Professional and Amateur Pinball Association's Guide to

Premier's Freddy: A Nightmare on Elm Street

Version as of January 22, 1995

DISCLAIMER: This rule sheet is meant as a guideline only, and is not an official documentation. To the best of our knowledge, the information contained in this rule sheet is accurate. However, due to various ROM editions, operator setup options, and tournament modes, the rules of any particular game may deviate from those listed below. The rules of the game are always final, and any discrepancies between this rule sheet and the actual game rules cannot be used as a basis for protest.

This rule sheet was written by Dave Stewart <dstewart@eng.umd.edu> for distribution at PAPA-5. Some of the items included have been copied verbatim from a transcribed version of the rules provided courtesy Premier Technology.

1. Playfield Description

The game has three regular flippers, plus one "glove" flipper. Two flippers are at their normal positions below slingshots. The third is an upper right flipper. The fourth flipper is in the shape of Freddy Krueger's hand, and is only active when the Mystery hole is lit for a glove flip. The other playfield items, from left to right:

Left Outlane: Has a kickback; the kickback is relit by hitting the *multi-ball* target during single-ball play when lit.

Left Inlane: Lights captive ball for Combo Jackpot shot.

Multi-Ball target: Hit to add a ball during multiball or to relight kickback during single-ball play when lit or flashing.

Mystery hole: Awards a mystery item (usually points) when lit. It feeds the ball vertically to a ramp with a "Glove" flipper. If "glove" flipper is lit, then the left flipper button can be used to flip the ball off the ramp, for a shot at the captive ball. Otherwise the ball feeds the left flipper.

Left orbit: Has a diverter which can feed Freddy's head, a habitrail to the right flipper, or allow the ball to continue around the loop to the upper right portion of the playfield.

Upper orbit: This is the exit of the left orbit, most easily hit by the upper right flipper, but can also be hit by either lower flipper.

Drop targets: hit all three targets to either light more power, set alarm, or score points (5M+5M for rest of ball). Slingshots rotate which award is given.

Soul/Claw Targets: Freddy's head is fed through the orbits. Around the head are four "soul" targets, which each spot letters to spell CLAW. During multiball or when CLAW is lit, hit these targets to save souls.

Center Stand-up target: This target is between the drop targets and soul/claw targets, and can only be hit by the upper right flipper. It can also be lit to collect an Extra ball.

Sleep/Awake Meter: 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 enabled. If the player shoots the center stand-up 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 (see Section 6).

Coffee Target: This target is just below the sleep/awake meter. Hit it when lit to increment sleep/awake meter.

Boiler Room: At the upper right corner of the playfield is a boiler room which a moving door. See Section 2 for details.

Captive Ball: To the right of the boiler room. A successful shot to this captive ball feeds upper right flipper. It can be lit for a variety of features, including coffee, jackpot, Freddy shot, Freddy's bones, glove shot award, or first shot in the combo jackpot.

Upper right flipper: primarily used to shoot either the upper orbit or the center stand-up target.

TV Target: Awards 10M times number of hits while flashing. It begins to flash for about four seconds each time it is hit. This targets scores collect bonus when flashing during a nightmare.

Right Inlane: when lit, lights the left orbit for one shot for trading kruegerands.

Right Outlane: Can be lit for a special.

Plunger Lane: Dual manual and automatic plunger. Use manual plunger at beginning of ball for skill shot. Automatic plunger is used to launch balls during multiball.

Claw: Between the lower flippers is a claw. Hit the Claw targets to light CLAW and enable it. Hit the button below the right flipper button to try and save a ball going down the center (or in some cases even going down an outlane when it passes the center). Once you use it, you can keep pressing it, and the claw will come up 4 or 5 times before timing out. You must then hit the Claw targets again to re-enable use of the claw.

The left orbit, upper orbit, center stand-up target, boiler room, and captive ball can all be lit for Freddy shots and jackpots during each nightmare.

2. Boiler Room

The boiler room is one of the primary shots, and has many uses:

Plunger skill shot: At the beginning of each ball, the door on the boiler room is moving up and down. Shoot the ball into the sinkhole behind the boiler room to immediately start the next nightmare.

Door closed: When the door is closed during "awake" mode, hit it to lower the door for 10 seconds to expose the sinkhole.

Door opened: When the door is open during "awake" more, shoot boiler room sinkhole to fall asleep and start a nightmare.

During Nightmare: Sinkhole scores Freddy shots and jackpots if lit.

Defeat Freddy: Once all lights are lit on Freddy Meter during a nightmare, shoot boiler room to defeat Freddy. The door may be moving when it is lit to defeat Freddy.

3. Nightmares

Nightmares are the primary modes in this game. There are seven possible nightmares; the first six are numbered 1 through six, the last one is called *Final Nightmare*. The nightmares are always played in order, from 1 through 6, then Final Nightmare.

Each nightmare may be augmented by one of the following:

Multiball: Next nightmare is multiball. Automatically for the first, third, and fifth nightmares. The other multiballs are timed.

More Power: During the next nightmare, each Freddy shot increments the Freddy meter three places instead of the usual two.

Set Alarm: Five seconds before the end of the nightmare, the boiler room is lit to grab Freddy. If this is a multiball nightmare, then the five second timer starts when all but one ball drains. If the player grabs Freddy, then the nightmare continues into the awake state.

If none of the above are lit, then the nightmare is a timed mode which lasts for 20 seconds or until Freddy is defeated.

The player enters a nightmare using one of the following:

- Successful plunger skill shot to immediately fall asleep.
- Shooting the boiler room sinkhole to immediately fall asleep.
- Falling asleep over time, which happens if sufficient time passes without hitting coffee shots to stay awake.

During any nightmare, the player attempts to defeat Freddy by shooting any of the flashing "Freddy" shots. The following shots are lit during each nightmare as Freddy shots: left orbit, upper orbit, center stand-up target, boiler room, and captive ball. All Freddy shots remain lit until the Freddy Meter (located above the boiler room) is completed and the boiler room is lit to defeat Freddy.

Shoot boiler room to defeat Freddy to score 10M * nightmare number. In a single-ball play nightmare, the player returns to the "awake" state. In multiball nightmares, the five Freddy shots are then lit to score jackpots. Shoot all five jackpots to relight all the jackpots again. During multiball, shoot the "add-ball" target to add a 3rd and 4th ball. This target remains lit until all four balls are in play, after which time no more balls can be added.

During each nightmare, other features may also be active. Following are more specific details on each nightmare:

Night -mare	Standard Features, Nightmare begins with:	Features enabled only the first time through nightmare; nightmares begin with
1	• multiball • one "save soul" target lit.	• more power • alarm set. • most of Freddy meter completed.
2	• one "save soul" target lit.	• alarm set. • most of Freddy meter completed. • hurry-up extra ball lit
3	• multiball. • all "save soul" targets lit.	• most of Freddy meter completed.
4	• Freddy's jackpot active. • one "save soul" target lit	• more power. • some of Freddy meter completed.
5	• multiball. • one "save soul" target lit.	• some of Freddy meter completed.
6	• Freddy's jackpot active. • all "save soul" targets lit.	• some of Freddy meter completed.

Completing six nightmares lights the Final Nightmare. Fall Asleep to start final nightmare. After final nightmare, return to first nightmare.

The final nightmare is a four-ball multiball, with all five Freddy shots lit. Complete all shots to light the boiler room. Then shoot the boiler room to defeat Freddy and collect 1M for each soul saved, 1M for each Kruegerand, and 100M for each Freddy defeated up to this point.

4. Jackpots

There are three kinds of jackpots that can be scored through the course of the game. Collecting at least one of each lights Dream Warriors at the mystery hole. The jackpot types are the following:

Multiball Jackpots: if the player is still in multiball after Freddy is defeated, then the five jackpot lamps flash. Each shot awards the player the jackpot value (10M initially, increments by 10M for each) and turns off the corresponding lamp. This continues until the player shoots all five shots. After which time, the captive ball is lit for 10M+10M to 50M jackpots (resetting back to 10M after collecting a 50M jackpot) for remainder of multiball.

Freddy Jackpot: This jackpot is scored either during the fourth or sixth nightmare. One of the Freddy shots will also be lit for a 10M+10M to 50M jackpot during this mode. The shot that is lit rotates to a different shot about every five seconds.

Combo Jackpot: The ball must go down the left inlane to light the captive ball for "combo shot". Once lit, shoot the combo "captive ball/Upper Orbit" to score the 20M combo jackpot.

5. Dream Warriors

Scoring at least one of each type of jackpot lights dream warriors at the Mystery hole. Shoot the mystery hole to start dream warriors when it is lit (it's a bright flashing red light!)

This is a four-ball multiball mode. Shoot the strobing shot to score a 100M super jackpot. That shot then becomes lit, and is worth 10M for the rest of dream warriors. Another shot then strobes, again worth 100M. This repeats until all shots (the five Freddy shots plus the mystery hole) have been collected. After which time, the center target (which is always the last shot to be strobing) remains strobing for 100M and all other shots 10M for the rest of multiball.

6. Other Miscellaneous Features

Hidden mode: this is a multiball where each boiler shot awards 5M points. Only one hidden mode per player per game. This mode begins by hitting the center target when fully awake.

Kruegerand multiball: Multiball obtained by trading kruegerands at Freddy's shop. 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: Orbits and other features award "kruegerands" to the player. These kruegerands are a bonus which may be traded for items or collected at a later time.

Take That: Hit the center target during the awake state to score a not-so-random value: 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.

Low game special: if the payer begins the last ball with less than 20M then the right outlane special will be lit for a timed period.

Freddy bones: Scored by hitting the captive ball (which will be strobing) when fully awake. Award player all three "next nightmare" features (that is, make the next nightmare *multiball*, *more power*, and *set alarm*). If player has already earned all three "next nightmare" features then award 20 kruegerands.

End-of-ball Bonus: pop bumper hits add 300K, or 1M if flashing, plus 1M for each soul saved. At end of game, score an additional 1M for each kruegerand not traded, and 10M for unused CLAW.

Freddy's shop: (trade kruegerands): a ball going through the right return lane when lit flashes the left orbit for one shot. Making this shot immediately 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

Use the flippers to select whether or not you want to trade your kruegerands. (Hint: don't trade for souls or kruegerand multiball; stack them up for extra ball or dream warriors.)

7. Scoring Level

Grand Champion scores on Freddy typically range between 1.5B and 3B. In tournament mode, it is expected that the top A division player may score about 1B, and the average game be on the order of 300-400M. In the B and lower divisions, top scores will probably be about 500M, with an average score around 100M.

8. Strategy Summary

The most lucrative mode in this game is dream warriors. Therefore, during the multiball nightmares, concentrate on defeating Freddy to get at least one multiball jackpot. In nightmares 4 and 6, it is more important to collect Freddy's jackpot than it is to defeat Freddy. And don't forget about the combo jackpot when it is lit.

Other than going for dream warriors, go for the nightmares, and while in nightmares shoot the Freddy shots and jackpots (if any). Don't worry about the other things, like saving souls, because they are not worth that much. Big exception is on the second nightmare when Hurry-up EB is lit. It is only lit for the first half of the nightmare, so go for it immediately. Of course, if EB's are disabled, then ignore this!

Final nightmare is only worth big points if you complete *all* shots *and* if you defeated Freddy on several nightmares.