



• *pedretti* •

# FunHouse

Rudy's NIGHTMARE

• *How to PLAY INSTRUCTIONS* •



# • OVERVIEW •

Welcome to Rudy's Nightmare and congratulations! This is the place where the weird gets weirder and multiple personalities are embraced. Rudy is having nightmares, hearing voices, and wants to wake up. In order to bring Rudy back to his "normal" self, we need to play through all of his nightmares (modes) with him, Defeat Evil Rudy wizard mode, and wake him up.

In the original Funhouse there was a mirror above the Wind Tunnel with different items to collect via switch hits, as the playfield clock progressed to midnight, in order to start the Midnight Madness Multiball. Funhouse 2.0 introduces a mini-screen mirror that contains the modes that must be played to get to the Defeat Evil Rudy wizard mode.

In order to light the next mode on the mirror, you will need to collect 60 minutes per mode on the playfield clock. All targets, switches, bumpers, locks, tunnels, the ramp, and scoop are worth different minute amounts. Once you collect 60 minutes you will notice that the Mirror Value will be lit and the playfield clock will progress one hour each time. A shot into the Wind Tunnel starts the mode that is displayed on the mirror.

## ***MODES AND AWARDS CONTAINED WITHIN THE MIRROR:***

- Duck Hunt
- Hot Dog Combat
- Rudy and the MONKISS (2 ball multiball)
- Haunted Roller Coaster
- The Evil Clones (2 ball multiball)
- Don't You Want a Balloon
- Light Milllion
- Jets at Maximum
- Open Trapdoor
- Ball Saver -Extra Ball

## ***CRAZY STEPS MODES***

- Melt the Clone/Clown
- Nightmare Multiball (3 ball multiball)

## ***SCOOP MINI-MODE***

- Hurry Up and Hide



# • GAMEPLAY •

When you start a game there is a chance to make a skill-shot by plunging the ball into Rudy's Hideout; which is hidden at the top of the playfield between the left and right orbits. Each time you make a skill-shot your awards progress as well as the animations.

Once the first ball is in play you will notice that the hours on the mirror are not lit up. Start hitting different areas of the playfield, to collect minutes, and watch as the minutes start to collect and progress on the clock. Some shots are worth more minutes than others due to the difficulty. Experiment and find shots that you can shoot well and collect more minutes to advance the clock faster. When 60 minutes are collected, you will notice that the next hour on the clock will light up and you will hear a callout as to what the current time is.

Now that you have 60 minutes collected, the next hour on the clock will be lit, the light in front of the mirror is lit, and the mode that is displayed on the mirror is ready to start. However, the lit mode/award that is displayed on the mirror will change as the ball rolls over the Light Mystery Mirror Tunnel switch that is located in the rightmost inlane. To start the mode, shoot the Wind Tunnel shot located underneath the mirror.

## *DUCK HUNT*

When Duck Hunt is started you will have 30 seconds to shoot as many ducks as possible. To shoot the ducks you need to shoot the ramp. More points are gained for the more ducks you shoot. If you can shoot more than three ducks you will be awarded a lot of points each time.

## *HOT DOG COMBAT*

When Hot Dog Combat is started you will have 30 seconds to do battle with the Hot Dog on the screen. More points are gained each time you hit a Superdog target and the animations will progress accordingly. You need to be fast and accurate with your shots here, and it is a good idea to focus on getting the ball to the lower left flipper as soon as possible.

## *RUDY AND THE MONKIZZ*

This is a two ball multiball frenzy. The objective here is to gather all of the band members to join the MONKIZZ and have fun. All switches, targets, and shots collect points in this mode. The more points you get the more band members start appearing on the screen. When you have all of the band members collected they start rocking out. If you can keep earning points, without draining a ball, you will see a very special animation happen on the screen. This is a fun and intense mode, and it will continue as long as you can keep both of the balls in play. You are encouraged to shoot the jets in this mode because they earn points the fastest. There is a 30 second initial ball save in this mode, so if you drain a ball initially it's all good and will be readily available to continue.

# • GAMEPLAY •

## *HAUNTED ROLLER COASTER*

Haunted Roller Coaster is a fun video mode where the ball is locked and you use the flippers to control the direction of the roller coaster on the screen. You will notice that there are green arrows to follow. Do not follow the red arrows or you will exit the mode. When it starts you need to push the right flipper for the right green arrow, the left flipper for the left green arrow, and both flippers for the center green arrow. This can be a very tricky mode at first, because in order for the turns to register you have to push and hold the flipper button(s) rather than a quick tap of the flipper(s). Also, when the center green arrow is lit, make sure to push both flippers at the same time. You need to be fast with your selections and the further you progress; the faster it becomes. More points will be awarded for the more turns you complete. There is an ear to ear smile awaiting ending if you can make it the whole way through.

## *THE EVIL CLONES*

The Evil Clones is a two ball multiball mode. The object here is to destroy as many Evil Clones as you can to gain points and help Rudy get away. This is achieved by hitting Rudy in the mouth. Each time you hit him you will notice that an Evil Clone disappears from the screen as points are awarded. The easiest way to make this shot is to shoot a ball in the Hidden Hallway, and then it will be fed to the top left flipper for the mouth shot. You will gain a big award and something funny happens if you can destroy all of the Evil Clones. This mode also has a 30 second ball saver at the beginning and will only end after you drain a ball.

## *DONT YOU WANT A BALLOON*

This mode is a lot of fun and a whole bunch of creepy! When it starts you will see the jets flashing and three wells on the screen. The objective is to hit the jets as many times as you can to release the balloons from the wells. If you can release enough balloons, you will be awarded a lot of points. Also, if there are enough jet hits, the trapdoor will open for a secret Don't You Want a Balloon jackpot. Shoot the trapdoor to be rewarded the jackpot after it opens and shoot Rudy in the mouth for some nightmare humor if you really want to. This mode will timeout after 30 seconds, so choose your shots wisely.

## *LIGHT MILLION*

When this is obtained, by shooting the Wind Tunnel, the million point shot will be lit on Rudy's mouth. Shoot his mouth to receive the reward.

## *JETS AT MAXIMUM*

The jets will reach their maximum value when this is obtained from the mirror. Shoot into the jets to get big points and minutes as they are lit.

# • GAMEPLAY •

## OPEN TRAPDOOR

When you get this award from shooting the mirror when lit, the trapdoor will open. Shoot the trapdoor to receive the jackpot.

## BALL SAVER

As the name suggests, when you obtain this from the mirror the ball will be saved for 15 seconds. It can be a good idea to use this when you need to shoot a shot that could potentially drain a ball. E.g. The “S” and the “P” in the S.T.E.P.’s targets.

## EXTRA BALL

This is, by far, the most important award to get from the mirror. It is recommended to get this as soon as possible and to stay away from the Lite Mystery Mirror Tunnel switch before you light the extra ball. To obtain the extra ball, once lit, shoot the ball into the Hidden Hallway.

~ As mentioned above, you will notice now that there are 11 total modes and awards to play through on the mirror. There are also 11 hours on the clock before the final hour. Once you have cycled through all 11 of these, and have enough minutes on the clock for midnight, the Hidden Hallway lock will be lit to start the Defeat Evil Rudy wizard mode.

Lock three balls in the Hidden Hallway to start wizard mode. If you lock two balls and then happen to drain a ball before the third lock, a ball will be released from the lock for you to continue locking balls. However, now there is only one ball locked and you must lock two more to start the wizard mode. This is much more fun than it being the end of your current ball in play, because you have worked really hard to get this far. ~

## DEFEAT EVIL RUDY WIZARD MODE

Once you have locked three balls, Defeat Evil Rudy wizard mode will begin. Congratulations for making it this far!! This is a three ball multiball. You will see directions on the screen to help you try to defeat him. Shoot the specific shot that is lit on the playfield, as well as displayed on the screen, to continue progressing. If you are unable to make the designated shot, you can also shoot Rudy in the mouth to advance to the next shot. The right orbit shot is definitely not easy, so plan in advance.

This mode will continue until you drain all three balls. However, if you are down to the last ball, you will be warned and there will be a countdown on the playfield clock letting you know that time is running out to make the next shot. If you run out of time between shots, or drain all three balls, well... you will just have to wait and see what happens for yourself. If you do happen to Defeat the Evil Rudy; congratulations and you definitely have pin-flipping skills!!!

# • GAMEPLAY •

## STACKING MODES

A great new feature of Funhouse 2.0 Rudy's Nightmare is the ability to combine modes throughout the gameplay. We know by now, that to start a single mode, we have to have enough minutes on the mirror and/or one hour completed. In order to stack/combine multiple modes you need to have more hours stored on the clock than previously started modes. For example, if you are on your first ball, have enough minutes collected with 3 o' clock lit on the mirror, and have yet to start a mode; you can start 3 modes at once!!

Let's take this a little deeper. E.g. If you first start Hot Dog Combat it will start the countdown from 30 seconds. Then you happen to notice that the mirror is still lit and Duck Hunt is now ready to start, so you shoot the Wind Tunnel to start Duck Hunt. Duck Hunt will begin with it's 30 second countdown also. Then the mirror is still lit, you shoot it, and Don't You Want a Balloon will begin. You are now playing Don't You Want a Balloon, but are hearing callouts such as "Shoot the Ramp" and "Shoot the Superdog." This is because Duck Hunt and Hot Dog Combat are simultaneously running with Don't You Want a Balloon mode. Fun.

If you shoot the ramp (for Duck Hunt) or the Superdog targets (for Hot Dog Combat) while still playing Don't You Want a Balloon, you will be awarded the points and see the animations from those modes. This is a great way to rack up a lot of points fast! After the mode is timed out, all three modes end and regular play resumes. However, if you can start any multiball (MB) mode, the mode timers are paused for the duration of the MB mode. All modes started and running before MB starts, will be taken into the mode and are active in addition to the MB mode itself. When MB ends by draining down to one ball, the mode timer resumes at where it was before the start of MB.

## CRAZY STEPS SIDE MODES

### MELT THE CLONE

This is a skill-shot mode using the Crazy Step's left plunger. In order for this mode to be activated, you need to light the S.T.E.P. targets by hitting all four of them. Once all four are lit, the Steps light will be lit on the playfield in front of the ramp and you will hear a corresponding callout. Shoot the ramp at this point to be diverted into the left plunger lane to climb the Steps. You will next need to plunge the ball successfully into whichever light is lit at the top of the steps to collect the award. The first time you climb the steps all of the lights will be lit to get you started.

However, the next time you light all four S.T.E.P. targets there will be only one light lit for more difficulty. If, after, your first successful climb of the steps you happen to go down the bumper lane/gobble hole before the Steps are lit, another light will appear in the Step lanes to lessen the difficulty. Also, the next time you light the S.T.E.P. targets the Steps light will timeout after 10 seconds and you will have to relight all targets again. Each time you have a successful steps shot in Melt the Clone, it will light the Hidden Halfway lock to start Nightmare Multiball if it is not already lit. In order to actually Melt the Clone, you need to climb the steps when the lock is still lit for Nightmare Multiball and make a successful steps shot. This will give you a big award and you will actually get to see the clone melt. Fun stuff if you can do it!!



# • GAMEPLAY •

## NIGHTMARE MULTIBALL

This is a three ball multiball mode and is capable of producing a huge score with practice, patience, and precision. Nightmare Multiball can only be started from a successful steps shot during the Melt the Clone mode; after which the Hidden Hallway lock is lit to start Nightmare Multiball. Three balls must be locked for this mode to start. You will notice that the balls don't physically lock in the Hidden Hallway ball lock. That is because it is still possible to start another multiball mode before you have all three balls locked. E.g., If two balls were locked in the Hidden Hallway, a ball would have to be kicked out of the lock in order to start The Evil Clones and Rudy and the MONKISS; which are both two ball multiball modes, and you would lose a ball that you already have locked for Nightmare Multiball.

Once three balls are locked, balls will be released into the plunger lane, the Trapdoor will open, and Nightmare Multiball will begin. The first shot you will want to shoot is the Trapdoor for a Jackpot. After this, the Trapdoor will close and the next shot you will want to shoot is Rudy's mouth for the Super Jackpot. If you are successful, this will cycle back to the Trapdoor and then Rudy's mouth again etc. until two balls drain. The Jackpot increases each time you repeat it and there are a ton of Grand Champion potential points here.

~ Melt the Clone and Nightmare Multiball are not needed to get to the wizard mode, but are a lot of fun to play and a great way to get your name on the leader board. ~

Side note: In order to start Nightmare Multiball for the second time, you will need to have a successful steps shot again. This will light the lock for Nightmare Multiball again. Once you shoot the Hidden Hallway you will hear "Ball one locked," but the lock light will disappear afterwards. Do not be alarmed, because your first ball has just been locked and stored. Repeat the successful steps shot again, the lock will be lit again, and you can now lock ball two; and so on for ball three.

It may be seemingly hard at first to get back to this awesomely fun and super high-scoring Nightmare Multiball mode again, but once you get to the Defeat Evil Rudy mode, you will see why and how things might get easier again for you again in regard to Nightmare Multiball afterwards.

Deep thinking and good times will be understood eventually here, with patience and perseverance, while at the same time huge bonuses and awards await the same imagination.

## HURRY UP AND HIDE SCOOP MODE

Finally, with Funhouse 2.0 Rudy's Nightmare, the scoop is actually used for a shot and has its own rewards. These awards range from points, minutes collected, and a mini-mode called Hurry Up and Hide. When this mini-mode is started, you will notice another one of Rudy's personalities talking/heckling you, and the object is to hide as soon as possible. There will be a Jackpot counting down on the screen and the quicker you hide the more points you will receive.

In order to hide, shoot the Wind Tunnel, the Trapdoor if it's open, or the scoop itself.

## • SIDE NOTES •

~ Another first and a huge step for Funhouse is that an initial ball saver has been implemented at the beginning of each ball. The factory settings are set to 15 seconds, but the ball saver timeout can be adjusted in the settings as well as other cool things you might like to experiment with yourself. It is a good idea to take your risky shots while this is still lit.

~ The Gangway feature works similar to the original. If the ball rolls over either the left inlane or leftmost right inlane, the corresponding Gangway will be active for one direct shot into the gangway. Shoot the correct orbit to see an awesome animation and advance the Gangway bonus. If you can progress through the Gangways the Extra Ball will be lit. Shoot the Hidden Hallway to collect the extra ball afterwards.

~ If you shoot Rudy in the mouth while his mouth is open, you will be awarded points for a Rudy Gulp and maybe hear some more random and fun humor from him.

^^^ Draw a picture of Rudy here ^^^



A decorative page with a yellow dotted border and a large lined area for notes. The page features a red title "• NOTES •" and a red paragraph at the top. The page is numbered "9" in the bottom right corner.

The image shows a full-page decorative template. It features a yellow dotted border with stylized 'P' corner accents. At the top, a red paragraph reads: "There is more than meets the eye with Funhouse 2.0 Rudy's Nightmare. Good luck on your journey, patience is key, see if you can find any hidden surprises, and most importantly HAVE FUN!!!". In the center, the word "NOTES" is written in a large, red, cursive font, flanked by small red dots. Below this, there are 20 horizontal lines for writing, arranged in two columns of ten. The page number "9" is located in the bottom right corner.

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