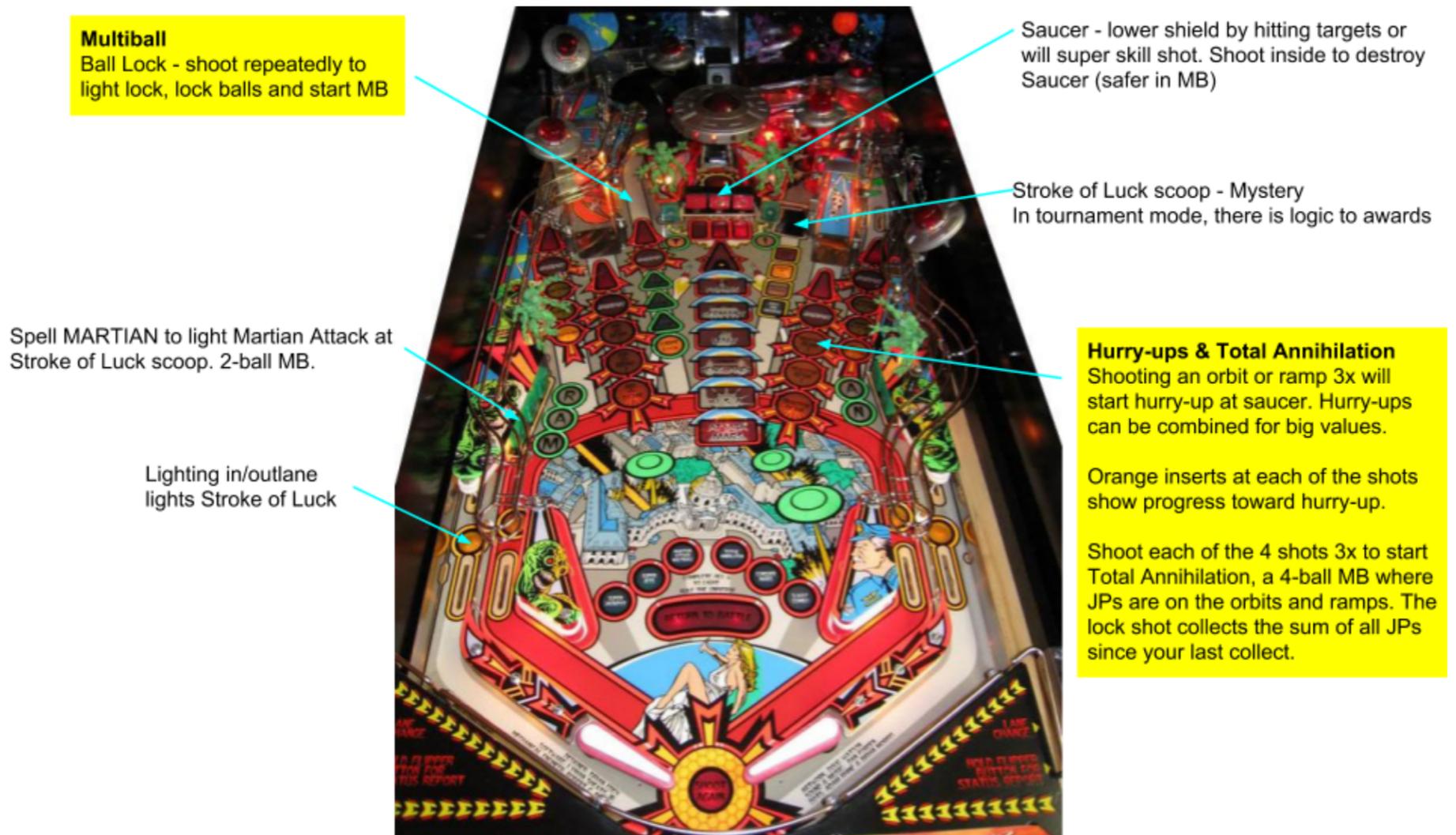


# Attack From Mars

4 player DMD - [Bally](#) 1995 - Design: [Brian Eddy](#) - Code: [Lyman F. Sheats Jr.](#) - Art: [Doug Watson](#)

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## Strategy - Multiball, Total Annihilation & Hurry-ups

- Skill shot: if saucer shield is up, hold left flipper and launch ball, then shoot saucer to lower shield in one hit. If saucer shield is down, launch ball into lit rollover lane for +5x bonus
- Multiball (3-ball): Shoot lock shot to light lock and lock balls. Shoot all 5 JPs then strobing SJP. Use multiball to destroy Saucers but you must have shield down before starting MB.
- Total Annihilation: Shoot both orbits and both ramps to start Total Annihilation, a 4-ball MB where JPs are on the orbits and ramps. The lock shot collects the sum of all JPs since your last collect.
  - Hurry-ups: Shooting one of the 4 shots (both orbits and ramps) 3 times will start a hurry-up that's collected at the Saucer. Hurry-ups can be stacked for larger values. 1 hurry-up starts at 100M, stack 2 hurry-ups for 300M, 3 hurry-ups for 500M and finishing the 4th will award 1B and automatically start Total Annihilation. Risk/reward!

## Other Strategic Scoring Features

- Best use of Martian MB is to stack with one of the other MBs by shooting Stroke of Luck to start Martian Attack, then starting the other multiball and lastly shooting each Martian to start the stack.
  - Mash launch button during Martian Attack in case you have Martian Bombs which spots you one Martian kill.
- Once you light Super Jets (100 pop hits) Stroke of Luck will award video mode during which you can press the launch button one time to destroy all saucers on the DMD.
- Dirty Pool: In multiball you can destroy the Saucer and just before the shield starts to raise, shoot another ball so that it ricochets off targets on either side of hole. With the right timing the shield will fully raise trapping that ball inside. With the ball that you destroyed the Saucer, which is now free and coming down the left inlane, shoot the shield. This will bump the trapped ball causing it to fall down the hole and destroying the next Saucer on the list!

## Stroke of Luck Logic

When in tournament mode, mystery awards can often be predicted. If the ROM you're playing is 1.13b it's useful to know what's waiting for you in the scoop. Otherwise, all other ROMs (including AFMr) will only award 50M.

- Start Attack Wave (open shield) - If shield is up, Super Jets is not lit & Strobe Multiball has already been played
- Light Martian Attack - If shield is down, Super Jets is not lit or Video Mode & Strobe has already been played
- Martian Bomb - If Martian Attack is already lit or you shoot Stroke of Luck during Martian Attack
- Video Mode - Next award after lighting Super Jets
- Strobe Multiball - Next award after lighting 5-way Combo
- Multiball - Usually on ball 3 if you haven't played MB yet and you've got 1 or 2 balls locked