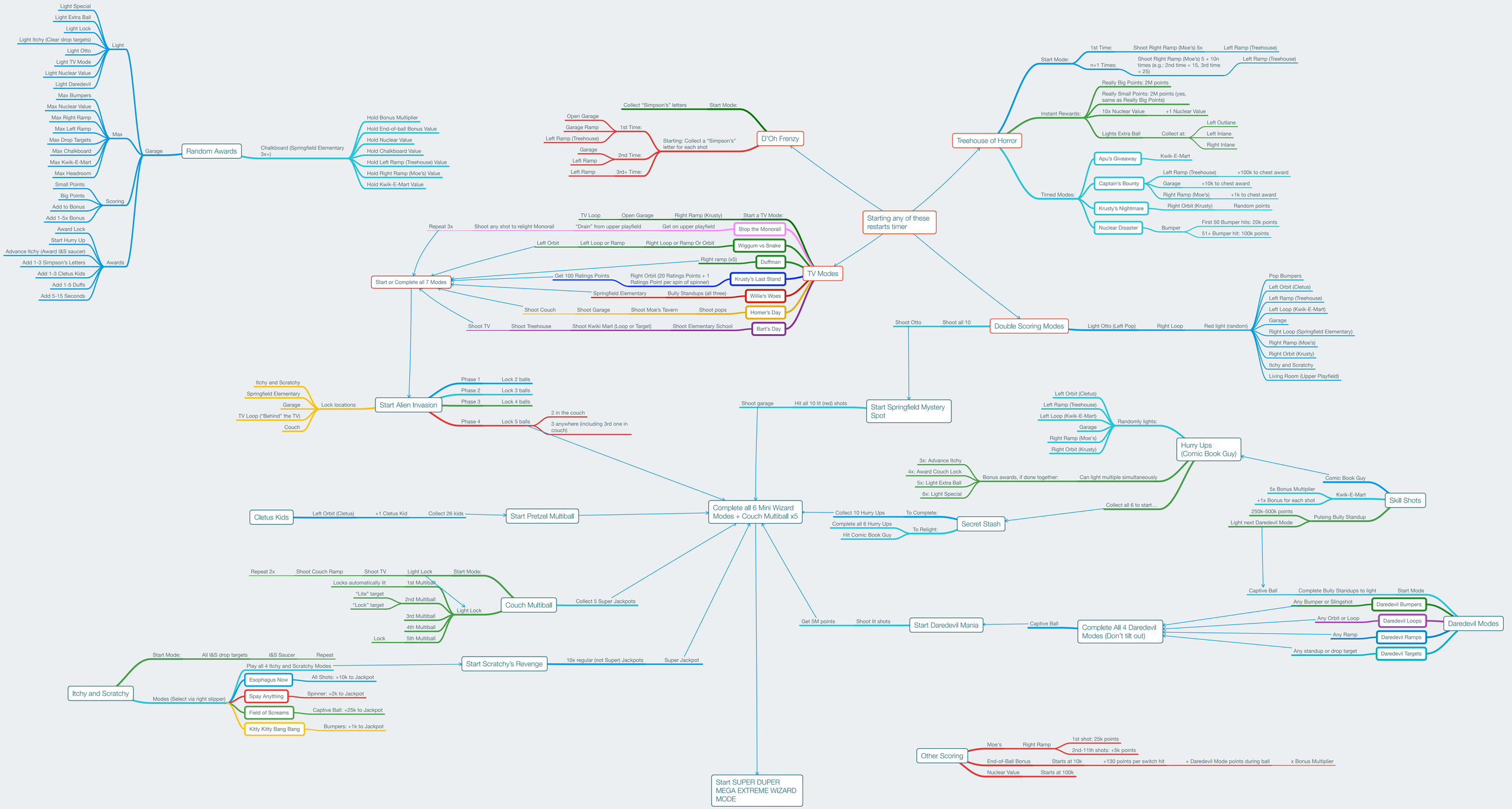
Random Awards
Garage
Light
Light Special
Light Extra Ball
Light Lock
Light Itchy (Clear drop targets)
Light Otto
Light TV Mode
Light Nuclear Value
Light Daredevil
Max
Max Bumpers
Max Nuclear Value
Max Right Ramp
Max Left Ramp
Max Drop Targets
Max Chalkboard
Max Kwik-E-Mart
Max Headroom
Scoring
Small Points
Big Points
Add to Bonus
Add 1-5x Bonus
Awards
Award Lock
Start Hurry Up
Advance Itchy (Award I&S saucer)
Add 1-3 Simpson's Letters
Add 1-3 Cletus Kids
Add 1-5 Duffs
Add 5-15 Seconds
Chalkboard (Springfield Elementary 3x+)
Hold Bonus Multiplier
Hold End-of-ball Bonus Value
Hold Nuclear Value
Hold Chalkboard Value
Hold Left Ramp (Treehouse) Value
Hold Right Ramp (Moe's) Value
Hold Kwik-E-Mart Value
D'Oh Frenzy
Start Mode:
Collect "Simpson's" letters
Starting: Collect a "Simpson's" letter for each shot
1st Time:
Open Garage
Garage Ramp
Left Ramp (Treehouse)
2nd Time:
Garage
Left Ramp
3rd+ Time:
Left Ramp
Treehouse of Horror
Start Mode:
1st Time:
Shoot Right Ramp (Moe's) 5x
Left Ramp (Treehouse)
n+1 Times:
Shoot Right Ramp (Moe's) 5 + 10n times (e.g.: 2nd time = 15, 3rd time = 25)
Left Ramp (Treehouse)
Instant Rewards:
Really Big Points: 2M points
Really Small Points: 2M points (yes, same as Really Big Points)
10x Nuclear Value
+1 Nuclear Value
Lights Extra Ball
Collect at:
Left Outlane
Left Inlane
Right Inlane
Timed Modes:
Apu's Giveaway
Kwik-E-Mart
Captain's Bounty
Left Ramp (Treehouse)
+100k to chest award
Garage
+10k to chest award
Right Ramp (Moe's)
+1k to chest award
Krusty's Nightmare
Right Orbit (Krusty)
Random points
Nuclear Disaster
Bumper
First 50 Bumper hits: 20k points
51+ Bumper hit: 100k points
Starting any of these restarts timer
TV Modes
Start a TV Mode:
Stop the Monorail
TV Loop
Open Garage
Right Ramp (Krusty)
Repeat 3x
Shoot any shot to relight Monorail
"Drain" from upper playfield
Get on upper playfield
Wiggum vs Snake
Left Orbit
Left Loop or Ramp
Right Loop or Ramp Or Orbit
Duffman
Right ramp (x5)
Krusty's Last Stand
Get 100 Ratings Points
Right Orbit (20 Ratings Points + 1 Ratings Point per spin of spinner)
Willie's Woes
Springfield Elementary
Bully Standups (all three)
Homer's Day
Shoot Couch
Shoot Garage
Shoot Moe's Tavern
Shoot pops
Bart's Day
Shoot TV
Shoot Treehouse
Shoot Kwiki Mart (Loop or Target)
Shoot Elementary School
Start or Complete all 7 Modes
Double Scoring Modes
Shoot Otto
Shoot all 10
Light Otto (Left Pop)
Right Loop
Red light (random)
Pop Bumpers
Left Orbit (Cletus)
Left Ramp (Treehouse)
Left Loop (Kwik-E-Mart)
Garage
Right Loop (Springfield Elementary)
Right Ramp (Moe's)
Right Orbit (Krusty)
Itchy and Scratchy
Living Room (Upper Playfield)
Start Springfield Mystery Spot
Shoot garage
Hit all 10 lit (red) shots
Start Alien Invasion
Lock locations
Itchy and Scratchy
Springfield Elementary
Garage
TV Loop ("Behind" the TV)
Couch
Phase 1
Lock 2 balls
Phase 2
Lock 3 balls
Phase 3
Lock 4 balls
Phase 4
Lock 5 balls
2 in the couch
3 anywhere (including 3rd one in couch)
Hurry Ups (Comic Book Guy)
Randomly lights:
Left Orbit (Cletus)
Left Ramp (Treehouse)
Left Loop (Kwik-E-Mart)
Garage
Right Ramp (Moe's)
Right Orbit (Krusty)
Collect all 6 to start...
Can light multiple simultaneously
Bonus awards, if done together:
3x: Advance Itchy
4x: Award Couch Lock
5x: Light Extra Ball
6x: Light Special
Secret Stash
To Complete:
Collect 10 Hurry Ups
To Relight:
Complete all 6 Hurry Ups
Hit Comic Book Guy
Skill Shots
Comic Book Guy
Kwik-E-Mart
5x Bonus Multiplier
+1x Bonus for each shot
Pulsing Bully Standup
250k-500k points
Light next Daredevil Mode
Complete all 6 Mini Wizard Modes + Couch Multiball x5
Cletus Kids
Left Orbit (Cletus)
+1 Cletus Kid
Collect 26 kids
Start Pretzel Multiball
Couch Multiball
Start Mode:
Light Lock
1st Multiball
Locks automatically lit
Light Lock
2nd Multiball
"Lite" target
"Lock" target
3rd Multiball
4th Multiball
5th Multiball
Lock
Shoot TV
Shoot Couch Ramp
Repeat 2x
Collect 5 Super Jackpots
Start Daredevil Mania
Get 5M points
Shoot lit shots
Complete All 4 Daredevil Modes (Don't tilt out)
Captive Ball
Daredevil Modes
Daredevil Bumpers
Daredevil Loops
Daredevil Ramps
Daredevil Targets
Any Bumper or Slingshot
Any Orbit or Loop
Any Ramp
Any standup or drop target
Complete Bully Standups to light
Start Mode
Itchy and Scratchy
Start Mode:
All I&S drop targets
I&S Saucer
Repeat
Modes (Select via right slipper)
Esophagus Now
All Shots: +10k to Jackpot
Spay Anything
Spinner: +2k to Jackpot
Field of Screams
Captive Ball: +25k to Jackpot
Kitty Kitty Bang Bang
Bumpers: +1k to Jackpot
Play all 4 Itchy and Scratchy Modes
Start Scratchy's Revenge
10x regular (not Super) Jackpots
Super Jackpot
Start SUPER DUPER MEGA EXTREME WIZARD MODE
Other Scoring
Moe's
Right Ramp
1st shot: 25k points
2nd-11th shots: +5k points
End-of-Ball Bonus
Starts at 10k
+130 points per switch hit
+ Daredevil Mode points during ball
x Bonus Multiplier
Nuclear Value
Starts at 100k