

4 player LCD - [Pinball Brothers](#) 2021 - Design: [Dave Sanders](#) - Code: [Joe Schober](#), [Brian Dominy](#)
 Art: [Aurich Lawson](#), [Matt Riesterer](#), [Garret Popek](#)

[Instruction Cards](#) | [IPDB](#) | [Pinball Videos](#) | [Pinburgh Bank Reveal](#) | [Pinside](#) | [PinTips](#) | [Rule Sheet](#)

Airlock - Starts Missions

First mission starts lit. Shoot both ramps to light further missions

Side Ramp - Shoot right or left orbit to feed pops, then hope ball falls into lane above upper right flipper

Left Orbit

Sentry Guns Multiball

500 switch hits to light Vent 1 for multiball. Shoot spinners at left and right orbits to light JP at Xenomorph. Repeat until SJP lights at Airlock

This Vent 1 deadend shot is also the Mystery. Light Mystery by making the 1-2-3 shots or by making Vent 1 skill shot

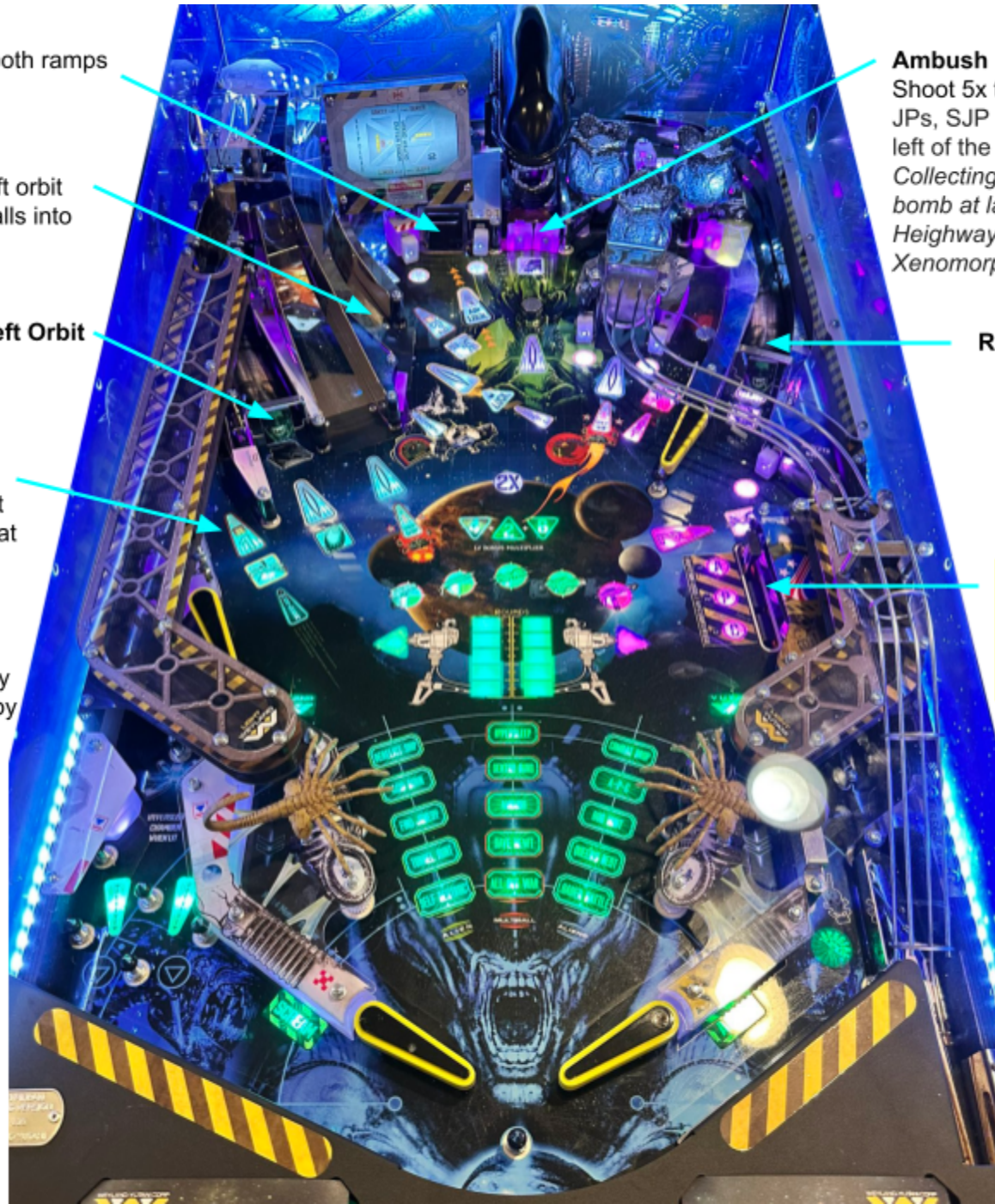
Ambush Multiball (Xenomorph target)

Shoot 5x to begin, Xenomorph relights JPs, SJP lights at Vent 3 (target to the left of the Airlock scoop).
 Collecting 2nd weapon awards smart bomb at launch button (EB button if Highway machine), spotting two Xenomorph hits

Right Orbit

Hypersleep Multiball

Make APC drop targets then lock balls on side ramp
 Lucrative multiball



Strategy - Hypersleep Multiball, Movie Missions

- **Movie missions** - at the beginning of the game you'll choose either the left or right modes (inserts between slingshots) using your flipper buttons. I don't think it really matters which you choose. The 5th mode will always be a 3-phase mode that, if won, starts a 4-ball multiball.
- **Completing missions** will award a weapon and completion points are awarded in end-of-ball bonus
- Completing all modes and playing all multiballs (including Save Newt MB which I don't quite get but [you can read about here](#)) lights the Xenomorph target for the wizard mode - All-Out War.
- **2x Scoring** - Spell DROP and SHIP at left and right ramps to start for 20 seconds. The 4th weapon (Pulse Rifle) also awards 2x.
- **Weapons are awarded from:**
 - Making skill shot at flashing standup target
 - Making all 5 standup targets (2 at Airlock, 2 at right ramp, 1 below right orbit)
 - Completing a mission
 - Mystery award
- **Weapons Sequence**
 - Weapon 1 - Handgun: +2 Bonus X
 - Weapon 2 - Shotgun: Spots 2 Xenomorph hits
 - Weapon 3 - Smart Gun: Smart Collect. Instantly collects everything currently lit on the playfield
 - Weapon 4 - Pulse Rifle: Instantly starts 2x Scoring
 - Weapon 5 - Flamethrower: Activates the ball saver for 2 seconds.

I don't know this one well at all but hopefully this PinPal will get you started. 😊