



THE MUNSTERS PINBALL RULES



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MAJOR AREAS -

There are 5 major areas of the playfield: **HERMAN**, **GRANDPA**, **SPOT**, **RAVEN**, and **LILY**.

- Completing an area will advance you to the next level.
- Completing an area will start a Mode or Multiball.
- Completing an area will put you one step closer to starting **MUNSTER MADNESS**.
- Players begin the game progressing toward Level I.
- After playing **MUNSTER MADNESS** you can begin advancing toward the next level.
- Level II is very similar to Level I. In addition to some rules being slightly different the scoring is higher, the timers are a bit tighter / more challenging.
- Level III and beyond is exactly the same as Level II except the scores will be a bit higher.

HERMAN

HOW TO START MULTIBALL

1. Shoot the **HERMAN** toy until a Hurry-Up starts.
2. Complete the Hurry-Up and the ball will be caught by the Magnet.
3. Shoot the ball off the Magnet to start the Multiball.



DURING MULTIBALL

- Four Jackpot shots will start off blinking white. When they are shot you will collect a Herman Jackpot and the insert light will go out.
- Each time you hit **HERMAN** you will advance toward the next Jackpot level. This is indicated with the green lights in front of the toy. When you complete them all the **HERMAN** insert will change from white to blue. Then later from blue to red. Red is the last Jackpot level.
- Also each time you hit **HERMAN** you will lite or relight a new Jackpot if possible. The new Jackpot will be the same color as the **HERMAN** insert.
- Every 4 **HERMAN JACKPOTS** will lite the **HERMAN SUPER JACKPOT**.

OTHER NOTES

You can only play **HERMAN** Multiball once per level. Meaning, you cannot get another **HERMAN** Multiball until after playing **MUNSTER MADNESS**. When you are working your way toward the next level you cannot play the Multiball again. If you complete the **HERMAN** area during this time you will get a Hurry Up but the Multiball will not start afterward.

GRANDPA (ON THE PRO)

HOW TO START ENLARGING RAY

1. Hit blinking purple targets until **GRANDPA'S LABORATORY** is blinking.
2. Shoot the hole where **GRANDPA'S LABORATORY** is blinking and Enlarging Ray will begin.



ENLARGING RAY

- In the beginning all shots are white and all four mini-targets are blinking. Shooting either will light one of the shots purple.
- Shooting any purple shot will collect **ALL** the purple shots currently lit and award a Jackpot for each.
- The more you collect at a time the more they are worth individually.
- Every four Jackpots will light **SUPER JACKPOT**.

GRANDPA (ON THE LE / PREMIUM)

HOW TO START PLAY IN GRANDPA'S LABORATORY

1. Hit blinking purple targets until **GRANDPA'S LABORATORY** is blinking.
2. Shoot the hole where **GRANDPA'S LABORATORY** is blinking.
3. Your ball will be held in that hole and a ball will be launched on the lower playfield for a few seconds. Use the lower flipper buttons to flip the lower flippers.

DURING LOWER PLAYFIELD PLAY

- If **MYSTERY** is lit you can shoot the left ball popper to collect a random award.
- You can shoot the right ramp at any time to increase time for the lower playfield timer and all other timers running. The amount of time awarded is reduced by one second each time.

HOW TO START GRANDPA MULTIBALL

1. While playing on the lower playfield, there are two inserts that say **LITE MACHINE**. Shoot them until they stop blinking. **THE MACHINE** will lite in the center.
2. The left ball popper will spot you **LITE MACHINE** shot if needed.
3. Shoot **THE MACHINE** in the center to start Multiball before your time runs out.

DURING MULTIBALL

- Your lower timer will reset to its starting value.
- The four Jackpot shots will lite white. The Jackpot lights will go out each time one is collected.
- Each time you hit **THE MACHINE** all remaining lit Jackpot shots will move to the next color, from white to blue to red. Red Jackpots are worth the most.
- Once all four Jackpots have been collected **THE MACHINE** will light for **THE MACHINE JACKPOT**.
- Collecting **THE MACHINE JACKPOT** will lite **GRANDPA SUPER JACKPOT** on the upper playfield.

SPOT

HOW TO START SPOT

1. There are 4 inserts with the letters **S-P-O-T** on them.
2. There are two inserts, at each ramp, that say **SPOT**. When these are blinking shoot that ramp to advance the **SPOT** rule.
3. Each pair of ramps will give you one letter in **S-P-O-T**. Complete the letters to start the mode.



SPOT MODE

- **SPOT** is a timed mode.
- The **SPOT** toy will start up.
- Each time you hit him you will receive a **SPOT** award and one letter in **S-P-O-T**.
- Complete **S-P-O-T** to lite **SPOT SUPER JACKPOT**.
- From this point forward he will stay down after each hit.
- To bring him back up you have to shoot either the right ramp or the left orbit. These are marked with blue inserts.

RAVEN

- **RAVEN** is a Multiball. To start the Multiball you need to lite **RAVEN** three times and shoot the left ramp three times when **RAVEN** is lit.
- Collecting a lit **KITTY** is the main way to lite **RAVEN** on the left ramp.
- If you are on Level I, all other major areas will lite **RAVEN** also.
- Shooting the left ramp while any of the **RAVEN** lights are blinking will advance the area.
- Completing all three will start **RAVEN MULTIBALL**.



ADVANCING THE CLOCK

- During the Multiball, the clock in the **UI** on the **LCD** screen will indicate the current value of **RAVEN JACKPOTS**.
- Each spin of the spinner will advance the minute hand. Each time the minute hand goes past 12 the hour hand will move. Each time the hour hand moves the Jackpot value increases.
- The clock will be maxed out at midnight.

RAVEN BOOST

- **RAVEN** can only be boosted from within the Multiball.
- Each time the left ramp is shot the **RAVEN** lights will advance for a limited time.
- On the 3rd shot **RAVEN** will be boosted for a limited time. All Jackpots will be worth more.
- If times goes by and the left ramp is not shot the **RAVEN** lights will be reduced and boosting will stop until the ramp is shot enough times again.

LILY

- Anytime you complete **LILY** you will start an Everything Scores mode for some time.
- There is a counter that starts at 100 and everything the ball does will count it down. Each time it reaches zero the **LILY SUPER JACKPOT** will light.
- **LILY** can stack with almost everything else adding to value of the other Mode or Multiball.



MUNSTER MADNESS

MUNSTER MADNESS is a Multiball that moves between stages as needed until the player drains down to one ball. Like all other Multiballs completing **D-R-A-G-U-L-A** during will lite **ADD A BALL**.

MUNSTER MADNESS READY

- After completing the 5 Major areas and after all currently running modes or Multiballs are done, the game will go into **MUNSTER MADNESS** Ready state.
- When the game is ready for **MUNSTER MADNESS** shoot the **MUNSTER MADNESS** arrow to start **MUNSTER MADNESS**.
- The Multiball will complete **MARILYN** Stage ONE for you. This will start you in Stage TWO.

STAGE ONE - COMPLETE AN AREA

- There are seven areas that are all ready to be completed: **HERMAN**, **LILY**, **GRANDPA**, **SPOT**, **RAVEN**, **EDDIE**, and **MARILYN**.
- Each area has its own dedicated lights keeping track of your progress. Each time you shoot the area you will advance it. For example **MARILYN** only has one lite, on the right ramp. Only one shot needed to complete. **LILY** needs four, **SPOT** needs four, **GRANDPA** needs four, **HERMAN** needs three, **RAVEN** needs three and **EDDIE** needs two.
- When an area is complete you will collect a perk for that area and then move to Stage TWO. The perk will last until stage three. Meaning the perk will happen for all the remaining areas completed as well.
- Each area has a different perk:
 - **HERMAN** - Start Ball Save
 - **RAVEN** - Light Kitty
 - **EDDIE** - Double Jackpots
 - **MARILYN** - Light Super Jackpot
 - **LILY** - Everything Scores more
 - **SPOT** - Everything is Boosted
 - **GRANDPA** - Lower playfield Jackpots (on the **PREMIUM / LE** or Add Time on the **PRO**)
- The order you complete the areas will have strategic implications.

STAGE TWO - COLLECT JACKPOTS

- When an area is complete you will move to Stage TWO.
- All the possible Jackpots are lit at the start.
- Meaning:
 - By default you get four lit Jackpots blinking at the normal speed.
 - If you have completed **EDDIE**, all Jackpots will start off double. They will start off blinking fast. When you shoot it once you are awarded a Jackpot and it will slow down to the normal blinking speed. When you shoot it a 2nd time you will receive another Jackpot and the light will go out.
 - If you have completed **GRANDPA** and you are playing on a **PREMIUM** or **LE** you will lite all the lower playfield Jackpots too and balls will be kicked to the lower playfield.
- Jackpots are on a short timer. If the timer runs out the stage will end. Each time you shoot a new Jackpot the timer resets.
- When Stage TWO ends you will move to Stage THREE.
- Like all other Jackpots if your **ZAP** meter is charged when you collect one you will lite a **ZAP JACKPOT**.

STAGE THREE - HURRY-UPS

- Each time Stage TWO ends Stage THREE will begin.

- Stage THREE is an opportunity to collect four cascading Hurry-ups.
- The value of the first one is dependent on how many Jackpots you collected in the previous stages.
- The value of the last three is the same plus what you collected in the previous Hurry-up.
- The shot order is left ramp, right orbit, right ramp, and finally left orbit.
- When you complete the four or any of them time out, you will return to Stage ONE.

LEVELS

- At the end of **MUNSTER MADNESS** the five major areas all reset allowing the player to begin advancing to the next level of each.
- Level I is relatively easy to complete.
- Level II, for the most part is the same as Level I but harder. It's also worth more points.
- Level III and beyond is the same as Level II.

MARILYN

- One of the three return lane lights is lit at all times (except during **MUNSTER MADNESS**).
- You can change which lane is lit by hitting either one of the flipper buttons.
- When the ball rolls over the blinking **MARILYN** return lane **MARILYN** on the right ramp will lite for a few seconds.
- Each time you shoot the right ramp when **MARILYN** is blinking, you will be awarded a **MARILYN** ramp. At thresholds of ramps you will start **SUPER POPS** and lite **MARILYN SUPER JACKPOT**.



EDDIE

- One of the three return lane lights is lit at all times (except during **MUNSTER MADNESS**).
- You can change which is lit by hitting either one of the flipper buttons.
- When the ball rolls over a blinking **EDDIE** return lane both orbits will light for a few seconds.
- Each time you shoot an orbit with **EDDIE** lit you will be awarded an **EDDIE LOOP**. Every five **EDDIE LOOPS** will lite **EDDIE SUPER JACKPOT**.
- Consecutive **EDDIE LOOPS** are worth increasing amount of points.



ZAP JACKPOTS

- You have a **ZAP METER** that can be charged. It can hold up to 5 **ZAPS**. You can see this meter on the main user interface.
- Each time the ball hits one of the 4 mini-targets (and/or **THE MACHINE** on the **PREMIUM / LE**) the **ZAP BUTTON** will blink for a few seconds.
- Hit the **ZAP BUTTON** while it's blinking electric blue to charge your zap meter.
- When you shoot any Jackpot in the game, if your zap meter is charged, the game will eat one of your charges and leave behind a lit **ZAP JACKPOT**.
- Lit **ZAP JACKPOTS** will stay lit until the end of the ball, if not collected.
- Every four **ZAP JACKPOTS** collected will lite **ZAP SUPER JACKPOT**.

SUPER JACKPOT

- There are 10 different ways to light **SUPER JACKPOT: HERMAN, LILY, SPOT, GRANDPA, RAVEN, EDDIE, MARILYN, ZAP, MYSTERY, and ENLARGING RAY.**
- You will collect all that are stacked when you shoot the lit **SUPER JACKPOT** arrow at the **DRAGULA** hole.
- The value of each **SUPER JACKPOT** is worth more, the more you have stacked.
- The **SUPER JACKPOT** arrow insert will behave differently depending on how many **SUPER JACKPOTS** you have lit. If you have only one lit it will not blink. If you have 2 lit it will blink slowly. If you have 3 lit it will blink fast. If you have 4+ lit then it will blink really fast.
- You can cancel the award if you hold the **ZAP BUTTON** for 1/3 of a second. If you cancel your lit stacked Supers, they will still be there for you to collect later.
- You cannot get all 10 because **ENLARGING RAY** and **GRANDPA** is the same thing on the **PRO**. On the **PREMIUM / LE**, **MYSTERY** can only award **START ENLARGING RAY** or lite **SUPER JACKPOT**.

KITTY

- Completing any major area will light **KITTY**.
- When **KITTY** is collected she tries to award four things:
 - End of ball Bonus Multipliers
 - Special on an outlane
 - Advance the Playfield Multipliers
 - Lite **RAVEN**
- **KITTY**, even when not lit, will restart the Playfield Multiplier timer if it was running.



PLAYFIELD MULTIPLIERS

- Playfield Multipliers can have 4 values: 1X, 2X, 3X and 6X.
- When a lit **KITTY** is collected the Multiplier will advance as far as it can and a timer will start.
- When the timer runs out the Multiplier will reset to 1X.

DRAGULA

HITTING THE BANK

- Collects the currently blinking value and lites **5X DRAGULA** on a time. When the timer expires **5X DRAGULA** will shut off and the bank will go back one step.
 - But if the bank was complete then the entire bank will reset.
- The **DRAGULA** letters will advance one step down making the feature more valuable.



DRAGULA HOLE

- Each time the ball enters the **DRAGULA** hole you will be awarded:
 - 1X or 5X the current bank value up to 500K
 - Bonus Multipliers
 - Relights the 5X so you can hit it again
 - And will **BOOST** one of the following areas: **HERMAN, SPOT, GRANDPA, or LILY.**

BOOSTED

- All five major areas can be **BOOSTED**.
- When an area is **BOOSTED** its award values will be increased.
- **DRAGULA** is the main way to **BOOST** four of the areas: **HERMAN**, **LILY**, **SPOT**, or **GRANDPA**.
 - When one of them is **BOOSTED** their flasher dome will glow.
- **RAVEN** can only be boosted within **RAVEN**.

SKILL SHOT

- **Skill Shot**: Plunge into the lit (right) top lane, or short plunge to the right flipper and shoot the left ramp.
- **Super Skill Shot**: Hold in the left flipper button, then shoot the right ramp.
- **Double Super Skill Shot - PREMIUM / LE**: Hold in the left flipper buttons, then shoot the scoop, then shoot the saucer in **GRANDPA'S LABORATORY**.
- Skill shot is timed. You have ten seconds to complete it.
- If you don't complete it before the time runs out the feature will end. Also, shooting any shot that would have been a skill shot will end it too. Also starting **HERMAN Hurry** will end it.

MYSTERY

- Mystery is lit only once per game, when you push start.
- Mystery will randomly give you one of over a dozen awards.
- Mystery is the only way to lite **MYSTERY SUPER JACKPOT**.
- Mystery on the **PREMIUM** and **LE** can start **ENLARGING RAY**. This is a bonus mode.

SUPER POPS

- The **MARILYN** feature will eventually lite **SUPER POPS**.
- During **SUPER POPS** the pop bumpers will blink.
- During **SUPER POPS** the right orbit will stop the ball at the top, when shot, so that the ball will fall into the pop bumpers.

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