

**5 Major Shoot Areas** - Herman, Raven, Lily, Spot and Grandpa  
**Munster Madness** - Complete 1 level of each area to light Munster Madness  
**Raven Multiball** - Completing levels will light Raven on the left ramp  
**Kitty** - Completing levels will light Kitty  
**Playfield Multipliers** - The Kitty target will advance the playfield multipliers  
**Extra Ball** - Completing levels will eventually light extra ball  
**Mystery** - Starting Munsters Madness will light mystery  
**Herman Multiball** - Hit Herman for hurry-up. complete hurry-up for multiball  
**Super Jackpot** - 9 ways to light super jackpot. They stack. The more collected at once the more they are worth. Hold zap button to cancel your award if you want to press your luck  
**ZAP Button** - Mini-targets will blink the button for a short time. Hit button while blinking to charge your ZAP meter. Collecting jackpots will light ZAP JACKPOTS if your ZAP meter is charged.

