

# Alien Pinball Rules! (V1.0) compiled by EdZ from Joe S. posts.

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Alien is a 6 ball game produced by Heighway Pinball.

The LE and standard editions should have exact same gameplay features.

Each movie represented (**Alien** and **Aliens**) has 4 regular modes + 1 mini-wizard mode.

The mini-wizard modes start as single-ball but convert to multiballs if you get to a certain point.

There are 4 "normal" multiballs, plus 1 final wizard mode which is also a multiball

## TOURNAMENT MODE :

If Tournament Mode is active, the Mystery awards will always be the same for a given game state, the Xenos will always attack in the same pattern in Ambush Multiball, Jonesy will always run in a predictable pattern during Find Jonesy.

If Tournament Mode is not active, Mystery awards are somewhat more mysterious (biased random), you won't know where the Xenos will appear next during Ambush, and Jonesy will go wherever the catnip leads him.

## GENERAL ADVICE :

Alien's scoring is generally designed around chain reactions.

As an example: destroying eggs increases the value of modes that involve eggs (Derelict Ship and Queen's Nest). Doing well in modes increases the value of the associated mini-wizard mode, as well as the final wizard mode.

Doing well in modes also gives weapons; use to boost your scoring in other modes or multiballs.

**MUTHUR** will always give one **ADD-A-BALL** during multiball

## LAUNCH:

Pick either **ALIEN** or **ALIENS** with flipper buttons before launching ball.

Finishing ALL modes of one movie will lead you into the other movie modes.

## SKILL SHOT

There are **7 distinct skill shots** that can be made from the right flipper.

You don't have to select in advance, but the timer is short so you only have one chance to make the shot. Each shot awards some number of points (depending on the relative difficulty of the shot) as well as an associated award or power-up. (e.g. shooting the left orbit increases spinner value for the rest of the ball... shooting a weapon target instantly awards a weapon)

Additionally, **making 3 different skill shots** over the course of a game gives a large **Super Skill** point **bonus**.

## WEAPONS :

*Handgun Shotgun M56 SmartGun Pulse Rifle Flamethrower (TARGETS)*

Earn **WEAPONS** by winning **MODES** or completing the **5 WEAPON STANDUP TARGETS** around the playfield. If you have more than one weapon, you can select amongst them using the **EXTRA BALL BUTTON**.

**LAUNCH BUTTON** fires the currently selected weapon.

Each weapon has a different ability, always earned in order:

**VP70 Handgun** (Advance Bonus X)

**Ithaca 37 Shotgun** (spot 2 Xeno hits)

**M56 Smart Gun** (spot "best" lit shot)

**M41A Pulse Rifle** (start 2X playfield)

**M240 Flame Thrower** (start short ball saver).

**WEAPONS** that haven't been used contribute to MULTIPLIABLE end of ball BONUS and also boost scoring of the mini-wizard and final wizard modes.

Each must be earned and each one does something different.

Use them wisely.Or save them up to increase the value of wizard modes

Hit **LAUNCH BUTTON** to use **WEAPON**.

## LIFECYCLE :

*Egg Facehugger Chestburster Xeno (INSERTS)*

Playfield major shots have an additional insert besides the arrow, with icons for *Egg, Facehugger, Chestburster, and Xeno*. These inserts light up in that exact sequence (representing the lifecycle of an *Alien*).

A **LIFECYCLE** represents the life stages of an Alien: *Egg* (orbit shots), *Facehugger* (1-2-3 shots), *Chestburster* (lane by upper-right flipper), *Xeno* (Xeno!).

You have to shoot them in that order to progress.

For the stages with multiple shots, any one suffices to progress.

Square inserts around the playfield indicate the next available **LIFECYCLE** shot.

Completing that 4 shot sequence (no timer or combo requirement) completes a **LIFECYCLE**.

Your progress is indicated on the playfield inserts, and also shown on the on-screen status when nothing more important (modes, multiballs) takes priority.

The on-screen status also tells you what happens when you complete X Lifecycles.

## LIFECYCLE: (CONT.)

The biggest reason to complete Lifecycles is to progress towards **SAVE NEWT MULTIBALL**, one of the four primary multiballs in the game. However, completing Lifecycles also has other side effects, such as increasing the spinner value, increasing the value of **AMBUSH MULTIBALL**, and progressing toward **EXTRA BALL** lit.

Lifecycle shots also award points. Lifecycle progress can be made pretty much any time you're not in a multiball.

**SPINNER VALUE** is increased with each **LIFECYCLE** shot that is made.

### 3 LIFECYCLES for **SAVE NEWT MULTIBALL**

Operator difficulty adjustment. It also goes up by 1 for each Save Newt MB played, to a max of 5 Lifecycles required for Save Newt.

**SAVE NEWT MULTIBALL**: Complete 3 **LIFECYCLES** to start **SAVE NEWT MULTIBALL**.

The right side of the *Dashboard* shows what stage you're at within the Lifecycle, and how many more Lifecycles are required to start Save Newt.

**MUTHUR** is more likely to award **ADVANCE LIFECYCLE** when **CHESTBURSTER** is lit.

## POP BUMPERS :

When you hit X number of pop bumpers (*eggs*), an **EGG** is destroyed.

(Think "pop level completed" in other games.) Each **EGG** destroyed **boosts the scoring** in every mode that *specifically uses the bumpers*. If you're trying to maximize your score, you might not want to start an *egg*-based mode until you've racked up some sweet pop bumper action.

## AIRLOCK :

**SCOOP** (AT SMALLEST LCD SCREEN)

The Airlock/Queen shot is a scoop. Starts and Ends modes.

**TIMERS** for **MODES** show here (LCD).

**HURRY-UP** values for **MODES** show on the main screen.

Use **RAMPS** to **LIGHT MODES** by completing **WEYLAND** and **YUTANI** at each **INLANE**.

All modes have some objective that must be fulfilled, and once fulfilled, you shoot the Airlock shot again to officially "**WIN**" the mode.

### WINNING A MODE awards :

-Portion of the total points earned in the mode as multipliable bonus

-Awards a weapon

-Boosts the value of the wizard modes.

## AIRLOCK : (CONT.)

Many (not all) modes remain playable once the win is qualified, so there is strategic choice available at that point to try to run up the score before cashing out the win. If you time out or drain out without shooting that final Airlock shot, you don't get awarded the bonus goodies for the win.

## AIRLOCK - MODES :

The Airlock/Queen shot is also a progress shot in some modes (certainly all of the ones involving the Queen, like Queen's Nest and Loader Battle) and a jackpot shot in at least one multiball.

Mode timer = **45 seconds** for most modes.

Modes with a hurry point countdown also *approximate 45 seconds*.

Modes on average require **5 shots to complete**.

**Alien** modes tend to require *fewer* but more *precise* shots

**Aliens** modes tend to have *more* shots lit at once but also require *more to complete*.

If you collect **MUTHUR** during a mode, she'll always *extend mode time* (once per mode).

Half the modes also have other ways to extend the mode time.

**APC** uses a *shot clock of 15 seconds* instead of a full mode timer.

Next **MODE** to be started is selectable by the player

Shooting **any RAMP** *selects the next available (unplayed) mode* of the current movie.

**SELF DESTRUCT** can only be played after the other **4 Alien** *modes have been played*.

**LOADER** is **unavailable** until the **4 Aliens** *modes have been played*.

## QUEENS NEST MODE :

Alternate between shooting the EGGS (pops) and the Airlock.

XENO head increases values.

## ACID BURN MODE :

Acid Burn features a hurry countdown

Shooting a "bad" shot fast-forwards the countdown

Bad shots time out the mode sooner if the hurry value gets to its minimum.

## FIND JONESY MODE :

Find the cat via "warmer/colder" shots

Shooting the good ORANGE (cat) shots moves you "warmer",

Shooting the bad BLUE (Alien) shots moves you "colder".

If you get "warm enough", you catch Jonesy and win;

If you get "too cold", the Alien gets ya and you lose the mode.

Scoring in this mode is based on shot efficiency; you'll score the most by hitting only cat shots.

### **BUG HUNT MODE :**

In Bug Hunt, "bad shots" only come into play in the second part of the mode (the Marines vs Aliens firefight) ... here, shot values are multiplied by the number of Marines that are still alive, but Marines get killed when you make bad shots.

### **TUNNEL HUNT MODE :**

3 shots TO THE **VENTS** (1,2,3) followed by the Airlock to win.  
Try shooting them in order!

### **MINI-WIZARD MODES :**

Both scoring and time are dependent on how you did in that movie's modes. Phase 1+2 of the mini-wiz modes are single-ball, timed, with the ball saver running for the full duration of the timer... you can't drain out of these modes, only run out of time. As you might expect, the ultimate goal is to get to phase 3, the victory multiball, which continues until you drain down to 1 ball. If you do make it to the victory MB phase, whatever time was left on the timer (plus a few extra seconds) becomes ball saver time, so the faster you complete phase 1+2, the longer you'll have ball save protection during the multiball.

### **Alien : SELF DESTRUCT :**

1. Activate the self-destruct sequence of the Nostromo, run around the ship gathering supplies (including Jonesy!), evacuate to the escape shuttle before the Nostromo blows up.
2. In the second phase, you're in the shuttle discovering the alien hiding there, blasting it out the airlock, and torching it to smithereens.
3. If you're successful at all that, the scene converts to a **VICTORY MULTIBALL** where you can rack up big points. (This victory phase has some very clever and unexpected displays that go with it)

### **Aliens : LOADER BATTLE :**

1. Fist-fight the Alien Queen until you both tumble into the Airlock.
2. The second phase involves Ripley climbing out of the Airlock and blasting the Queen into the vacuum of space.
3. Again, if you're successful at all this, you get promoted to a **VICTORY MULTIBALL**.

### **AMBUSH MULTIBALL :**

Shoot the **XENO HEAD** *repeatedly* to start Ambush MB

Shooting around the field first (Lifecycle shots) increases the Ambush values.

Look at screen *dashboard* status for hits left on **XENO HEAD**

**XENO HEAD** *flashes brighter and faster* as you get closer to Ambush

Complete a swarm of Ambush, **SUPER JACKPOT** lights on VENT 3 (upper left mini-loop) (Aug 2017)

## SENTRY GUNS MULTIBALL :

**Collect 1000 ammo** to qualify. Ammo is collected from shots and switches.

The upper-right section of the *Dashboard* tells you how much ammo you have, and reminds you that Sentry Guns is available at 1000. Once you reach 1000 ammo, shoot the Vent 1 shot to start Sentry Guns.

Distinct spinner sounds. Sentry Guns Multiball is a spinner-centric multiball.

**SENTRY GUNS** can be stacked on top of any other (non-wizard-mode) multiball.

## HYPERSLEEP MULTIBALL :

Started at **UPPER RAMP** after **3RD LOCK**.

**LIGHT LOCKS** at **DROP TARGETS** (complete)

Completing the **DROP TARGETS** lights **all 3 LOCKS** for the first Hypersleep MB  
Then it's 3 **UPPER RAMPS** and you're off to the races!

**MUTHUR** can award **ADVANCE HYPERSLEEP LOCKS**

**SUPER JACKPOT VALUES** = "*sum of all Jackpots since last Super*"

Considers values of any multiplied jackpots along the way.

So it's definitely possible to throw down some huge Super Jackpots.

## COMBOS :

Infinite way combos are allowed, fun, and valuable.

The 2 most recent shots **can't** be reused; you can't just left ramp-right ramp indefinitely.

## 2X PLAYFIELD :

**LEFT RAMP** - spot letters in **DROP**.

**RIGHT RAMP** - spot letters in **SHIP**

**UPPER RAMP** - spot a letter in both **DROP** and **SHIP**.

Once **DROP SHIP** is fully spelled, **2X Playfield** scoring starts for awhile.

That is one of 3 ways to start (or extend the time of) **2X Playfield**.

Hit the **LAUNCH BUTTON**. while the **PULSE RIFLE WEAPON** is selected for **2X Playfield**.

**MUTHUR** can award **2X Playfield**

**STACK MULTIBALLS** - all jackpots for both multiballs are doubled

Combines with **2X Playfield** if running.

## WIZARD MODE :

### ALL OUT WAR!

Scoring is highly influenced by how you performed in modes and multiballs

## REVIVE! - LEFT OUTLANE DRAIN / BALL SAVE :

Operator adjustable (0, 1, or 2 lanes; either start of game or start of ball).

Nudge ball to lit side to trigger a **BALL SAVE (REVIVE)**.

**REVIVE** lights are lit via **UPPER LEFT RAMP**

One **REVIVE** lane is lit at start of each ball (current default)

## FEED MY FLIPPER :

Setup flipper shots by following advice below.

**UPPER LEFT FLIPPER** - Shoot VENT 1 (MUTHUR) for feed

**LOWER LEFT FLIPPER** - Fed by LEFT RAMP and inlane

**UPPER RIGHT FLIPPER** - Fed by CHESTBURSTER LANE, POP BUMPER exit.

**LOWER RIGHT FLIPPER** - Fed by LAUNCH, RIGHT RAMP, VENT 2 and inlane.

*Misc. non-obvious rules trivia:*

*When **Facehugger** is the currently lit **Lifecycle** shot, the points awarded for the shot are multiplied by the Vent number...*

*i.e. Vent 1/Mother = 1x points, Vent 2 = 2x points, Vent 3 = 3x points.*

*The **Recharge** target (just below the entrance to the upper ramp) increases the value of shots in the active mode or multiball, so in an ideal world, hit it as early as possible in each mode or multiball. Not the easiest target to hit, but makable from either right flipper.*

**Complete Vent 1, Vent 2, and Vent 3** (doesn't have to be timed or in order) to relight Mother Mystery.

**Comboing Vent 1 -> Chestburster** awards a Host Value Combo, which is kind of a combo mini-jackpot (similar to End of the Line on Tron). I'm a little unhappy with the current rule so it's in flux, but it's a useful combo.

**Comboing Chestburster -> upper ramp or upper loop (Vent 3)** awards a Chestburster combo, which gives normal combo points but also awards/advances towards [operator adjustment] holding some accumulating value (combo, spinner, pop bumpers, bonus, bonus X, etc) to the next ball.