



## Foo Fighters pinball alien/ wireform stuck ball guard

**B** Big Whoopin'

VIEW IN BROWSER

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### Summary

Guard for Stern's Foo Fighters pinball machine so the ball doesn't get trapped between the alien and the wireform.

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On the Stern Pinball “Foo Fighters” game there is an area in the upper right of the playfield where an airborne ball can get stuck between the alien toy and the left ramp wireform. Some users have been able to avoid this by adjusting how the wireform is mounted. In the case where this either isn't desired or simply can't be made to work I've developed this small guard that prevents a ball from being trapped here. While this part sits in a visible area I find that it isn't too noticeable and does not interfere with any sight lines necessary for game play. A Pinside discussion thread for this model has been started at <https://pinside.com/pinball/forum/topic/foo-fighters-alien-wireform-trapped-ball-guard#post-7980778>.

#### Parts required:

None. Existing machine hardware is used.

#### Printing:

I was able to print the part with no supports or skirt on an AnkerMake M5 using PLA+. It was printed in the orientation it mounts. No infill was used but wall thickness should be 1.25mm or greater so this prints as a solid piece.

### Installation instructions:

1. (Optional but recommended) Remove the upper clear guard (marked "-94") just under the alien's left arm; it is held in place with a single Phillips head countersunk screw.
2. Remove the locknut just in front of the hex post for that clear guard.
3. Place the printed guard on the threaded post and reinstall the locknut to secure it.
4. Reinstall the clear guard to the hex post if removed earlier.
5. Test to confirm you are unable to get a ball to stick in this area. The guard printed can be rotated slightly if necessary.

Like this model? Consider buying me a beer! <https://paypal.me/craigpow>

## Model files



guard-a07.stl

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