

Black Rose: Skull and Bones

Beta Test Rules as of 8/1/2022

Skillshot Each skillshot made enables another skillshot. The first skill shot is the three yellow targets. Second skill shot is the broadside and the third is the doubloon target. The first skill shot also grants the current on-screen bonus.

Colored Targets The red, yellow, and green targets correspond to a cannon part. Collect items to build a full cannon for use in Sink Ship. Also, shoot all nine of these targets to enable the start of a random mini-game at the broadside saucer.

Combos Making in-a-row combo shots increases the shot multiplier. The shot multiplier applies to all shots on the playfield during game. The shot multiplier maxes at 5X and resets on each new ball.

Davy Jones Locker Make shots to the Davy Jones ramp to open the locker. Shoot the locker to load the cannon. Complete the shot using the cannon to gain a sink ship letter.

Pirates' Booty Complete LOCK letters to light pirates' cove. Shoot lit coins or jewels to collect and raise multiplier. Once enough are collected, the pirate trunks will open and score your booty at the cove or doubloon. When you score all of your booty, the pirates' booty multiplier resets so choose when to cash in carefully.

Uncollected booty can be collected in any other mini-game mode.

Rigging Swing Every lit shot subtracts from the shot counter on the display. Get to zero to complete. The mode can be "completed" multiple times and each completion bonus is larger. Randomly, the Typhoon Ghoul will appear after a lit shot is hit and the player will have a few seconds to mash the lockdown bar button for additional hits.

Knife Throw Shoot the ramps to attack the pirate on the opposite side. If the sword was lit then score triple and add time. Take one of the pirate's health to zero to defeat the pirate. To charge the character and add 5x, hit any switch on the corresponding side of the playfield. Once the charge meter is full, the next hit to the opposing pirate will do major damage, but drain the charge and multiplier accordingly.

Walk The Plank Shoot the upper side plank to move the character down the plank and add time. Shoot green barrel targets to advance multiplier.

Instant Cannonball Every switch hits counts and for each certain amount of hits the multiplier increases.

Polly A certain number of Polly shots are required to advance to the next level and add 5x to multiplier.

Millions Each lit hit increases the multiplier and adds time to the clock but if you don't hit a shot within a certain amount of time the shot multiplier resets. There is no limit as to how high the multiplier can go.

Treasure Hunt (half-Wizard) To start, complete at least 3 of the modes: Davy Jones Locker, Pirate's Booty, Rigging Swing, Knife Throw, Walk The Plank, Instant Cannonball, Polly, or Millions. 20 coins are added to your collected booty from Pirate's Booty mode at start and every shot to the broadside or doubloon scores your booty.

Mutiny (Wizard) To start, complete all of the modes: Davy Jones Locker, Pirate's Booty, Rigging Swing, Knife Throw, Walk The Plank, Instant Cannonball, Polly, and Millions.

Sink Ship (wizard) Obtain eight "sink ship" letters to enable at the broadside. Sink Ship is a timed mode where you sink ships using the cannon.

Mode scoring = shot score x mode multiplier x base combo multiplier

Max base combo multiplier = 5x and resets each new ball

| TYPE | MODE | multiplier start value | Max Multiplier (easy) | Max Multiplier (medium) | Max Multiplier (hard) | multiplier can reset during mode? | multiplier resets when mode replayed? | how multiplier resets? | uses cannon | can use fire button | Can add time or flips? | Shots To Complete |
|-----------|-----------------------------|------------------------|-----------------------|-------------------------|-----------------------|-----------------------------------|---------------------------------------|------------------------|-------------|---------------------|------------------------|-------------------------|
| multiball | instant cannonball | 2 | 20 | 20 | 20 | no | no | | | | | 40 |
| multiball | millions | 2 | no max | no max | no max | yes | no | timed | | | yes | 7 easy, 11 med, 15 hard |
| multiball | pirates booty | 2 | 20 | 20 | 20 | yes | no | collect booty | | | | Claim 50 treasure |
| multiball | rigging swing | 2 | 7 | 14 | 20 | yes | no | complete | | yes | | 7 easy, 14 med, 20 hard |
| timed | davy jones locker | | | | | | | | yes | yes | | 1 |
| timed | knife throw | 1 | 10 | 10 | 10 | yes | yes | use charge | | | yes | 5 easy, 7 med, 9 hard |
| timed | polly | 2 | 20 | 20 | 20 | no | no | | | | yes | 6 easy, 10 med, 14 hard |
| timed | walk the plank | 2 | 12 | 15 | 20 | no | no | | | | yes | 5 easy, 7 med, 9 hard |
| flips | treasure hunt (half-wizard) | 2 | 20 | 20 | 20 | no | no | | | | yes | |
| timed | mutiny (wizard) | 1 | 10 | 10 | 10 | yes | no | use charge | | | yes | |
| timed | sink ship (wizard) | 2 | 20 | 20 | 20 | no | no | | yes | yes | yes | |