

STERNPINBALL

WALKERS: Kill Walkers or they will try to kill you. A counter above the flippers keeps track of your kill count. Kill Walkers to lite EXTRA BALL.

FRISON: Shoot the Frison Doors to advance « PRISON » Then go inside and defeat the Frison Walker to start MULTIBALL.

WELL WALKER: Advance « WELL » by shooting the Well Walker to start MULTIBALL.

MODES: Complete Drop Targets to lite « BARN CEC, RIG, TUNEL and ARENA » Modes.

MULTI-KILL- FEATURES: Completing Main feature objectives lites a « MULTI-KILL » You can start several « MULTI-KILLS » at once.

WALKER: Kill Walkers or they will try to kill you. A counter above the flippers keeps track of your kill count. Kill Walkers to lite EXTRA BALL.

TARGETS: lites the LOWER for 2x scoring. Align with a Feature or Multiball.

CROSSBOW: lites the « CROSSBOW » round by shooting the right ramp when lit. Make kills by firing the ball at KILL SLOTS.

FISHTANK: Shoot the right ramp when lit to add heads to the « Governor's Fish Tank. »

BACKLGR: Shoot the left ramp when lit to collect the countdown bonus.

WOODERY: Shoot « WOODERY » when lit. Bounce softly to the Star Rollers to collect big points!

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FREE

PRAY

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pinball