

HOW TO GO TO HELL WITH ROB ZOMBIE

MODE START: SHOOT LEFT ORBIT AND USE FLIPPERS TO SELECT MODES... DOUBLE TAP OR HIT START TO ENTER. UPPER PLAYFIELD CAN INCREASE JACKPOT BONUS, BUT ALSO COSTS YOU VALUABLE MODE TIME!

DEMONOID PHENOMENON: HIT ALL FLASHING LIGHTS TO MAKE SOLID FOR 2 BALL MULT. HIT ADD-A-BALL (#3) TO ADD MORE BALLS.

WHAT?: COLLECT FRIED CHICKEN AND GASOLINE ON UPPER PLAYFIELD. BASH SPAULDING 3 TIMES TO START THE MODE. 2 BALL MULT... SHOOT PAST SPAULDING AGAIN FOR JACKPOT AND SUPER JACKPOT.

AMERICAN WITCH: STAY OFF SLINGS AND POPS! SHOOT LEFT ORBIT ONCE, RAMP 3 TIMES, AND RIGHT ORBIT FOR 3 BALL MULT. RIGHT ORBIT AND RAMPS COLLECT JACKPOTS.

SUPERBEAST: SHOOT RAMP 5 TIMES TO ADVANCE BEAST TO GIRL FOR 3 BALL MULT. RAMPS COLLECT JACKPOTS.

DEAD CITY RADIO: HIT TARGETS #1, #2, #3 FOR 3 BALL MULT. RAMP COLLECTS JACKPOTS, THEN KEEP HITTING 1, 2, 3 FOR BONUS SURPRISE COLLECTIONS.

DRAGULA: SHOOT RAMP TO SPELL D-R-A-G-U-L-A. THEN SHOOT RIGHT ORBIT FOR JACKPOT & MULTIBALL, OR LEFT ORBIT FOR VIDEO MODE.

LIVING DEAD GIRL: SHOOT CENTER CROSS TARGETS 2 TIMES EACH TO BEGIN. HIT 2 TIMES EACH TO ADD-A-BALL. ONCE 5 BALLS ARE REACHED, MODE IS BEATEN. CENTER TARGETS INCREASE JACKPOT, RAMP COLLECTS.

HOUSE OF 1,000 CORPSES: KNOCK DROP TARGET DOWN 3 TIMES, THEN SHOOT INNER ORBIT 3 TIMES TO LOCK BALLS. 7 BALL MULTI BEGINS, COLLECT 1,000 SWITCH HITS. RIGHT X TARGETS INCREASE SWITCH BONUS FOR SINGLE PLAYERS... AND STEALS CORPSES IN MULTI-PLAYER GAMES! (OTHER PLAYERS LOSE 1 CORPSE EACH SWITCH HIT)

RED HOT & MURDER RIDE: RED HOT IS LIT (RIGHT ORBIT) ONCE WHAT? IS COMPLETED. HIT "SPELL KILLER" (#2) AND SHOOT RIGHT INNER ORBIT TO COLLECT CARDS. GET ALL 3, HIT A JACKPOT IN WHAT? MODE.

HELL BOUND: DO ALL THIS... THEN FIND OUT FOR YOURSELF!

GAME DESIGN: CHARLIE EMERY, WITH HELP FROM HECK & NORDMAN.

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ASSEMBLED BY MINIONS IN

BENTON, WI

GAME MFG BY:



FREE PLAY