

MARY SHELLEY'S FRANKENSTEIN

Skill Shot ➤ Throw *The Switch* to collect value highlighted in display.

Frankenstein ➤ Complete **FRANKENSTEIN** Targets to start flashing feature. Shoot *Change Scene* to advance feature: **North Pole, Sarcophagus** and **Ice Cave** spot target(s).

Multiball ➤ Shoot ramp to light lock, then lock ball at the **North Pole (Vertical Up-Kicker)** for 2-BALL PLAY. Relock balls at the **North Pole** for 3- to 6-BALL PLAY, then shoot for **JACKPOTS**.

Geneva ➤ Shoot **GENEVA (Lower Scoop)** when lit to collect *Geneva Letter*. Complete for *Geneva Multiball*. Relight by shooting the *Left Orbit* or *Right Inlane*.

Alive! ➤ Ball drains in *Left Outlane* will return to play when lit. Relight **Alive (Kick-Back)** by shooting the **Ice Cave**.

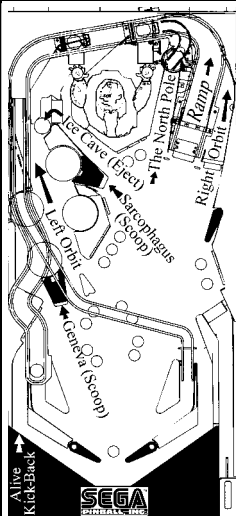
Sarcophagus ➤ Shoot the **Sarcophagus (Upper Scoop)** when lit for accumulated value. Light by shooting the *Left Orbit*.

Ice Cave ➤ Shoot the **Ice Cave (Ball Eject)** for award during 1-BALL PLAY.

Hint ➤ Pressing the **Extra Ball Buyin Button** during the course of a game activates the **Extra Ball Buyin Feature** at the end of game play!

The Switch ➤

© 1994 SEGA PINBALL, INC. 755-5070-00



MARY SHELLEY'S FRANKENSTEIN

Skill Shot ➤ Throw *The Switch* to collect value highlighted in display.

Frankenstein ➤ Complete **FRANKENSTEIN** Targets to start flashing feature. Shoot *Change Scene* to advance feature: **North Pole, Sarcophagus** and **Ice Cave** spot target(s).

Multiball ➤ Shoot ramp to light lock, then lock ball at the **North Pole (Vertical Up-Kicker)** for 2-BALL PLAY. Relock balls at the **North Pole** for 3- to 6-BALL PLAY, then shoot for **JACKPOTS**.

Geneva ➤ Shoot **GENEVA (Lower Scoop)** when lit to collect *Geneva Letter*. Complete for *Geneva Multiball*. Relight by shooting the *Left Orbit* or *Right Inlane*.

Alive! ➤ Ball drains in *Left Outlane* will return to play when lit. Relight **Alive (Kick-Back)** by shooting the **Ice Cave**.

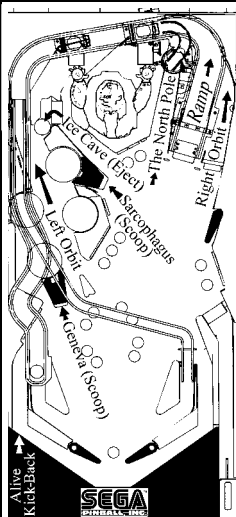
Sarcophagus ➤ Shoot the **Sarcophagus (Upper Scoop)** when lit for accumulated value. Light by shooting the *Left Orbit*.

Ice Cave ➤ Shoot the **Ice Cave (Ball Eject)** for award during 1-BALL PLAY.

Hint ➤ Pressing the **Extra Ball Buyin Button** during the course of a game activates the **Extra Ball Buyin Feature** at the end of game play!

The Switch ➤

© 1994 SEGA PINBALL, INC. 755-5070-00



MARY SHELLEY'S FRANKENSTEIN

Skill Shot ➤ Throw *The Switch* to collect value highlighted in display.

Frankenstein ➤ Complete **FRANKENSTEIN** Targets to start flashing feature. Shoot *Change Scene* to advance feature: **North Pole, Sarcophagus** and **Ice Cave** spot target(s).

Multiball ➤ Shoot ramp to light lock, then lock ball at the **North Pole (Vertical Up-Kicker)** for 2-BALL PLAY. Relock balls at the **North Pole** for 3- to 6-BALL PLAY, then shoot for **JACKPOTS**.

Geneva ➤ Shoot **GENEVA (Lower Scoop)** when lit to collect *Geneva Letter*. Complete for *Geneva Multiball*. Relight by shooting the *Left Orbit* or *Right Inlane*.

Alive! ➤ Ball drains in *Left Outlane* will return to play when lit. Relight **Alive (Kick-Back)** by shooting the **Ice Cave**.

Sarcophagus ➤ Shoot the **Sarcophagus (Upper Scoop)** when lit for accumulated value. Light by shooting the *Left Orbit*.

Ice Cave ➤ Shoot the **Ice Cave (Ball Eject)** for award during 1-BALL PLAY.

Hint ➤ Pressing the **Extra Ball Buyin Button** during the course of a game activates the **Extra Ball Buyin Feature** at the end of game play!

The Switch ➤

© 1994 SEGA PINBALL, INC. 755-5070-00