

FIGHTERS

RULESHEET

FOO FIGHTERS

SONG SELECT

At the start of every ball, the player can choose a Foo Fighters song for their main background music.



SKILL SHOTS

At the start of every ball, there are a variety of different skill shots available you can go for. Hitting any major switch will disable them, except for the combo skill shot which is on a timer.

ROCK-O-METER SKILLSHOT

Plunge softly and time it right to make the right crossover skillshot while the top rock-o-meter light is blinking, which will automatically qualify the rock-o-meter at the level it shows when the ball hits the switch (in addition to scoring more the higher on the meter it is).

VAN MOD-ULATOR SKILLSHOT

Plunge into the drop targets to instantly mod-ulate your van, based on whichever mod is currently blinking (see "The Mod-ulator" for details)

SUPER SONIC RADIO SKILLSHOT

Hit the radio targets on the left to instantly get a mystery award and progress the radio dial.

COMBO HI-FIVE SKILLSHOT

Hit the left crossover before time runs out to start a Hi-Five combo chain! Continue hitting lit shots up to a maximum of six times for the ultimate Hi-Five combo!

SECRET SKILLSHOTS

There are two secret skillshots not mentioned above. *Hint: One of them will instantly light Overdrive, and the other will award a short ball saver!*

THE MOD-ULATOR



In the middle of the playfield, there are 6 lights that make up the Mod-ulator. Before you start a van mode you can modulate your van, causing you to gain perks in the next van mode you play depending on how much you level up your engine, speakers, and bomb.

The three lights on the **left** side will cycle (**engine, speaker, bomb** from top to bottom in a **white** background), and hitting any drop target will lock it in. Completing the three drop targets (without hitting the paddle!) will **level up** the selected mod and enables the paddle behind to continue leveling up by **hitting the paddle repeatedly** until time runs out.

Upon leveling up a van mod, the corresponding light on the **right** side (engine, speaker, bomb from top to bottom in a **black** background) will turn to a solid color indicating its level: **yellow, light green, green, cyan, blue, magenta, red** for levels 1-7.

MOD PERKS (ACTIVE ON NEXT VAN MODE STARTED)

Engine (Time):	+20 seconds for level 1	+10 seconds per additional level
Speakers (Score):	+500,000 to mode shots for level 1	+250,000 per additional level
Bomb (Progress):	+2 mode shots spotted for level 1	+1 shot per additional level

VAN MODES



Spell V-A-N by shooting the lit **white arrows**.

Shoot the **left ramp** to hold the ball and select your destination.

Any **van mods** you have are listed on the left, and your current mode progress and timer is shown in the upper right, which will also reflect any extra progress or time from van mods.

Each time you start a van mode (for the first time, or if you are revisiting) the award value is reset to the **award starting value**, and increases with each made shot by the **award increment**.

Some modes will have ways to get **double or triple value**, which may also award twice as much progress, and bump the award twice as much.

All van modes require hitting lit shots to fill the meter to the top, and make the final shot at the Overlord to finish. A time bonus is awarded when you make the final shot, equal to **1% of the total points** scored in the mode, ignoring 2x or 3x playfield, multiplied by how many seconds you had remaining (with a minimum multiplier of 10).

If you finished the mode and had the Bomb modded onto your van, you will be awarded a lump sum of points called the **bomb bonus**. This bomb bonus will also get added to the “total points” used in calculating the final shot, before the time multiplier is applied. The calculation of the bomb bonus is the van mode’s base value, plus the normal increment, iterated for each shot you spotted this way, so it behaves as if you hit those shots yourself.

SEATTLE ("THIS IS A CALL")

Shots start on the right and move their way to the left as you help spread Foo Fighters music throughout Seattle and the surrounding pacific northwest region. The side loop will count as 2x progress, 3x scoring, and 2x award increment.

Award starting value: 2,000,000

Award increment: 250,000

Double Value + Double Progress Shot: Side Loop

ROSWELL ("RUN")

The Foo Fighters (orange shot arrow) are trying to run away from the Overlord (green shot arrow). The Overlord will move towards the Foo Fighters, if he catches them you will lose mode progress so keep running! The orange shot will count as 2x progress, 3x scoring, and 2x award increment.

Award starting value: 1,750,000

Award increment: 150,000

Single Value Shot: Overlord (Green Arrow)

Triple Value + Double Progress Shot: Foo Fighters (Orange arrow)

LOS ANGELES ("LEARN TO FLY")

Shoot the ramps to help the Foo Fighters learn to fly. Combo ramps for multiplied awards! Side ramp scores double what the left and right ramps score. Combos give 2x progress, increasing multiplier of score, and 2x the award increment amount.

Award starting value: 1,000,000

Award increment: 100,000

Double Value Shot: Side ramp

Double Progress Shots: Any ramp if you are in a combo (fast flashing)

NEW ORLEANS ("I'LL STICK AROUND")

The Foo Fighters are living it up in N'awlins! All shots start lit, shooting one will then light only that shot. Side flipper shots only need to be made once, but will count as being hit twice, thus giving you 2x progress, 2x score, and 2x the award increment amount.

Award starting value: 2,000,000

Award increment: 200,000

Double Value + Double Progress Shots: Side loop and side ramp

CHICAGO ("SOMETHING FROM NOTHING")

Save the people of Chicago from being reformatted, but hurry! The mind control will spread unless you act fast. A hurry up will start on one shot, but if you don't hit it fast enough, it will spread to a nearby shot. Extinguish all the shot arrows will boost the base hurry-up value, and reset it.

Award starting value: 3,500,000 (counts down with time)

Award increment: 500,000 (if you hit all the shots)

Double Progress Shot: If only one shot is lit and you hit it, 2x progress is awarded

NEW YORK ("BREAKOUT")

Spider-bots have taken over New York! Blast your music louder and louder to reach all the spider-bots hiding everywhere in the city. The louder you play via spinner spins, the more points you can earn! Build value with the spinner higher and higher, once the spinner hasn't been hit in 3 seconds, the center shot will now collect the value and progress the mode.

After any mode progress, the award value will reset to the base value (starting value + any **award increments** from mode progress)

Award starting value: 500,000

Award increment: 10,000 per spin during build phase

Triple Value + Double Progress Shots: The non-spinner lane roving shot

AUSTIN MINI-WIZARD MODE ("TIMES LIKE THESE")

Complete 3 Van modes to qualify the Austin Mini-wizard Mode ("Times Like These").

To start, spell VAN, shoot the van, and select Austin from the city map.

The Foo Fighters are having a BBQ cookout when they are interrupted by the Overlord and his army of Spider-Bots! For each van mode you managed to complete **with a score of 50 million or more**, your starting **jackpot value** will be larger by **500,000** each.

All shots will be lit, with one of the shots being the "spider-bot" shot that will relight all jackpots, and increase their values a small amount. The more jackpots you hit before hitting the spider-bot shot will determine the multiplier on the spider-bot jackpot shot. If you manage to clear all 6 jackpot shots before hitting the spider-bot shot, you will get an add a ball (one time).

D.C. MINI-WIZARD MODE ("HOLDING POISON")

Complete 6 Van modes to light the D.C. Mini-wizard Mode ("Holding Poison").

For each van mod you've upgraded the van with up to this point, the jackpot will be boosted by **25,000** per van mod level.

The Foo Fighter's van has been dismantled by Spider-Bots! Help the band get all the parts back from them to rebuild their van.

All band member shots are lit for jackpots. A roving light on the mod-u-lator drop targets will show you the various van parts that are missing. Completing the drops and then shooting the paddle target behind them will light a super jackpot at a corresponding band member. Collect the super jackpot to successfully get the part back and add a ball into play.

OVERLORD MULTIBALLS



All multiballs are started at the overlord through a combination of hitting the overlord himself, the targets outside, and the ball he captures. The jackpot values are shared across all multiballs and can be increased by shooting into the overlord area (the back target) during main play, as well as during the multiballs themselves.

During each multiball, hitting both targets will enable re-lock in overlord for 20 seconds during which all jackpots will be **2x**. In addition, doing the re-lock will **spot a jackpot** during **All My Life** multiball. Hitting the captive ball during this will score 150,000 and raise the jackpot value by the same amount.

Scoring:

Jackpot starting value:	1,000,000
Jackpot raise value at Overlord target:	+50,000
Jackpot raise value at captive ball when re-locked	+150,000
Jackpot raise from jackpots scored during All My Life	+150,000
Jackpot raise from double jackpots scored during Monkey Wrench	+150,000

OVERLORD "ALL MY LIFE" MULTIBALL

How to start:

- Shoot both targets (or Overlord to spot a target, on default settings) to enable lock
- Lock ball in the Overlord to capture
- Bash the Overlord captive ball enough times to start multiball

Multiball Jackpot Pattern:

- Left ramp, right ramp, spinner
- Left crossover, right orbit
- Side loop, side ramp
- Overlord back target for super jackpot!

OVERLORD "MONKEY WRENCH" MULTIBALL

How to start:

- Shoot Overlord to enable targets
- Shoot both targets twice to light Overlord
- Shoot Overlord enough times to light capture
- Lock ball in the Overlord to capture
- Bash the Overlord captive ball enough times to start multiball

Multiball Jackpot Pattern:

- Each main shot is lit for jackpots
- Hit same shot again for double jackpots
- Collect all jackpots and double jackpots to light Overlord back target for Super Jackpot

OVERLORD "THE PRETENDER" MULTIBALL

How to start:

- Shoot Overlord to enable targets
- Shoot both targets thrice to light Overlord
- Shoot Overlord enough times to light capture
- Lock ball in the Overlord to capture
- Bash the Overlord captive ball enough times to start multiball

Multiball Jackpot Pattern:

- All shots lit for jackpot
- Hitting any other jackpot relights other jackpots
- Hit all unique jackpots at least once to light Overlord back target for Super Jackpot

AREA 51 MULTIBALL

QUALIFYING AREA 51 MULTIBALL

Premium/LE:

- Right Ramp
- Complete upper playfield green lock targets
- Shoot upper playfield inner loop (spinner). Spinner also builds Area51 jackpot value.
- Shoot upper playfield outer loop
- Shoot underneath the diverter to the back target on the upper playfield to start

Pro:

- Shoot the right ramp multiple times until the AREA 51 insert is flashing
- Shoot the right ramp to start

The first time you play Area 51 on the Premium/LE, each shot to the right ramp will automatically advance the upper playfield (except for starting it). After the first Area 51 multiball, each stage must be done on the upper playfield and each stage takes more hits.

MULTIBALL RULES

PREMIUM/LE

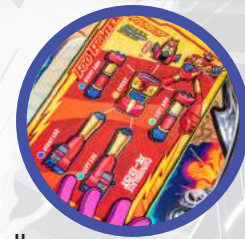
- Each shot on lower playfield is lit for jackpot + build super jackpot
- All targets on upper playfield raise jackpot value
- Hit 8 jackpots to advance the super jackpot phase:
 - **Secret Files** target on the upper playfield is lit for **Super Jackpot**
 - All other shots raise Super Jackpot value.

PRO

- All shots lit for jackpot
- The two bot targets at the entrance to right ramp raise jackpot value by a small amount
- Right ramp raises jackpot value by large amount
- Hit 8 jackpots to advance the super jackpot phase:
 - Right ramp lights UFO Captive Ball for **Super Jackpot**
 - All other shots raise super jackpot value
- Collect Super Jackpot to start back over at the jackpot phase



BUILD THE FOOBOT



Complete various game features to collect FooBot parts. You can also upgrade your FooBot parts if you do things well enough.

Each collected FooBot part will be “active” the ball that you collected it, which will make all scoring to the corresponding band member **shot 2x** while that part is active. At the end of the ball, any active non-upgraded FooBot parts become inactive (but still remain collected). Upgraded FooBot parts are always active for the whole game.

Part	Member	Shot	Requirement	Upgrade Criteria
Torso (Heart)	Taylor	Side Ramp	Start Combotron Multiball	Score at least 25 million in Combotron Multiball
Head	Dave	Right Ramp	Start Area 51 Multiball	Get a super jackpot in Area 51 Multiball
Left Arm	Nate	Side Loop	Score a Super Jackpot in All My Life, or awarded after playing Monkey Wrench or The Pretender	Get two super jackpots or one 2x super jackpot in an Overlord Multiball
Right Arm	Chris	Right Orbit	Awarded after Bot Frenzy mode is played	Score at least 25M points in Bot Frenzy
Left Leg	Pat	Left Ramp	Complete a van mode in one visit	Score at least 50M points in a van mode
Right Leg	Rami	Left Crossover	Awarded after playing Sonic Radio (get radio dial to the end and start mode at the radio targets)	Score a Radio Jackpot from Sonic Radio Mode by hitting all pink shots and then shooting radio targets

FOOBOT MULTIBALL

Collect all 6 FooBot parts to light FooBot Multiball.

Starts with 2 balls in play (with add-a-ball opportunity available after each band member phase), with jackpots are lit at each band member. Shooting a band member makes that shot and the **Overlord** lit for **jackpots**. The value of the jackpot depends on the band member shot chosen:

Jackpot values (plus 3 million base):

- Rami: 10% of Sonic Radio mode points
- Pat: 2% of all van mode points
- Nate: 10% of Overlord Multiball points
- Taylor: 10% of Combotron Jackpot points
- Dave: 10% of Area 51 points
- Chris: 10% of Bot Frenzy points

Max jackpot contribution for each band member is 10 million.

Shooting the band member will increase the jackpot multiplier (in addition to scoring a jackpot and progressing through the phase). Once enough jackpots have been hit (from band member or overlord), the Overlord will be lit to complete the phase, **add a ball into play**, and relight the band member shots. Complete with all 6 band members to light the super jackpot, worth 10% of all jackpots awarded multiplied by number of balls in play.

SONIC RADIO TARGETS AND MYSTERY

Complete the Sonic Radio targets when not in a multiball to advance towards lighting **Overdrive** Ball Save on the left outlane. On the Premium/LE it will start at Easy difficulty (one set of targets to light overdrive) but on Pro it will start at Medium difficulty (two sets of targets to light overdrive). On the Prem/LE only, Overdrive will start lit at the beginning of the game by default.

Completing the targets will also advance the radio dial to the right slightly and light **mystery**, but the dial will be shaking so you must collect the mystery award (at either radio target) before the dial goes back to where it was and the mystery will unlight. Get the dial far enough to the right to enable **Supersonic Radio**.

Possible mystery awards (given in this order when competition mode is active):

Add-a-ball (if in multiball, once)

2.5 mil

Upgrade Engine

Raise Spinner

Upgrade Speaker

Max UFO Action Button

Upgrade Bomb

5 mil

Bonus X

Light Missile Outlane Save

Light Extra Ball

Spot Band Member Combo



OVERDRIVE BALL SAVE

PREMIUM/LE

When **Overdrive** is lit, draining down the left outlane will trigger the **Overdrive** post for a skillful ball save opportunity. Hold the left flipper to bounce the ball back into play. Quickly follow this up with any major shot to score an Overdrive bonus points award.

PRO

On the Pro, Overdrive will always save the ball on the left outlane when lit, however if you hit the left flipper quickly after the ball hits the left outlane, you can score an Overdrive bonus points award.



SUPERSONIC RADIO

Get the radio dial to the end of the tuner to qualify Supersonic Radio mode. Supersonic radio mode can only be started in single ball play, while the radio is flashing.

During Supersonic Radio mode, hit silver shots to build radio towers to boost the rock signal, boost the radio value, and light that shot pink. Hitting pink shots scores current radio value. Hitting radio targets when flashing will add time.

Hit all pink shots to light the radio targets for Radio Jackpot, worth the combined values of all radio awards made. Once the radio jackpot is ready, all shots relight silver again so you can also continue to hit shots until you run out of time or collect the radio jackpot (which will end the mode).



UFO ACTION BUTTON

Hit the UFO captive ball when the UFO insert is lit to advance the UFO Button. Each hit to the captive ball may trigger multiple hits depending on the ball action. You can see your UFO progress on the upper left corner of the screen, with the color of the progress bar indicating your progress towards getting that color UFO Button. Your progress is also shown on the circle inserts inside the UFO Captive ball area. Once you achieve that color, the action button light itself will turn that color so you know what level you are at:

Color	Hits Required	Number of Uses
Yellow	8	1
Green	+4 from Green	2
Red	+4 from Red	3

UFO action button can be used any time it is qualified and it will instantly locate the shot on the playfield worth the most points, and suck all the points it can find and award them to you! (and spot everything at that shot as if you made the shot yourself, with the exception that it will never cause a mode or multiball to start). If a **Raygun** multiplier is active, the UFO action button will not get the multiplier, but will otherwise score points including all other multipliers (playfield multipliers and Foobot shot multipliers).

UFO BONUS

Each time the captive ball is triggered, in addition to building the UFO Button, UFO points are given based on the color of the UFO, and this value is also added to the **UFO Bonus**.

The value of the UFO is:

- No color - 25k
- Yellow - 50k
- Green - 100k
- Red - 250k

UFO Bonus is available at the captive ball to collect after any sort of Area 51 Multiball progress is made (via Right Ramp on Pro, or hitting shots on upper playfield on Premium/LE). **UFO Bonus** value will reset when collected, or when the ball ends.

Hit the left crossover exit switch (that feeds the upper flipper) to light a **UFO Doubler** on the captive ball for a short amount of time. This will double all scores from the captive ball, and give **2x UFO Action Button** progress. This is also a way to advance UFO button progress during multiball (normally the UFO light is off during multiballs).

THE ROCK-O-METER

Shoot the right orbit when the **battery** insert is lit to enable the three levels of the **Rock-O-Meter**, located just past the plunger lane. Rolling over the switch in the rock-o-meter will award the next flashing level on the rock-o-meter. Fill the rock-o-meter to the top to start **2x Playfield** for limited time. If you manage to fill up the rock-o-meter again while 2x is running, the timer will reset and start **3x Playfield**.

After the first time you fill up the rock-o-meter (unless 2x or 3x is already running), to requalify the **battery** insert on the right orbit, shoot the mod-ulator paddle target (behind the drop targets).

BOT TARGETS

Complete **bot targets** to light **Bot Award**.

Hitting the lit **Bot Award** will award a **Bot Bonus** of 500k per bot destroyed this game, and give a rotating award in the following order:

Light right outlane missile ball-save
Light **Super Modulator**
Light **Bot Frenzy**

When **Super Modulator** is lit, it can be started at the Modulator target behind the drop targets. While **Super Modulator** is running, the drop targets will stay down and all hits to the modulator will instantly upgrade one of the three rotating van mods.

When **Bot Frenzy** is lit, it can be started on the left ramp.
The second time through you must also hit each bot target twice before the bot runs away for it to count.

BOT FRENZY

Shoot Bot Targets to light spinner and increase the value of the spinner. All bot targets raise the spinner value, but unique bot targets will add more time and increase the spinner multiplier. Mode ends once time has expired.

LIGHTNING KICKER

Hitting the **lightning kicker** awards current **lightning value**, charges up the power slightly, and lights both ramp lightning bolt inserts. Shoot lit lightning bolt inserts starts **Lightning Round** to raise the value of the **lightning kicker**. Once the lightning kicker has been fully charged up (10 hits), **Super Lightning Round** starts.

LIGHTNING ROUND

When lit from the lightning kicker, hitting a solidly lit lightning bolt on either ramp will raise the current **lightning value** and award it to you, and light a lightning combo on the other ramp. Keep hitting left and right ramps until you miss and the combo times out to keep raising the value of the lightning kicker.

SUPER LIGHTNING ROUND

Shoot flashing lightning bolts until time runs out, scoring **10x** the current **lightning value**, built up from previous lightning rounds!

SPINNER AND SUPER SPINNER

Level up your spinner by getting more and more spins, each level boosts spinner scoring.

Hit left and right inlanes both 3 times to light one of the inlanes for Super Spinner (blinking). Roll over the blinking Super Spinner light to start Super Spinner, where the spinner scores 10x what it normally does, or hold off on starting super spinner until your spinner is worth more or you have a playfield multiplier going for bigger points!

RAYGUN TARGETS

Hitting a lit inlane target to use the Raygun multiplier, allowing for a quick 2x scoring boost that will last either 5 seconds, or until you hit one of these major shots: left crossover, left ramp, side loop, side ramp, overlord, right ramp, or right orbit.



If you manage to hit the other inlane target during this time, a 4x boost can be earned!

To relight the inlane targets, shoot the **rock-o-meter**.

THE COMBOTRON

Each shot on the playfield with a Combotron insert corresponds to a spot on the Combo-tron element on the display. On a PREM/LE, the upper playfield Combotron inserts map to the side loop and side ramp positions and are an alternate way to achieve those specific shots.

Hitting any shot with a Combotron insert will light more Combotron inserts, and level up your combo chain, causing all the Combotron inserts to change color. Try and get all shots to **RED** for massive combo scoring!

DETAILED COMBOTRON SCORING

Base value = 25,000 + 5,000 x number of band member combos completed

Combo shot score = Base value x (Current level at each unique shot + Current length of combo)

Example with 2 band member combos completed for a base of **35,000** (say you already got the Pat and Taylor combo from earlier), you start a new combo and hit:

1. left ramp (first shot in the combo to start the combo, counts as level 1 for calculation)
2. center spinner (level 1)
3. side ramp (level 2)
4. center spinner (was level 1, but now gets upgraded to level 3)
5. side ramp (was level 2, but now gets upgraded to level 4)

Your next combo shot would have a uniqueness multiplier of $1 + 3 + 4 = 8x$ (the current level achieved at each shot) + length of combo ($5x$) for a total of $13 \times 35,000 = 325,000$.

BAND MEMBER COMBOS

The following special combos (when made in this sequence, with their Combotron inserts on) will boost combo scoring as well as award a **band member** bonus; collect all to light an extra ball:

Member	Shot 1	Shot 2	Shot 3
Taylor	Side Ramp	Spinner	Side Ramp
Dave	Right Ramp	Left Ramp	Right Orbit
Nate	Side Loop	Side Loop	Side Loop
Chris	Right Orbit	Left Ramp	Right Orbit
Pat	Left Ramp	Spinner	Side Ramp
Rami	Left Crossover	Side Loop	Mod-ulator Paddle Target

COMBOTRON COLLECT

As you hit combos, in order for one of them to show up on the history of all the cool shapes you've drawn on the display, you need to **collect** the combo at the **Overlord**. Collecting a combo scores 3x current combo value (or 5x if you hit the back target in the Overlord), ends the combo, and adds it to your combo history chart. Collect 6 combos to light **Combotron Multiball**. Your longest 3 combos are kept track of in the Best of You charts, and are used to determine scoring in **Combotron Multiball**.

COMBOTRON MULTIBALL

Starts at the side ramp once enough combos have been collected. Once started, it will begin an introduction sequence that tallies your best 3 combos and will set the scoring and starting combo levels for the multiball.

During the multiball, keep hitting lit combos to raise their levels and keep the synth music going, if you take too long to hit a shot the music will stop and the combo levels will reset to their base (determined during the intro). Hit a red combo to light **Combotron Jackpot** at the Overlord, or keep hitting more unique red combo shots to multiply the jackpot up to 5x!

TOY TIME MULTIBALL

Complete all 6 band member combos and save all the cities to light Toy Time multiball on the left ramp.

During Toy Time multiball, make a band member shot, then collect enough switches to light band member jackpot, or continue hitting shots to build the jackpot value.

Hit both Overlord targets to light Overlord lock for a timed lock where all switches count double towards lighting jackpot and shots boost the jackpot twice as much.

Each band member jackpot adds a ball and lets you repeat the process with another band member. Once all band member jackpots have been collected, collect the Foobot Jackpot at the Overlord for big points + instantly award a Foobot part (unless you have all parts, then it will instantly upgrade a part).

THE FINAL BATTLE

The Final Battle is qualified by:

- Play all 3 Overlord multiballs
- Play both Austin and DC
- Play Foobot Multiball

Once all three of these have been done and no multiballs are currently running, the left ramp will light to start The Final Battle.

- Phase one:

- Hurry up starts at 10 mil
- Hit either ramp or complete the right ramp targets to score hurry up and grow by 5 mil
- Hit enough to light overlord to help Dave and Pat escape
- Free the other four band members by shooting their shots, scoring the hurry up value, multiplying more each time you collect one.
- Shoot Overlord to advance to phase 2 after freeing the whole band.

- Phase two:

- Dave starts at 100 health (1 health per second), Fake Dave starts at 100 health. Each lit shot does 3 HP as 1x damage, then 2x, 3x, etc. Shooting Overlord will reset multiplier and relight all shots. If Dave runs out of health, the mode is over.

- Phase three:

- Multiball starts, Dave starts at 150 health, Overlord starts at 200 health. All shots lit deal 5 HP of damage. Shoot both Overlord targets to light a Super Jackpot. Collect a Super Jackpot to add a ball. All scores multiplied by the number of balls in play. Defeat the Overlord to win!