level 3: Extends ball save times by an additional 8 seconds
- Level 4: Allows one additional kickback to be stored

### Kami 2: Hachiman

- Level 1: Rewards additional points for hitting mode shots
- Level 2: Increases boss mode Obake Jackpot (final shot) values
- Level 3: Lights Extra Ball at Shrine Scoop
- Level 4: Increases Boss Mode Bonus Multiplier by 2x

### Kami 3: Raijin

- Level 1: Rewards additional points for hitting initial (blue) multiball shots
- Level 2: Increases multiball jackpot awards
- Level 3: Adds 1 additional ball to Ninja Storm Multiball
- Level 4: Allows a quick restart of Ninja Storm Multiball at the Iga (right) ramp if multiball ends before the player scores a super jackpot.

### Kami 4: Ebisu

- Level 1: Rewards additional points for lighting and collecting mystery awards
- Level 2: 1 GEAR insert is always lit
- Level 3: Gives higher chances for higher value Mystery awards
- Level 4: Allows player to choose between 2 mystery awards

### Kami 5: Amaterasu

- Level 1: Rewards extra points for bell collection

- Level 2: Rewards extra points for each spinner hit
- Level 3: Add 2x multiplier to “Bells Collected” bonus
- Level 4: Increases base jackpot values for final boss fight

#### Kami 6: Kitsune

- Level 1: Rewards additional points for each combo
- Level 2: Reduces the number of combo shots to the Iga (center) ramp needed to start Combo Frenzy by 1
- Level 3: Extends timer on Combo Frenzy by 15 seconds
- Level 4: Doubles Combo Frenzy scores and adds bonus multiplier to combo and sword ramp loop end of ball bonuses

#### Kami 7: Omoikane

- Level 1: Rewards additional points for each Jonin target hit, and additional points to Ninja Hurry-up completion
- Level 2: Rolling over left inlane rollover briefly lights Jonin target for extra points
- Level 3: Hit Jonin 4 times to give the next shot made a 2x multiplier for the rest of the ball. After draining, the multiplier is lost, and must be re-qualified, and put on a shot again. Additional qualifications require +1x hit to the Jonin Target.
- Level 4: After successfully hitting a Jonin Hurry-up when a battle begins, hit it again within 8 seconds to add an additional +1X to boss mode scoring.

#### Kami 8: Ryuujin

- Only available before the first boss battle.
- Deactivates all other Kami rewards, puts all difficulty settings to most difficult settings, and increases shots needed on minion battles. If the player doesn't reach the final Celebration Wizard Mode (finish the game) the majority of their points are TAKEN AWAY. If a player does finish the game, when they are getting their final bonus calculated, they are rewarded a MASSIVE bonus, and bonus multiplier for taking the risk.
- Not available in tournament settings.

## 5. Mystery Awards:

**Light mystery by rolling over inlanes, and outlanes to light “G,” “E,” “A,” and “R”. Mystery is collected at the Dojo (left) scoop.**

Mystery will randomly award any of the awards listed below, though some are more rare than others. If tournament settings are enabled, each player will collect mystery awards in the same order.

- A. Light Battle
- B. Small Points
- C. Big Points
- D. Light Kami
- E. Add Time (to running modes such as Ninja hurry-up, Combo Frenzy, or Fury Frenzy)
- F. Locate 1 Bell
- G. Advance Bonus Multiplier
- H. Light 1 Ninja Storm Lock
- I. Award Kickback (unless player already has maximum stored kickbacks)
- J. Light all Ninja Storm Locks
- K. Start Ninja Hurry Up
- L. Start Combo Frenzy
- M. Start Spinner Frenzy (only available after the player has collected all bells)
- N. Advance Playfield X
- O. Level up Kami Award (only can be rewarded if the player has a Kami already)
- P. Start Ninja Storm Multiball
- Q. Award +1 tilt warning
- R. Extra Ball Lit

## 6. Bells/Spinner Frenzy

**There are 6 bells available to collect at each spinner. Collecting bells can earn points, start Spinner Frenzies, and light Spirit Multiball.**

- Hitting spinners locates bells, and lights “Collect Bell” at Shrine (right) scoop. Collect bells by hitting the scoop. Located bells are indicated by lighting a flashing bell insert, while collected bells are solid. Located bells do not carry over between balls, while collected balls do.

- Each spinner has 6 inserts that indicate how many bells you've located, and collected.
- Once a player collects 6 bells on a spinner, Spinner Frenzy begins. In this mode, for 30 seconds, all spinner scores on that spinner will be 2x.
- After a player collects all 12 bells, (6 per spinner) start Spinner Frenzy can become a mystery award.
- Collecting all 12 bells also qualifies Spirit Multiball (see next section).

## 7. Spirit Multiball

**Spirit multiball is an award for collecting all 12 spinner bells. This multiball serves as a helper for any battle or other objectives that you are working on completing.**

- Spirit Multiball has no mode shots, but increases overall playfield shot values, and provides some safety.
- Once all 12 spinner bells are collected, you can qualify Spirit Multiball by first hitting either of the spinners to charge up the newton ball, then hit the newton ball when it is flashing red. After hitting the newton ball, a ball lock is lit at the Castle. Once a ball is locked, another ball is sent into play and the multiball can be started by hitting the castle gate, releasing the second ball into play.
- Spirit Multiball may be started throughout the rest of the game, but can be limited in game settings.

## 8. Comby Frenzy

**Combo Frenzy is a timed mode in which completing combos scores additional points.**

- Combo Frenzy is started by hitting the Backflip (center) ramp several times in a row. Difficulty settings determine the number of shots required.
- Once started, the player will have a time limit to score as many combos as they can.
- To start subsequent Combo Frenzy modes, it will take additional combos to the Backflip (center) ramp.



## 9. Jonin Target/Hurry Up

**The Jonin Target, located just underneath the Iga (right) ramp, is crucial to achieving high scores in minion battles as it can create the possibility for huge battle scores. This target is not out in the open, but rather hidden away for extra difficulty.**

- At the start of each battle, the Jonin target insert flashes and the Jonin target can be hit to DOUBLE battle scoring. The amount of time the target is lit depends on game settings.
- Kami allies can increase and even multiply the benefits of the Jonin target beyond their original capability. (see Kami 7 in Kami section)
- The Jonin target is also used during the Jonin Skill Shot (see Skill Shots section)

## 10. Ninja Hurry-Up

**Ninja Hurry-Ups are a hurry-up mode in which a flashing shot can be collected for big points. The amount collected will depend on how fast the player can hit the lit shot.**

- Ninja Hurry-Up is started by spelling “NINJA” on the left side of the playfield. Do this by hitting the two standup targets in the left orbit.
- The moment NINJA is spelled, a random (or sequenced if in tournament setting) pink shot will light on the playfield and a point countdown begins on screen.
- Ninja Hurry-Up ends if the shot is hit, collecting the points, or if the countdown finishes without being collected.
- Each time it is collected, the subsequent Ninja Hurry-Up will start with a higher point value, until a point cap is reached.

## 11. Kickback/Shadow Lanes

**The Grappling Hook Kickback serves as a ball save on the left outlane when lit. The Shadow Lanes, located where the left and right orbits meet at the very top of the playfield serve as skill shots and opportunities for players to spot “SAMURAI” targets.**

- In standard settings, the Grappling Hook Kickback will be lit at the beginning of each game, while in tournament settings, the kickback must be lit manually.
- Lighting or relighting kickback requires hitting all seven of the “SAMURAI” targets, some of which may be spotted for you at the beginning of a game, depending on game settings.
- Once kickback is lit, a player may “store” an additional kickback by completing the “SAMURAI” targets again. A third kickback may be stored if a player has leveled up Kami 1 to level 4 (See Kami section).
- The Shadow Lanes at the top of the playfield can spot a “SAMURAI” target for you, getting you closer to relighting your kickback. The amount of Shadow Lane rollovers needed to spot a target depends on game settings.

## 12. Playfield Multiplier

**Playfield Multipliers are started by looping the Sword (upper) Ramp. Playfield multipliers start at 1.5x and can be increased to, 2x, and 3x.**

- Looping sword ramp shots starts the playfield multipliers.
- 1.5x playfield is achieved by completing 3 loops in a row.
- 2x playfield is achieved by completing 5 loops in a row.
- 3x playfield is achieved by completing 7 loops in a row.
- A player must complete these loops in a row to achieve the multiplier. If other shots are hit in between, the required number of loops resets.
- Playfield multiplier timers run on a 30 second timer, which can be reset if the next playfield multiplier is achieved.

## 13. End Of Ball Bonus

**When all balls in play drain, the following achievements are used in calculating the end of ball bonus and adding it to the overall score:**

- Number of Collected Bells
- Number of Bosses Defeated
- Number of Combos
- Largest number of consecutive Sword Ramp Combos
- Number of Kami levels gained
- Number of NINJA Hurry-ups successfully completed

- Kami allies can increase the amount of bonus achieved from some of these categories (See Kami section).

## 14. Extra Balls

**Players can be rewarded with an Extra Ball for accomplishing different goals throughout the game.**

- Extra Balls are lit and collected at the Shrine (Right) scoop.
- Achieving a certain threshold of points will light Extra Ball. The amount of points needed to obtain this Extra Ball can be changed in game settings.
- Milestones of completing 4 boss battles and 8 boss battles will light Extra Ball.
- Extra Ball can be lit by leveling up Kami 2 to level 3 (see Kami section).
- All Extra Ball awards are disabled in tournament settings.