

Alien Rulesheet V1.0

Montag, 10. Juni 2019



Highway Pinball never published information regarding the Alien rules, the only official source are the hints given by the game itself. There are different opinions whether game rules are needed at all, as they might spoil the fun of their exploration. I personally like rulesheets because they help me to understand all aspects of the game and to plan my playing strategy.

So I created this Alien rulesheet for the current software version 1.2. It significantly improved my play and my respect for the Alien machine as well as their designers.

The rulesheet is based on the following sources:

- Good first introduction from RS-Pinball: <http://www.rs-pinball.at/alien-regelwerk/>
- Early [summary at Pinside](#) from PinballRulez
- Hours of gameplay videos recorded on my Alien pinball
- The Software release notes: [Version 1.2](#) and [Version 1.1](#)
- Specific explanations in [many different posts](#) from the Alien rules designer "Ferret" at Pinside. He also presented some [basic rules](#)
- And - most valuable - detailed insights added by Ferret after sending him my first draft of the rulesheet. Thank you Joe!

Ferret mentioned that his internal rulesheet was "about 20 pages long" and for sure my compilation is incomplete and may include errors. I would be happy to include your feedback - just contact me via [Pinside](#) or the German [Flipperforum](#).

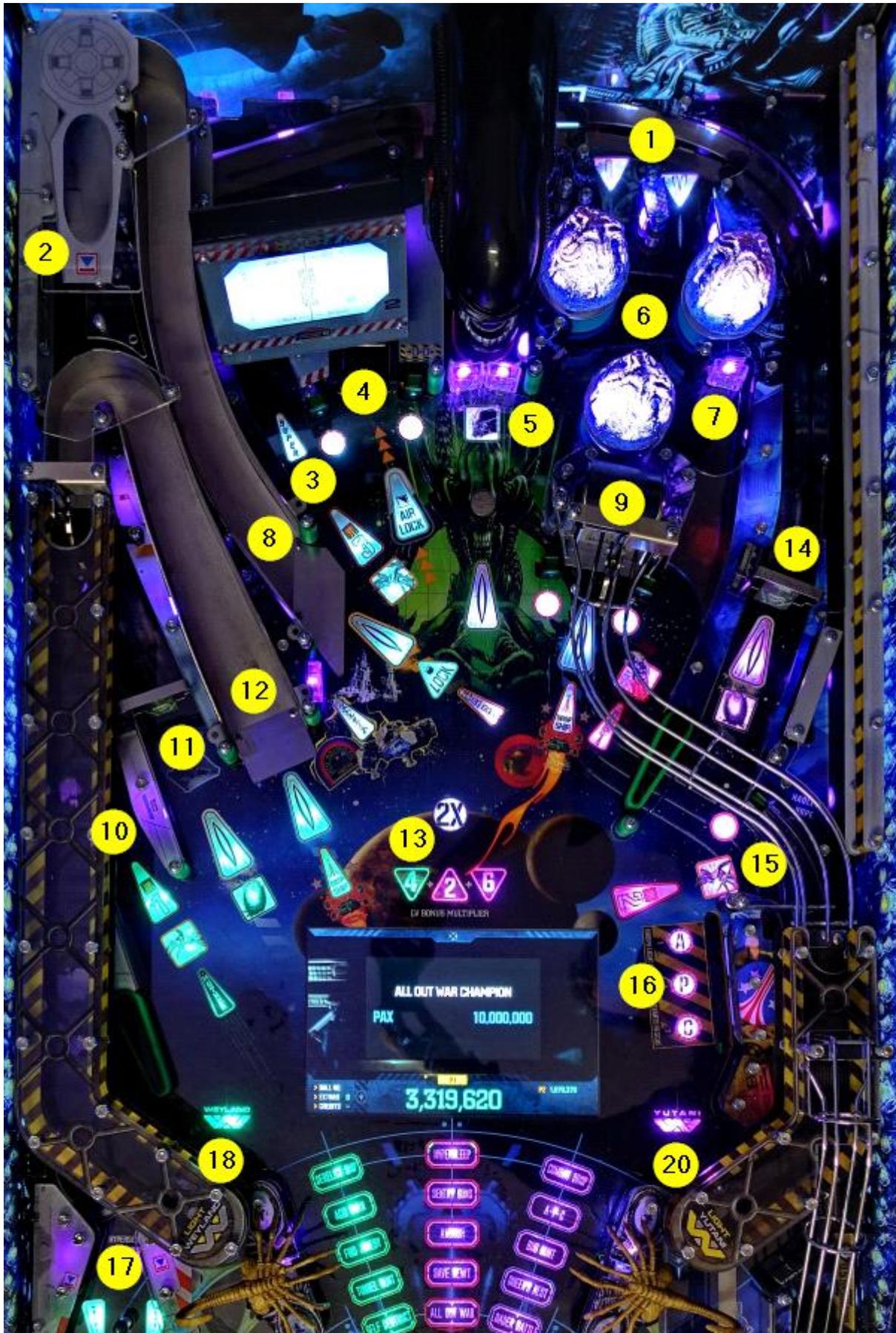
Per

Remarks:

- Some rules depend on settings in the Alien Service Menu, section "Adjustments". This allows to adjust the game difficulty - and the fun - to the own playing skills.
- Rules also partly change if you select the tournament mode: "Random effects" are replaced by fixed behavior.
- I included some very basic instructions, as there are some first-timers among my friends...

Playfield

Here is an overview of the Alien lanes, targets and inserts. For reference, I will use the terms listed below in the rule explanations.





1. Top "L" and "V" lanes
2. Hypersleep chamber
3. Vent 3 and "Super" Jackpot
4. Airlock with weapon targets and "Airlock" light
5. Xenomorph targets
6. Egg Bumpers
7. Chest burster target
8. Upper ramp with "Lock" and "Extraball" lights
9. Right ramp with weapon targets and "Drop Ship" light
10. Vent 1 with "Mother" light
11. Left orbit with spinner
12. Left ramp with "Drop Ship" light
13. Playfield double scoring (2x) and bonus multipliers
14. Right orbit with spinner
15. Vent 2 with weapon target
16. A-P-C drop targets
17. Left outlane with "Revive" lights
18. Left inlane with "Weyland" lights
19. Mission and Multiball lights
20. Right inlane with "Yutami" light
21. Right outlane with "Special" light
22. "Scream again" lights

Without numbers at numerous places

- "Live cycles" lights
- "Arrow" lights

Screens

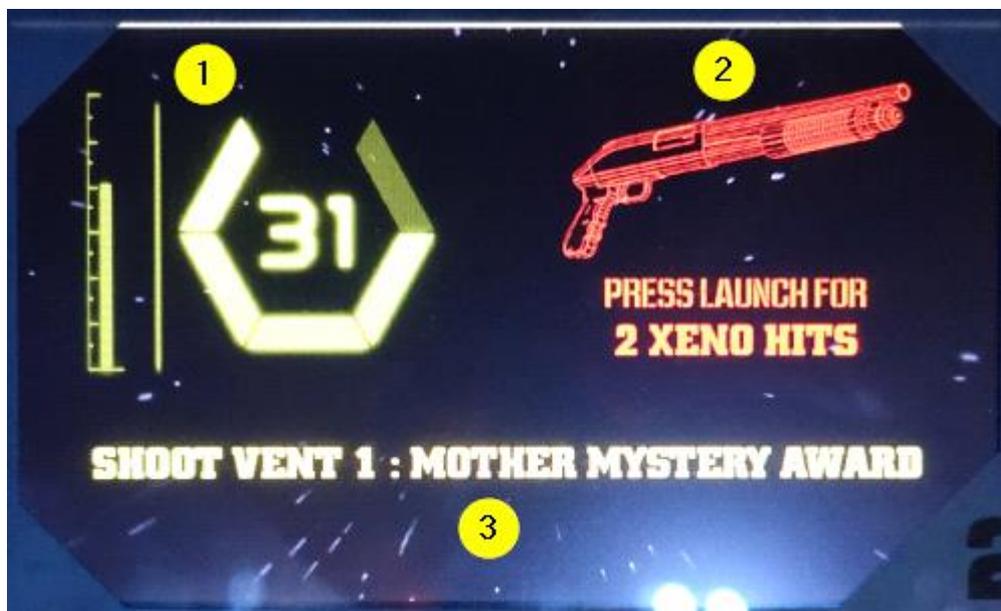
The Alien screens are used to display video sequences but also to report the current status of different gameplay elements.

Main Screen



1. Weapon status and explanation
2. Sentry guns ammunition
3. DROP SHIP letter display
4. Life cycle progress indicator
5. Action display
6. Counters for ball in play, extra balls and credits
7. Current player
8. Gained points of current player

Airlock Screen



The airlock screen shows a closed airlock and the name of the next waiting mission (see [Missions](#)). When the mission is started the airlock opens and reveals the status display shown above:

1. Remaining mission time
2. Selected weapon
3. Action display

Start a Game

Press the blinking "Start" button in front of the pinball to activate a new game. The first ball will be released and can be shot in the game with the "Launch" button. Press the start button again to add up to 4 players.

If the pinball machine is not running in the "Free Play" mode, you have to buy credits in advance. Each game or player consumes one more credit - as long as they are available.

Movies

Before launching the first ball, each player can decide which movie and related [Missions](#) he wants to play first.

- Press the left or the right flipper button to select the movie "Alien" or "Aliens"
- Confirm the selection by starting the first ball with the "Launch ball" button

If all missions of a movie are played, the game will continue with the other movie.

Skill shot

For a limited time after starting a new ball, try to hit a blinking target or lane to get a special "Skill shot" award. A shot into the Airlock deactivates the Skill Shot timer.

Each distinct skill shot (Vent 1, ramps, weapon targets, etc) gives a unique award (light Mystery, spot all letters in DROP, get weapon, etc) as well as some number of points; making the same skill shot again later in the game awards more points. Making three different skill shots in the game awards a Super Skill bonus of 5,000,000 (in addition to the normal value of the shot made).



Basic Rules

Scoring

A player collects different types of points when hitting targets, passing ramps or lanes, finishing missions etc.:

- Playfield points are added immediately to the displayed score. If a playfield multiplier is activated (see below) all values are count twice.
- Bonus values are given for achieved tasks during the gameplay, e.g. destroyed eggs, collected weapons or finished missions. The resulting bonus points are added to the score at the end of a ball. The bonus can be multiplied with bonus multipliers (see below).
- Certain targets additionally increase the ammunition counters (A) and (B) for the [Sentry Guns](#).

The level of the scores can be very different depending on the game play (e.g. completed and active missions). Blinking lights typically indicate valuable shots (in terms of scoring and game play). During [Multiballs](#) the hits of all balls are evaluated separately.

Playfield Multiplier

The 2x playfield multiplier is started with [Drop Ship](#), the [Pulse Rifle](#) and other shots, it lasts for 20 seconds. Each additional activation increases the running time by 20 seconds.

A repeating "Beep" sound indicates the active multiplier, with shorter intervals during the end of the mode.

Bonus Multipliers

Bonus multipliers are given when the ball passes both "L" and "V" lanes above the eggs. The multiplier is increased in steps of 2 up to a maximum of 12 (all 3 multiplier lights lit).

Extra Balls

The number of balls per game can be adjusted, usually 3 balls are available per player. However you can add one or more extra balls when completing certain tasks (see "[Life Cycles](#)") or by simply reaching an adjustable number of points.

Special

The special light in the right outlane signals a special award when overrun - typically a free game or another extra ball (which makes more sense in the free play mode). The special award and the trigger event can be configured, the default are 4 fulfilled missions.

Ball Save

The "Ball Save" timer starts when a new ball is launched. The timer will be active for a configurable time (e.g. 15 seconds), indicated by blinking "Scream Again" lights below the outlanes. If a ball gets lost during this time, it will automatically be re-launched. During the game, there are more triggers for a ball save phase.

Additionally a ball will be re-launched if it passes a lit "Rivive" light when leaving the playfield through the left outlane. Shoot the upper ramp to activate a Rivive light.

End of Game

The game ends after playing all regular and extra balls. If your final score is high enough, you will be prompted to enter your name in the "Highscore" list. Choose characters with the flipper buttons and select them with the start button.

Missions



Depending on the movie chosen, there are 5 different missions available. The lights below the playfield monitor show which missions have already been played (mission is lit) or will follow next (blinking). The mission sequence may change from game to game, but the last one is always final.

To start a mission you need to:

- Illuminate the "Weyland" and "Yutani" lights above the left and right inlane by passing them (e.g. by shooting through the left and right ramp). The "Airlock" light in front of the Airlock will then flash red.
- Shoot the ball in the Airlock.

Each mission requires to perform a sequence of tasks to be completed. They are described (step by step) on the main screens. Colored lights (usually blue) will point to the targets or lanes to be shot. The final target will be the Airlock again.

Most missions come with a time limit - the remaining time is shown on the [Airlock screen](#). The mission ends if all tasks are accomplished or if the time expires. In any case the mission is regarded to be completed, but with a lower score when aborted. Successful missions award a weapon, increase the bonus and push the score of the final Self Destruct or Loader Battle.

Mission summaries

Alien movie

- **Derelict Ship**
Shoot egg bumpers to explore the nest. Orbit shots increase time (green light) or value/points (blue light). After 12 egg hits you need to enter one of the 3 blue flashing vents and finally shoot in the airlock.
- **Acid Burn**
Find the acid in 3 decks (i.e. lanes or ramps), indicated by flashing blue lights. Avoid green targets, too many hits will end the mission. Enter the airlock as final step.
- **Find Jonsey**
Find the cat with shots through orange blinking ramps or lanes. As the target changes rapidly you need to catch the ball and wait - the moving light follows some pattern (see [Expert Tips](#)). Point award is based on how many shots it took you to find Jonsey - making two orange shots with no misses is the most valuable. Again the airlock finishes the mission.
- **Tunnel Hunt**
Shoot all three vents (lit blue), followed by the airlock. Shooting the three vents in order (1, 2, 3) doubles the value of the final shot.

- **Self Destruct**
Pass all four blue flashing lanes or ramps to evacuate the ship. Shoot airlock to proceed to shuttle. Shoot Xenomorph and airlock to get rid of the beast. Hit vent 1 to ignite the engine and to finish it. Now you can collect big victory points...
Self Destruct as well as Loader Battle activate the ball saver as long as the timed mode runs. In other words, you can't drain out of these modes, you can only run out of time. If you reach the Victory Laps portion of these missions a ball is added and the mode continues until you drain down to one ball (without time limit). However, whatever ball saver you had continues. In other words, if you raced through the necessary shots of the single-ball portion very quickly, you'll have a longer ball saver for the multiball portion.

Aliens movie

- **Combat Drop**
Hit 4 weapon targets (blinking blue) to crew the ship and release it. Land the ship with shots into one of the indicated lanes and the airlock.
This is one of the missions where you can somewhat choose when to end the mode. Once you're in the second phase (land the ship), a single ramp shot will qualify the Airlock to win the mode. Player's choice of how many ramp shots they want to try to make to run up the score before shooting the Airlock to win the mode.
- **A-P-C**
Do several orbits, ramps, the Xeno and the airlock to navigate the APC transporter through the station. As always, blue blinking lights will guide you.
Completing the APC drop targets automatically awards the current lit shot (unless it's the final Airlock) and increases the value of shots for the rest of the mission. This can be done repeatedly, so theoretically the most valuable way to play this mode would be to shoot the APC drops over and over. However, the short shot timer makes this impractical. This is the only mode where the timer is per-shot, instead of for the entire mode.
- **Bug Hunt**
Reach the colonists by passing 3 ramps marked blue. Hit the chestbuster target and examine a colonist. Accomplish blue arrows to stop approaching xenomorphs until the airlock is lit. In the final phase shooting an unlit shot results in one of the good guys being killed by a Xeno, which reduces scoring for the rest of the mode. As with Combat Drop, once you get to the final phase, only one lit shot is required to qualify the Airlock for mode win; at that point the player must decide whether to keep making shots for points, or shoot the Airlock to win the mode.
- **Queens Nest**
Hit at least one egg bumber followed by a shot in the airlock. Repeat these two steps 3 times to kill the alien queen.
- **Loader Battle**
Attack queen by shooting left loop, right loop and Xeno. Enter vent 1 to open the airlock. Hit the airlock to push the queen into it. Shoot 4 ramps and finally the airlock to eject the alien. Aim for the flashing lanes and ramps to celebrate your victory and finish the mode.
See Self Destruct mission above for details about ball saver and timer behaviour.

Remarks:

- The mission time limit can mostly be increased with a [Mother Award](#) shot
- Missions can be combined ("stacked") with [Multiballs](#)
- A special is given after 4 successfully played missions (configurable)

Multiballs



The Alien pin offers 5 multiball modes (regardless of the selected movie). The lights between the Missions indicates running (blinking) or accomplished (always on) multiball modes. The following list describes how to start the multiball modes and explains the main objectives.

1. Hypersleep

Hitting all A-P-C targets will activate the "Lock" light in front of the left upper ramp. Shoot the ramp to add a ball to the hypersleep chamber. The hypersleep multiball starts after 2 locked balls (next time 3 balls, configurable).

Shoot red flashing arrows to revive 7 crew members - progress is displayed with empty hypersleep boxes.

Resurrections are rewarded with a jackpot. Completing the APC drop targets out of order increases the jackpot value. Completing the APC drop targets in order (A, P, C) increases the jackpot multiplier.

2. Sentry Guns

The sentry guns multiball can be started by a shot into the (red blinking) vent 1, as soon as both ammunition counters reach 500.

Fire the guns by passing the red blinking orbits, then hit the xeno and the airlock to kill the beasts and get the super jackpot. Repeat this sequence to collect a lot of points.

3. Ambush

Hit the xeno for 5 times to fight against the aliens.

The aliens attack from different directions from the left to the right- shown in 4 quadrants of the alien radar. The related shots are marked with different colors. Once all attacking aliens are killed, a "Super" jackpot is available at vent 3. After some time or after getting the jackpot a new alien attack wave begins.

If you don't collect the Super Jackpot before the next attack wave begins, the Super remains available but its value is reduced.

4. Save Newt

Finish 2 or the 3 [Life Cycles](#) (configurable) to start the Save Newt multiball.

You have to accomplish three phases: First save Newt by shooting the blinking red arrows to open the grating with the plasma cutter. Assuming you still have multiple balls, Newt always gets abducted after 20-25 seconds. In the second phase vent shots will be lit and Newt is randomly hiding in one of them. Hit the hideout vent to move to phase three: Alternate shoot

any lit target for Jackpot, then shoot vent 3 for 3x Jackpot. This continues for as long as you have balls.

This is actually a pretty complicated multiball. In the first phase lit shots will award a jackpot and raise the jackpot value. This jackpot value is the base of scoring for the rest of the multiball, so for biggest points you want to shoot as many of the lit shots as you can, as fast as you can. Making a lit shot in the second phase that doesn't find her awards the current jackpot value; making a lit shot that finds her increases the jackpot value and awards 2x jackpot value.

5. All Out War

White flashing mission and multiball lights announce this final multiball after playing all missions and all other multiballs. Hit the xeno to start the final.

You don't need to complete all missions to start All Out War. However, the better you do in the missions and throughout the whole game, the more valuable All Out War will be:

- Pop value is based on how many eggs you destroyed
- Xeno value is based on the number of Lifecycles completed
- Weapons value is based on how many weapons you have
- Ramps are worth the highest combo value you've earned during the game
- Vents are based on the last Save Newt jackpot value
- Chestburster shot is based on the last Ambush MB jackpot value
- Orbit value is based on the last Sentry Guns jackpot value
- and completing the APC drops is worth the last Hypersleep jackpot value

Whew! But wait, there's more:

- Completing all three Vents awards a Super Jackpot that's based on how you did in the game's missions
- Completing all six "main arrow" shots increases the scoring multiplier of all those shots
- And completing all five weapons targets adds a ball

Remarks:

- Unlike the missions, multiballs have no time limit. They end when only one ball is left in the game.
- Multiballs typically begin with some "Ball Save" time
- During multiballs, the mother award most often adds a ball
- A terminated multiball can be restarted within a grace period by starting a "Sentry Guns" multiball. In reverse a terminated "Sentry guns" will restart when quickly followed by another Multiball.
- A terminated multiball can also be restarted with an "Add-a-Ball" [Mother Award](#)
- When all multiballs except "All Out War" have been performed, the according lights in the playfield are reset. This allows to repeat them - nevertheless the completion is remembered for "All Out War".
- Comment by Ferret: *"Sadly, this [All Out War] is the only part of the game that's a bit unfinished; it would've been nice to have better visuals during All Out War"*

Stacking

An important feature is that multiballs can be started during a mission ("stacking", configurable).

This may make it easier to complete a mission - give it a try and decide by yourself ;-).

Please note that a new mission can not be started during multiball.

Sentry Guns is the only multiball that can stack on top of another multiball. All playfield scores count double then!

Remark: The remaining mission time shown in the [Airlock Screen](#) freezes during stacked multiballs. This is a display bug, internally the mission timer is continuing its countdown.

Weapons

During the game you can collect and activate weapons to perform bonus actions. Collected weapons appear white in the weapon status area of the [Main Screen](#). Typically the smaller (less useful) weapons are available first.

You need to complete all 5 weapon targets to add a weapon to your inventory. Blinking targets indicate missing shots, a weapon turns solid when hit.

Alternatively, you can earn a weapon by hitting a lit weapon target as a [Skill Shot](#), by winning a mission or occasionally from [Mother Award](#).

You can cycle through all available weapons by pressing the the Extra Ball button (left of the front door). The main screen or the Airlock LCD (if the main screen is busy) will show the selected weapon and its feature. There are also different sound effects for each weapon - the shotgun is very distinctive. The flashing Start button will immediately activate the selected weapon's function:

1. Vasquez's VP70 Handgun: Increase then bonus factor
2. Hicks' ITHACA 37 Shotgun: Add two more Xenomorph hits and start an Ambush multiball if 5 hits are reached (including a "Ball Save" Time!)
3. M56 Smartgun: Performs a valueable hit, e.g. trigger the extraball (if lit) or a blue mission target ("Smart Collect"). The selection is hard to predict, but the extraball obviously has a high priority.
4. M41A Pulse Rifle: All playfield scores count double
5. M240 Flamethrower: The flamethrower starts a two seconds "Ball Save" time.

The weapons can be very valuable, see [Expert Tips](#). Try to preselect a weapon when available to be able to activate it quickly when needed.

Remarks:

- The collection of all 5 weapons will be rewarded with an additional ball (if possible) or with a short "Ball Saver"
- A bug in the V1.2 software does not allow to cycle through all collected weapons, if they are separated by an inactive (because used) one.



Life Cycles

An Alien life cycle consists of four states as shown on the right side of the main screen. Green inserts at many locations in the playfield will be lit to guide you to the next switch or target in the following sequence:

1. Egg: Left or right orbit
2. Facehugger: Vent 1, 2 or 3
3. Chestburster: Target or lane (configurable) in front of the right egg (pop bumper).
4. Xenomorph: Xeno goals

The biggest reason to complete Lifecycles is to progress towards Save Newt Multiball, one of the four primary multiballs in the game. However, completing Lifecycles also has other side effects, such as increasing the spinner value, increasing the value of Ambush Multiball, and progressing toward Extra Ball lit. And the Lifecycle shots award points, of course. Lifecycle progress can be made pretty much any time you're not in a multiball.

Remarks:

- The number of lifecycles needed to light the extra ball and to start the Newt Multiball is configurable. I lowered the factor setting.



Mother Award

The "Mother" light in front of Vent 1 is lit by a Skill Shot or when you complete all three vents (in any order). A subsequent shot into Vent 1 will enable MU-TH-UR 6000 to give you a random award.

Awards may be (but not only):

- Additional time during a mission
- Additional ball during a multiball
- Increase the bonus multiplier
- Add a weapon
- Advance combo value
- Additional points
- Reset the tilt warning counter
- Special (very rare)
- ...



More rules

Drop Ship

Shooting through the lower left ramp or the right ramp adds letters to "DROP" resp. "SHIP" in the main screen (if not already completed, in this case the related light is turned off). The upper ramp always adds a letter to both words. Collecting all letters activates the double playfield scoring.

Combos

The Alien Flipper rewards successive shots through ramps and lanes ("x Way Combo") with increasing scores. However, repetitions of the last two shots are not evaluated (e.g. ongoing left ramp/right ramp shots).

And there are special combos:

- The Chestburster Combo is the Chestburster shot immediately followed by either the upper ramp or upper loop (Vent 3). Every X such combos will hold some accumulating value that would normally reset at end of ball (bonus, bonus multiplier, combo value, spinner value, egg value, etc ... there's actually a lot of these).
- The Host Combo, which is Vent 1 immediately followed by the Chestburster shot. The Host Combo value accumulates based on combos made in the current ball (unless held).

Rescue Mode

Resolving the drop targets in the order "A", "P" and "C" twice (configurable (?)) will activate the Rescue Mode. A hurryup point countdown starts, the values are shown in the lower left corner of the main screen.

Quickly shoot the Xeno to start a switch frenzy and lock in the hurryup value as the frenzy switch value. The frenzy has a time limit which can be extend with Xeno hits.

The collected frenzy points "pot" will be only added to your score if you hit the Xeno and the A-P-C targets (in any sequence) again as indicated by the yellow lights. This can be repeated, although the pot is reduced.

The Rescue Mode can always be performed, even during modes and multiballs.

Eggs

Egg bumper action during normal game play is counted resulting in "destroyed" eggs. Destroyed eggs contribute to the bonus calculation at the end of a ball. Egg hits are also boosting the score during some "egg related" missions (Derelict Ship, Queen's Nest).

Two posts in the upper part of the orbit loop can divert the ball into the egg pop bumpers. First you need to knock down the A-P-C targets once. After this every shot in the right orbit will activate the left post and a shot in left orbit will active the right post.

Spinner

Shots in the left and right spinner will not only increase your score but also:

- add ammo to qualify Sentry Guns multiball
- make it easier to light Sentry Gun super jackpot
- provide higher Rescue Mode scores
- and more...

Recharge

The recharge target basically does helpful things in modes and multiballs: Spots lit shots, increases shot values, things like that. It is activated at the start of any scene or multiball.

Remarks:

- The Recharge difficulty adjustment controls whether Recharge can be used multiple times per mode/multiball (Easy: Default), or only once (Hard).

Expert Tips

Here are copies of some valuable expert tips from Ferret, most of them can be found here:

<https://pinside.com/pinball/forum/topic/alien-pinball-scoring-tips>

Mode Scoring

Playing modes well is certainly a good strategy for big scores. Most modes, if completed well, have a straight-up value in the neighborhood of 10M points, which is already decent value. But wait, there's more! Using 2X Playfield scoring wisely can be huge... now a completed mode's value can jump to ~ 20M points if you're quick. (There are several ways to activate 2X Playfield... the obvious is by completing DROP SHIP on the ramps, but you can also do it by firing the Pulse Rifle weapon, or via Mother Mystery award.) If you win a mode, a portion of that mode's points (which does include any points doubled by 2X Playfield) is added as multipliable end-of-ball Scene Bonus. If you've won one or, hopefully, several modes on a ball, it probably makes sense to work on building your bonus X via the top lanes. An inlane->orbit combo will usually divert the ball to the top lanes. You can also advance bonus X by firing the Pistol weapon.

Multiball Stacking

*Of course, multiballs are a good strategy, too. Sentry Guns is the only multiball that can stack on top of another multiball (Ambush, Save Newt, Hypersleep). If you stack multiballs, the value of all the multiball shots is doubled ... and this *is* combinable with 2X Playfield, so that can become huge. Ergo, you're better off not starting Sentry Guns until you've first started another multiball. Multiballs can also be stacked on top of a running mode. There are clearly some modes that are better than others for combining with multiballs ... any mode that has "bad" shots (e.g. Acid Burn, Find Jonesy, Bug Hunt) may be poor choices for combining with multiballs, since balls will tend to randomly find the "bad" shots. (Although I'd probably be willing to take Bug Hunt into a multiball and hope for the best...) Conversely, some modes are excellent for stacking with multiball... e.g. Derelict Ship wants you to shoot the orbits and can potentially be extended indefinitely, so that's a great one to combine with Sentry Guns that also wants you to shoot the orbits.*

Score boosting

If you're really going for broke (e.g. an unlimited "best score" tournament format, vs a one-try match play format), most game features can have their scoring boosted by things you do prior to starting that feature ("chain reactions"): Destroying eggs increases the value of modes that involve eggs (Derelict Ship and Queen's Nest). The value of Ambush Multiball is boosted by completing Lifecycles before starting it. Doing well in modes increases the value of the associated mini-wizard mode, as well as the final wizard mode. Doing well in modes also gives weapons that you can use to boost your scoring in other modes or multiballs.

Use of weapons

Skilled use of the weapons is definitely an advanced technique. Each one has fairly obvious times when you might want to use it... e.g. Pistol (Advance Bonus X) is great if you have a big bonus and you just drained (but the ball hasn't hit the trough yet). I'll often fire the Pistol after winning a mode to ensure I don't forget it later. Shotgun (Spot Xeno Hits) can be a ball saver in the ball-drained-but-not-gone-yet situation if you have 1 or 2 Xeno hits left for Ambush. Pulse Rifle (2X Playfield) is basically useless if you fire it when the ball drains... that one is probably best used when you're starting a multiball. Smart Gun (Spot Lit Shot) is a wildcard... use it when you drain if some multiball is ready to start? Or to collect a lit Extra Ball or Super Jackpot you're having a hard time shooting? Lots of options with that one. (I have to note that it is occasionally less than smart and selects a suboptimal shot to spot. That's not intentional and will be fixed.) Finally, Flamethrower is a potential beast... ball saver, period. But a short one. Gotta get the timing right. That's by design, I didn't want it to be too_ powerful.

Find Jonesy

Here are some more useful tidbits about Find Jonesy... the kitten and the Alien both follow the same pattern: they run to a destination, they pause there, and then they hide for a bit. A few seconds later they repeat the pattern. Once they start running, they don't change direction, although they can wrap around from the right edge of the playfield to the left edge or vice versa. So when you see them moving, you know which way your eyes need to follow; they won't zig-zag in crazy patterns. And Jonesy meows when he starts running, so you know when to pay attention to the arrows as he runs.

End a mission

The Airlock/Queen shot is a scoop. Its most common purpose is to start and end modes. Start is obvious. All modes have some objective that must be fulfilled, and once fulfilled, you shoot the Airlock shot again to officially "win" the mode. Winning a mode awards a portion of the total points earned in the mode as multipliable bonus, awards a weapon, and boosts the value of the wizard modes. Many (not all) modes remain playable once the win is qualified, so there is strategic choice available at that point to try to run up the score before cashing out the win... if you time out or drain out without shooting that final Airlock shot, you don't get awarded the bonus goodies for the win.

