

## Legends of Valhalla (LOV) – Rule Set

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### Viking Beasts (MODES)

- Banshee – wailing women spirit – Tier 1
- Draugar – Viking zombies. – Tier 1
- Dearg due – “red blood sucker” beautiful vampire woman – Tier 1
- Fossegrimen (water furies) – Tier 1
- LeananSidhe – lover, drove men crazy – Tier 2
- Jormungandr – dragon – Tier 2
- The Dullahan – headless horseman, human spine for a whip – Tier 2
- The Kraken – Tier 2
- Grendel – Tier 3
- Hel – goddess that rules hel – Tier 3
- Fenrir – wolf, lord of all wolves – Tier 3
- Gwyllgi – god of darkness- Tier 3

### Viking Gods (MODES)

- Thor – god of thunder – Tier 4
- Tyr – god of justice. God of war – Tier 4
- Loki – scheming coward – Tier 4
- Balder – god of light – Tier 4

### Wizard Modes

- VALHALLA insert - Odin – the all father – Wizard Mode – Secret  
Collect all 8 of the center insert tasks to light Valhalla, start by hitting the scoop.
- RAGNAROK – Wizard Mode - Secret!  
Endure all 16 battles and face RAGNAROK.

### Hurry Up Monsters:

- Jotnar (giants)
- Trolls

- Dwarves

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### Viking Weapons

- Mammen Axe
- Crossbow
- Bow and arrows
- Broadaxe
- Dagger
- Club
- War Hammer
- Spear
- Ulfberht Sword

### Preliminary Concept Rules:

1. Spelling God of Thunder (top lanes) increases your bonus multiplier and awards a weapon
2. Lighting the up post to stop the ball at the top lanes is done via the bottom in-lanes (light all four to enable the post to raise up) - spell R-A-I-D. Spelling RAID also adds a warrior to your raiding party.
3. Left ramp lights a timed random weapon shot (another unique shot - i.e. KISS and the collect instruments). Collect all the weapons for a mini wizard mode and extra ball lit. repeat to access high level modes
4. 16 traditional modes – 4 in each of the 4 tiers increasing in difficulty and profitability. Number of weapons needed for each tier will be adjusted based on play testing.
  - a. Tier 1 – 1 weapon needed
  - b. Tier 2 – 3 weapons needed
  - c. Tier 3 – 5 weapons needed
  - d. Tier 4 – 7 weapons needed
5. Skill shots:
  - a. Via plunging the ball and getting it to stop in one of the top God of Thunder lanes. Skillshot adds points and adds a weapon. if you do it hands free, i.e not changing the light then it awards the weapon and increases the end of ball bonus multiplier.
  - b. Hard plunge to upper left flipper, shoot right ramp.Skillshot adds points and adds a weapon. Play testing to decide on whether this should lock a ball. If ball is locked, should next ball eject and auto plunge, or give player a chance to lock another ball? Rinse repeat and try to get War at Sea on essentially only 3 shots?? Play testing required.
  - c. SuperSkillshot is awarded off plunge around orbit and directly into right ramp. One weapon is awarded for a SuperSkillshot or hands free Skillshot.
  - d. **(Future request)** Collect all 3 of these skill shots in one game and light extra ball at the scoop.
6. "Blood Rage" save via the target on the left - lights the left and right outlane drain save.
7. Three mid right targets light locks. Balls "locked" via the upper ramp shot to the ship.
8. Other Stand Up Targets – two ramp targets and the ship target. Hitting all of them starts one of 3 hurry ups.

- a. JOTNAR = RAMPS
  - b. TROLLS = LOOPS
  - c. DWARVES = SPINNERS
  - d. Berzerker rises at the start of each hurryup. Hit him and add time, he falls down and pops up 2 seconds later for another chance.
9. Once all modes played you battle face RAGNAROK where you take everyone from Valhalla back to earth and destroy everything.
10. COMBOS - unique combos are coded:
- a. COMBOS are available anytime throughout the game. Combos build a COMBO JACKPOT that cashes out every 20 combos. COMBO task is lit at 10 combos.
  - b. Left loop to Center ramp
  - c. Left ramp to Center ramp
  - d. Right ramp to Center ramp
  - e. Left loop to Left ramp
  - f. Left ramp to left return to Right loop
  - g. Left loop to right loop to spinner to Right ramp
  - h. Center ramp to right return to Left ramp
  - i. Right ramp to Left orbit
  - j. Left ramp to left return to Right ramp MB ONLY
  - k. Left ramp > Right ramp > Center ramp MB ONLY
11. Raiding Party - once you collect enough warriors there is another mini-wizard mode. Hit shooter lane shot – select your region to raid. Depending on how big your raiding party is and what region decides how many balls you get for the multiball. Great way to implement a map in the display and risk/reward for when to go for raiding party versus getting more warriors. To start, only the upper lanes are lit – player must skill shot to try and get one of these three switches – if they do they add a ball to their raiding party and also start 2X scoring for raiding party for X seconds.
12. Rampage – Spell Rampage by hitting the center ramp.
- a. Timer starts, all shots are lit.
  - b. Hitting a shot awards 1X for the shot and restarts timer. Hitting another shot awards 1X for that shot and restarts the timer. If you hit a shot twice, award 2X and restart timer. 3X for 3<sup>rd</sup> shot and that shot is solid and worth 3X. Try to complete all shots 3 times before timer runs out.
13. Scoop – during modes adds time. During multiball, lit initially for one add-a-ball.
14. Escape the Kraken mini mode –
- During regular game play, hit 10 full upper-inner loops to start the mode. This is a countdown mode beginning at 20 million points and ending when score or time is 0. Goal is to escape the kraken by hitting the ship target. The kraken will whip his tail (pulse the magnet) every 1 second so you need quick reflexes to score the shot and get past his fury. You'll also hear him roar one of 5 random roars every tail whip. A grand roar awaits those that escape.
- For advanced players during the mode, a full upper inner loop from left to right will add 5 seconds to the clock, while a full upper inner loop from right to left will add 2.5million to the countdown score. Keep looping and build up your time and jackpot then fire the target!
15. BUILD A SHIP (Work in progress) – Every time you hit the right ramp when the ship locks are disabled, you add a part for your Viking ship and get a screen that shows how many more ramps for DOUBLE SCORING. When all 7 parts are collected, you get DOUBLE SCORING for 30 seconds

and the shiplocks are enabled and the first ball is locked in the ship. This does not carry over, it's only active during the ball in play. DOUBLE SCORING is enabled for all features and playfield shots. After 30 seconds or end of ball, scoring resumes to normal scoring. DOUBLE SCORING is available multiple times during the game.

16. EXTRA BALL - Completing 4, 8 or 12 BATTLES lights extra ball. Also available as a rare MYSTERY AWARD. Extra ball redeemed at the scoop.
  
17. BLOODRAGE War of the Clans (a hurryup available when you hit the second round of BLOODRAGE targets and have the outlane ball saves lit) 1 of 3 random awards is available at the start. Hit the green lit shots to collect. (Awards are WEALTH, WEAPONS or WARRIORS)  
Hit the BERZERKER during the hurryup to get a new pattern of shots  
You have 12 seconds  
Available during regular game play only
  
18. TASKS  
WEAPONS – Collect 9 weapons to complete this task  
ARMY – Add 10 warriors to your RAIDING party  
COMBOS – Collect 10 combos (11 to choose from)  
WAR ON LAND – Battle one of the monster battles  
CONQUEST – Collect all 8 qualities of a Viking (instant info has details)  
DESTROYER OF LEGENDS – BATTLE 4 of the 16 LEGENDS  
GOD OF THUNDER – achieve 3X bonus (top rollovers)  
WAR AT SEA – start a war at sea multiball (3 balls locked in the ship or virtual)

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#### Action Button on Lockdown Bar

- Selects BATTLES
- Enlists a VALKYRIE (if collected) during BATTLE
- Fires THORS HAMMER (if collected) during BATTLE decimating the enemy

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#### Stacking

- Multiballs can be stacked on top of a mode but not vice versa
- Hurry-ups can be stacked on top of a mode but not on top of a multiball
- Nothing is stackable on top of Raiding Party
- Multiballs are not stackable on top of other multiball (unless it is a mode multiball).

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#### Multiballs

- War at Sea Multiball – locking three balls in the ship starts this. Locks are lit via the standup targets opposite the mid left flipper
- Monster Multiball – 3 ball Multiball that starts after X number of monsters are collected via their hurry ups.
- Valhalla - Odin Wizard mode will be a MB

- Ragnarok – Ultimate Wizard mode
  - One mode in each Tier is a MB.
  - Raiding Party is a multiball depending on your raiding party – once you get down to one ball Raiding Party is done
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## MODE Details

### Definitions:

“All shots” = scoop, left orbit, left ramp, middle ramp, upper loop left, upper loop right, upper ramp, right orbit, shooter lane.

- Banshee – wailing women spirit – Tier 1/1
  - Left orbit/left ramp lit, then alternates to center when hit, then right orbit/shooter lane is lit
  - Green Lighting
- Draugar – Viking zombies. – Tier 1/2 – **2 BALL MULTIBALL**
  - X number of shots are lit at mode start. Player must shoot all shots within X amount of time to clear the mode. Mode does not reset on new start.
  - Once first wave of X shots is completed, a new wave of Y shots starts up.
  - Orange Lighting
  - Zombies attacking and coming closer on screen.
- Dearg due – “red blood sucker” beautiful vampire woman – Tier 1/3
 

9 shots of value with a roving yellow arrow shot through the 9 shots. If you hit a roving arrow shot you get 3X value. If the shot was previously hit it stays unlit, if it was unhit (red) when the roving arrow is on it, red shot is restored. Hit all the red shots aside from the roving shot (roving shot doesn't complete a red shot). The roving shot will cycle through all 9 shots in a pattern until all 9 shots are made or you run out of time.

  - Red Lighting
- Fossegrimen(water furies) – Tier 1/4
  - Two roving shots next to each other. Hit twice? three times? to complete – Similar to “Deuce” mode on KISS
  - Once roving shots are hit enough times, then the final “kill shot” (as if they were stunned by the roving shots) is up the middle ramp.

- Blue Lighting
- LeananSidhe – lover, drove men crazy – Tier 2/1
  - Spook Central Rules – Middle ramp is lit at start for X million and reduces over time until hit.
  - Once shot, then both orbits and the left ramp are lit to complete.
  - Red lighting
- Jormungander – dragon – Tier 2/2
  - (1)Hit the spinner X number of times in X seconds. 20 spins get there (engage the post). Similar to Devastator mode in TF (except with pops).
  - Once stunned, (2)light the shooter lane shot – player needs to (3)make the skill shot into the pops to defeat him. If they miss the skill shot, relight the shooter lane and repeat(2,3). This will be a good learning experience for Grendel...
  - Orange Lighting
- The Dullahan – headless horseman, human spine for a whip – Tier 2/3
  - You've stolen the horseman's head and now you have to escape his clutches and destroy the head.
  - Making the right shot adds time/distance between you and the horseman.
  - Making enough shots allows you to escape and move onto the final round to destroy the head
  - Missing shots allows the timer to tick away and the rider to catch up.
  - Flippers go dead if he catches up to you. Not end of ball, but it would be chilling to have that happen with a cool light show and a brutal animation on the LCD...
  - Shots: starts with the (1)left ramp lit. once hit: then (2)left orbit and (3)right orbit, are lit. once both of those are hit, then light the (4..)middle ramp is lit. player must hit the middle ramp repeatedly enough times to escape the dullahan. At the end, maybe the middle ramp is worth more time than previous shots to help you escape...
  - Mode should start with the player having X second lead on the horseman.
  - Each completed shot should add seconds.
  - If at any time the timer goes to ZERO you DIE!
  - Once you have a big enough lead – i.e. you're building the timer then you escape.
  - This mode could be cool, if you hit your shots clean and don't waste time you don't have to make as many middle ramp shots at the end of the mode.
  - Purple Lighting
- The Kraken – Tier 2/4
  - Tie this into the boat toy

- (1)Shoot the left orbit and the (2)right orbit to light the upper orbit
- (3,4)Shoot the upper orbit both ways to light the upper ramp
- (5)Shoot the upper ramp to kill the kraken
- Blue Lighting
- **Grendel – Tier 3/1 – 4 BALL MULTIBALL**
  - shoot all three of the lock targets to wound Grendel (1,2,3)
  - (4)Shoot an orbit shot to get to the spinner to continue to pound on him. Hit 30 spins? To advance to next level.
  - Shoot all (5,6,7)three of the playfield stand-ups to wound Grendel again.
  - (8)Shoot an orbit shot to get to the spinner to continue to pound on him. Hit 30 spins? To advance to next level.
  - (9)Shoot the shooter lane for the final (s)kill shot:
    - (10)Lights a skill shot for extra points and a brutal killing blow – to kill Grendel the player has to make the skill shot into the pops – if they miss either short plunge or long plunge (read via the orbit switches), then they have to reshoot the shooter lane and try the skill shot again to kill Grendel.
    - Green Lighting
- **Hel – goddess that rules hel – Tier 3/2**
  - Shots: (1)RightShooterLane , then (2)Left Ramp, (3)Center Ramp, (4)Left Ramp, (5)Center Ramp, (6)RightShooterLane.
  - Dark Red Lighting
- **Fenrir – wolf, lord of all wolves – Tier 3/3**
  - Shoot the (1,2,3)stand ups in the main part of the playfield to light shots.
  - Each stand up hit lights one shot, from left to right (scoop, left orbit, left ramp, middle ramp, etc.) A player can theoretically light all 9 playfield shots and then cherry pick which 6 shots they want to go for to complete.
  - Must hit 6 Shots to complete. Shots represent the wolf pack. Similar rules to Lannister Mode in GOT.
  - Blue lighting
- **Gwyllgi – god of darkness- Tier 3/4 - 4 BALL MULTIBALL**
  - Mode is played with the GI going on and off cycling through. When GI is on, the mode shots are off, when the GI is off, the mode shots are on. Player has to remember the shots when they are off. Thoughts on that?

- First shot is the scoop to light all other shots.
- Player must make 15 shots. (spinner, left ramp, center ramp, left/right loops)
- All shots have to be completed in 90 seconds. Resets on mode start.
- Going to the scoop adds time every time you hit the scoop and relights all completed shots.
- Purple lighting.
- Thor – god of thunder – Tier 4/1
  - Drain the power from Thors Hammer. Hit the lit shots, then finish the hammer by hitting the skillshot. Thors hammer sounds each shot made.
  - (1)LeftLoop,Left Ramp, Spinner
  - (2) RightLoop, , UpperRight/Left Loop, CenterRamp
  - (3) Right ShooterLane, Skillshot
  - Light Blue lighting
- Tyr – Lawgiver to the gods. God of war – Tier 4/2 - **2 BALL MULTIBALL**
  - LEVEL1 - All shots lit SOLID for building TYR jackpot. Center ramp awards the jackpot and resets it. 6 shots to the center ramp
  - LEVEL 2 - All arrows out, light the 3 standups. Mode completed when 3 standup are hit.
  - Orange Lighting
- Loki – scheming coward – Tier 4/3
  - Two lit shots to start – you need to guess which one completes/clears the mode and pays off the most. Guess wrong and you have to hit both targets.
  - Three shots lit – gotta guess. Guess wrong and you have to hit all three targets.
  - Four shots lit – same as previous rules.
  - Five shots lit – same as previous rules.
  - Defeat Loki – three shots lit – you have to guess which one is correct. Guess wrong and 3 new shots pop up. Repeat until you guess right or run out of time. Timer would reset on the Defeat Loki part of the mode.
  - Green lighting
- Balder – god of light – Tier 4/4 - **2 BALL MULTIBALL**

Level 1 - 4 shots - LeftOrbit, Spinner, UpperOrbits,  
RightShooterLane



Level 2 - 2 shots - LeftRamp and Center Ramp

Level 3 - Roving shot, starts on the left and proceeds every 3 seconds until hit.

When hit, SUPERJACKPOT and complete the mode. Gold Lighting