

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.

PRISON : SHOOT THE PRISON DOORS TO ADVANCE << P-R-I-S-O-N >> THEN GO INSIDE AND DEFEAT THE PRISON WALKER TO START MULTIBALL.

WELL WALKER : ADVANCE << WELL >> BY SHOOTING THE WELL WALKER TO START MULTIBALL

MODES : COMPLETE DROP TARGETS TO LITE << BARN, CDC, RIOT, TUNNEL AND ARENA >> MODES.

MULTI-KILL FEATURES : COMPLETING MAIN FEATURE OBJECTIVES LITES A << MULTI-KILL >> YOU CAN START SEVERAL << MULTI-KILLS >> AT ONCE.

HORDE : COMPLETE ALL << MULTI-KILL >> FEATURES TO TAKE ON THE << HORDE >> DON'T GET BIT!

PRISON STAB TARGETS/TOWER : COMPLETING STAB TARGETS LITES THE TOWER FOR 2X SCORING.

ALIGN WITH A FEATURE OR MULTIBALL

CROSSBOW : ENTER THE << CROSSBOW >> ROUND BY SHOOTING THE RIGHT RAMP WHEN LIT. MAKE KILLS BY FIRING THE BALL AT KILL SHOTS.

FISH TANK : SHOOT THE RIGHT RAMP WHEN LIT TO ADD HEADS TO THE << GOVERNOR'S FISH TANK >>


BICYCLE GIRL : SHOOT THE LEFT RAMP WHEN LIT TO COLLECT THE COUNTDOWN BONUS.

WOODBURY : SHOOT << WOODBURY >> WHEN LIT. BEHARGE SOFTLY TO THE STAR ROLLERS TO COLLECT BIG POINTS!

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WINNING MAD BALL

FREE PLAY



STERN
pinball