

GLOSSARY

BALLCHANGE	in Dream Pinball 3D describes bonus material balls which you will receive instead of the standard steel balls -> but only under certain conditions. When you achieve certain scores, the next time a -> Ball Lock occurs, a ball made of different material will come into play. You get additional points for individual hits with these material balls. In Dream Pinball 3D, there are 6 material balls altogether: steel, ivory, marble, oak, walnut and gold. The different materials differ greatly in weight and movement behavior.
BALL LOCK	These are target holding holes on the playfield. When your ball enters one of these, sometimes nothing will happen and the ball will simply be ejected again. As a rule however, you'll get points for a ball lock, or maybe it's linked to another feature, as in -> Multiball, for instance. Sometimes the ball is ejected out of a ball lock on to a -> ramp.
BALLSAVE	in Dream Pinball 3D describes the saving of a ball that goes down the drain (out). Depending on the level of difficulty, Ballsave is more or less active for a long period of time. In Dream Pinball 3D, you can also achieve a Ballsave by collecting Ballsave targets. During -> Special mode play, Ballsave is permanently active.
BONUS HOLES	See -> Ball Lock.
BONUS TARGETS	As a rule, these are fixed targets, which either light up when hit, or whose light goes out when hit. They're mostly grouped along areas of the playfield that are difficult to play.
BUMPER	These are usually different kinds of mostly round obstacles on the pinball machine's playfield - they're mostly covered with springy rubber bands. Flipper balls are catapulted away from the Bumpers. The most common Bumpers are the so-called "Mushroom Bumpers" (a passive bumper, made by Bally) - they do indeed have a certain amount of resemblance to a mushroom. Then there's the "Thumper-Bumper" (an active bumper, again made by Bally) - they are really noisy when your ball hits them. "Pop Bumpers" are mostly associated with light effects (an active bumper, made by Gottlieb). All Bumpers have one thing in common, however - a ball rebounds from them in a very unpredictable manner. Bumpers are mostly positioned in groups of three and they function more or less like -> Kickers.
BUMPER HIT	See also -> Bumper. The rebounding of a ball from a Bumper counts as a hit. In Dream Pinball 3D, a certain number of Bumper hits are sometimes necessary to activate a new game feature.
COMBO	describes combination targets. Most of the time you can get a Combo series score by hitting certain target sequences. Dream Pinball 3D has the Single Combo, followed by the Double Combo, Triple Combo and Super Combo.
CURTAIN	See -> Spinners
COLLECT BONUS	Your ball is ejected out of holes like these and comes back into play - see also -> Kickout hole and -> Ball Lock.
DRAIN	This is the final "goodbye ball" hole right down at the bottom of the pinball machine - use all your flipping and nudging skills to keep your ball away from this as long as possible! -> Out hole
DROP TARGETS	...are pulled down below the playfield when hit.
EXTRA BALL	...an additional ball which you get as a reward for hitting various targets one after the other. In Dream Pinball 3D, there are extra balls for achieving certain scores and hitting certain target sequences, depending on the pinball machine currently being played.
FLIPPER	The name speaks for itself - and no, it has nothing to do with the famous dolphin...it's a lever that flips the ball away up the playfield when it's activated. You'll find flippers on both sides of a playfield - and they can really hurl a ball away. They're moved by means of the buttons on the pinball machine sides. Their shape is rumored to be modeled on baseball bats. Flippers are the most important element for moving and trapping pinballs.
FLIPPER BUTTONS	These activate the flippers and are located on the sides of the machine. In Dream Pinball 3D, you control the game only with your keyboard.
FREE GAME	...self-explanatory - sometimes called »Extra Play«. Since Dream Pinball 3D isn't a slot machine, it doesn't have this feature. However, the game's -> Special modes have a similar function.
HDR	is the abbreviation for "High Dynamic Range". HDR technology enables images with very high contrast. This technology needs monitors or displays which can portray a high spectrum of light values.
HDRR	High Dynamic Range Rendering - is a technology which enables the display of realistic cross-fading effects.
HORSESHOE FEATURE	...in some pinball games, the ball first describes a "horseshoe bend" before it actually enters the playfield.
KICKER	...along with the flippers, the kickers is one of the most important elements for moving the ball, but they can't be controlled in a targeted manner. Usually located over the -> Drain, they're rubberized and rebound the balls back amazingly fast. If you're unlucky, your ball could spin off a kicker so much that it could roll into the extreme outside -> lane and into -> the Drain. Expert pinball gamers use the -> Nudge function to counteract this.
KICKING RUBBERS	are the rubber strips used to cover the -> Kickers.
KICKOUT HOLE	is a depression or saucer in the playfield from which a ball is ejected into play. See also -> Ball Lock.

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LANES	...these are the pinball's "streets", usually at the edge of the playfield, upon which the pinball follows a fixed course. There are mostly -> Flippers at the end of these streets, to trap and flip the ball before it exits through the -> Drain. Pinball machine makers also like to put -> Spinners on these lanes. See also -> Outlane.
LIGHT DISPLAY	A pinball machine is a combination of targets and light displays. The sensors which are currently active, or the targets you should be aiming for are shown by the changing light displays - a kind of optical guidance system. See also -> Sensor.
MAGNETIC FX	in Dream Pinball 3D describes environmentally-dependent noises. This means that some noises are played when the ball rolls by certain spots.
MATCH FEATURE	In real-world slot machine pinball, this describes the possibility of winning a free game when you achieve a specific score.
MOTION BLUR	...speaks for itself... this effect gives the optical impression of fast movement. You can turn it on and off in Options
MOVING TARGET	used in some pinball machines. See also ->Swinging Target
MULTIBALL	Here three balls are first collected - then, under certain conditions, they are released into play at the same time. In Dream Pinball 3D, you can collect balls for Multiball by hitting certain targets. Then three balls must be captured in -> Ball Locks or other -> targets illuminated by light displays which you have to hit. On some machines, an additional -> Target must be hit as well, at least until the three balls come into play...
MULTIPLAYER	In the case of Dream Pinball 3D, this means up to 4 gamers playing on one computer. You can specify the number of players before the first ball is shot into play. To do this, press the 1, 2, 3 or 4 keys.
MULTIPLIER	In Dream Pinball 3D there are Multipliers x2, x4, x6, x8 and x10. These are achieved by collecting Multiplier targets - they determine by which factor your bonus points will be multiplied when the ball goes out In this case, it's only bonus points (achieved by collecting -> Bonus targets) that are multiplied by the multiplication factor.
ORBIT	In Dream Pinball 3D, this describes the outermost uplane leading to the upper level area.
OUTLANE	The routes along which a ball runs its course are called -> Lanes. An Outlane is used to describe a lane which leads to the -> Drain.
PER-PIXEL-SHADER	This enables all calculations to be carried out at pixel level, instead of at polygon level.
PLAYFIELD	In real pinball machines, the playfield is protected by a glass cover.
PLUNGER	This is the cannon, the lever that shoots the ball into play. It's usually found at the lower right-hand -> flipper - the plunger has a scale imprinted on it to help shoot the ball away in a targeted manner. In Dream Pinball 3D you can also regulate the force with which the Plunger is "pulled". The longer you hold down your Enter key the faster the ball will shoot out.
PUSH	The Nudge function is one of the most important ball-movement functions in pinball games. Shaking and nudging the machine (forwards, to the right and to the left) can really affect the course of your ball (the term >"Push" is also sometimes used). However, if you nudge the pinball machine too hard, the game will be terminated. See -> Tilt.
RAMPS	In addition to the -> lanes on the playfield, there are also raised ramps on real pinball machines. These create an additional playing level.
REPLAY FEATURE	When a certain target is hit, a free game is the prize. This feature is above all interesting for real pinball machines with money slots, but not for PC pinball machine simulations.
ROLLOVER	You get points when your ball rolls over this curved wire, which usually can be found protruding a little out of a ->lane. When the ball hits the rollover, new ->targets are sometimes activated.
ROTO-TARGETS	...targets that rotate around their own axes. See also ->Spinners.
ROUNABOUT	the "high end" of a pinball machine. See also -> Horseshoe feature.
SENSOR	Every -> target has a sensor which is triggered when its target is hit. The sensors which are currently active, or which targets you should be trying to hit are shown by the changing -> light displays - a kind of optical guidance system. So a pinball machine is actually a combination of targets (with sensors) and associated light displays.
SHOOTER	See also ->Plunger.
SPECIAL MODE	Special modes are activated by specific sequences of hits - in Dream Pinball 3D, depending on the level of difficulty, these last for 1-4 minutes. During this time -> Ball Save is permanently active. Special mode target sequences and scoring are different, however. You can start a Special Mode whenever the -> START MODE light display is active and you hit the relevant -> target

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SPECIAL WHEN LIT	In real-life pinball, this usually gets the player's adrenalin going, because it means that a free game can be won when the relevant target is hit. Dream Pinball 3D has specific types of -> Special modes. These are activated by a specific series of hits and last for 1-4 minutes, depending on the level of difficulty. During this time -> Ball Save is permanently active.
SPINNERS	Hit the spinner to win points! Spinners are usually found at the beginning or end of a -> Lane. The name originates from the fact that they spin around on their own axes when hit.
SPINNING DISC	Some pinball machines have a rotating rubber disk. If your ball hits one of these, the ball will be catapulted over the playfield in a totally uncontrolled manner. This is one time when you'll need those fast reactions!
SPINNING TARGETS	See -> Spinners.
START MODE	See also -> Special Mode. In Dream Pinball 3D, the light display with the "START MODE" emblem denotes the target which, when hit, will start the -> Special Mode.
STATIONARY TARGETS	See -> Bonus Targets
TARGETS	playfield objects to be targeted and hit. When targets are hit, either extra points or a bonus is awarded, or a special event is triggered. See also -> Sensor and -> Light display.
TILT	In the real world, the TILT is a mechanism to prevent damage to the pinball machine. If a player tilts the machine too hard or lifts it (see also -> Nudge), the mechanism is triggered and the game terminated.
VARI-TARGET	This is a target which drops into the playfield when hit, clearing the way to additional targets.