

## Freddy's A Nightmare on Elm Street Pinball

### Game Mode

The player begins play in the "awake" state, which is the normal play mode. When the player falls asleep, they enter a nightmare play mode. These nightmare play modes are described below. The player may enter a nightmare play mode from the plunger skill shot, "1... 2..." (MYSTERY) feature from shooting the boiler room, or from time.

### Nightmares (General)

During any nightmare, the player attempts to defeat Freddy Krueger by shooting any of the flashing "FREDDY" shots. Each shot increments the Freddy Meter billboard. Completing this meter qualifies the boiler shot. Making the qualified boiler shot defeats Freddy, awards ten million points times nightmare number and returns the player to the "awake" state unless multiball is still in play. If multiball play is still active, then the jackpot shots are qualified.

While the player is awake, they can earn items which can help them out during any nightmare. These items are multiball, extra power, and set alarm. If multiball is earned, then the nightmare begins with automatic multiball play. If more power is earned, then during the next nightmare, each Freddy shot increments the Freddy Meter three places instead of the usual two. If set alarm is earned, then five seconds before the end of the nightmare, the boiler shot is qualified to grab Freddy. If the player grabs Freddy, then the nightmare continues into the awake state. During any nightmare with multiball, the lower left target flashes to add an additional ball.

#### Nightmare #1:

- Begin with multiball
- Begin with one "Save Soul" target lit.

The following items are given to the player only the first time through this nightmare

- Begin with more power.
- Begin with alarm set.
- Begin with most of Freddy Meter completed.

#### Nightmare #2:

- Begin with one "Save Soul" target lit.

The following items are given to the player only the first time through this nightmare:

- Begin with alarm set.
- Begin with most of Freddy Meter completed.
- Hurry-up extra ball

#### Nightmare #3:

- Begin with multiball.
- Begin with all "Save Soul" targets lit.

The following items are given to the player only the first time through this nightmare:

- Begin with most of Freddy Meter completed.

#### Nightmare #4:

- Begin with Freddy's Jackpot active.
- Begin with one "Save Soul" target lit

The following items are given to the player only the first time through this nightmare:

- Begin with more power.
- Begin with some of Freddy Meter completed.

#### *Nightmare #5:*

- Begin with multiball.
- Begin with one "Save Soul" target lit.

The following items are given to the player only the first time through this nightmare:

- Begin with some of Freddy Meter completed.

#### *Nightmare #6:*

- Begin with Freddy's Jackpot active.
- Begin with all "Save Soul" targets lit.

The following items are given to the player only the first time through this nightmare:

- Begin with some of Freddy Meter completed.

#### *Final Nightmare:*

This round always begins with four ball multiball. If the player has not completed all of the shots when multiball ends, then they are given a grace period to complete the shots. The player must complete five strobing shots to qualify the boiler room. If the player successfully completes all five shots and then completes the boiler shot, they defeat Freddy and receive the following awards:

- Collect 1,000,000 points for each soul.
- Collect 1,000,000 points for each Kruegerand.
- Collect 10,000,000 points for each Freddy defeated up to this point.

#### **Multiball Jackpots:**

If the player is in multiball when any Freddy is defeated, then the five jackpot lamps flash. Each shot awards the player the jackpot value and turns off the corresponding lamp. This continues until the player reaches the last shot which continues to remain active. The last shot switches to the captive ball.

#### **Dream Warriors:**

This is a multiball mode where shooting the strobing shot awards super jackpot. Completing a strobing shot changes the strobing shot to another location. This continues until the shot is the upper left spot target which remains active. This feature lasts until the player leaves multiball.

#### **Hidden Mode:**

This is a multiball where each boiler shot awards 10,000,000 points. This feature lasts until the player leaves multiball. Only one hidden mode per player is allowed.

#### **Kruegerand Multiball:**

This is a multiball where each boiler door shot awards 5 kruegerands. This feature lasts until the player leaves multiball.

#### **Souls Saved:**

Various features award "Souls" to the player. These Souls are a bonus which may be collected at a later time. If the player exceeds high souls to date, they enter their initials.

#### **Kruegerands:**

Various features award "Kruegerands" to the player. These Kruegerands are a bonus, which may be traded for items or collected at a later time.

#### **Claw Save:**

Completing C-L-A-W allows player to activate the claw save device between the flippers. Once this device is activated, the letters in C-L-A-W are reset.

**"Take That" (Top L. Target):**

During the awake state, if the average game is less than three minutes, this target lights kick save. If the kick save is already lit, then claw save is lit. If the claw save is already lit, then enable the hurry up extra ball. If the player has already won two hurry up extra balls, then score 20m instead. If the average game time is greater than three minutes, then the first award = 5M, second = 10M and the third = hurry up extra ball.

**Glove Flipper:**

This device is positioned near the lower left up kicker. If the player has this device qualified when the ball enters this up kicker, then the player is allowed to flip the ball off of the ramp using this device. If the player flips the ball into the captive ball, they receive an award.

**Low Game Special:**

If the payer begins the last ball with less than 20,000,000 then the right outlane special will be lit for a timed period. (see game adjustments)

**1... 2... (MYSTERY):**

Give player a random award.

**Sleep/Awake Meter:**

This is a vertical billboard positioned in the upper center of playfield. This meter is active while the player is "Awake". Time increments this meter toward "Asleep". If the player completes a "Coffee" shot, this meter is incremented toward the top. If this meter reaches the bottom, the player enters the next nightmare. If this meter reaches the top, then the player is "Fully Awake" and the captive ball is strobed and Hidden Mode is qualified. If the player shoots the center left spot target while fully awake, then they are awarded the Hidden Mode. If the player hits the captive ball spot target while fully awake, then they are awarded "Freddy's Bones" feature.

**Freddy Bones:**

Award player all three "next nightmare" features. If player has already earned all three "next nightmare" features then award twenty kruegerands.

**T. V. Set:**

Award 10,000,000 times hit in succession number when flashing-out. Begin flashing-out when lit. Collect bonus when flashing during a nightmare.

**Bonus:**

Pop bumper hits add 300,000 to this end of ball bonus. If bumpers are flashing, pop bumper hits add 1,000,000 to this bonus.

**Three Jackpots:**

Completing any multiball jackpot turns on its corresponding lamp. Completing any Freddy jackpot turns on its corresponding lamp. Completing any combo jackpot turns on its corresponding lamp. Completing all three lamps qualifies the lower left up kicker for "dream warriors".

**Combo Feature:**

The left return lane rollover qualifies the captive ball for the combo feature. Hitting the captive ball spot target when lit opens the top left gate and flashes the center jackpot shot for a short timed period. Completing this jackpot shot awards the combo jackpot.

**Toggle Function:**

Various features (see adjustments) can be percentaged by activating and deactivating them. The toggle can turn some off and turn others on.

**Freddy's Shop: (Trade Kruegerands)**

A ball going through the right return lane when lit flashes Freddy' head for one shot (shoot through the pop bumpers). Making this shot allows the player to purchase an item using kruegerands. The item offered depends on the amount of kruegerands that the player presently has: (any unused kruegerands are collected as an end of game bonus)

- 10 Thru 19 Kruegerands 10 Souls
- 20 Thru 29 Kruegerands Kruegerand Multiball
- 30 Thru 39 Kruegerands Hurry-up Extra Ball
- 40 Thru 49 Kruegerands Extra Ball
- 50 ,70, 90 (Adjustable) Dream Warriors

**Playfield Features:**

Outhole:

- Collect end of ball bonus(es).

Left outlane rollover:

- Score 3,000.
- Activate kick save when lit.

Right outlane rollover:

- Score 3,000.
- Award special when flashing.

Left return lane rollover:

- Score 30,000.
- Qualify captive ball for combo feature when lit.

Right return lane rollover:

- Score 30,000.
- Activate trade kruegerand feature when lit.

Kicking rubbers:

- Score 30.
- Perform toggle function.

- end rules -