

Stand-Up Target (under ramp in corner)

EVIL MONKEY TARGET blocks the path of the ball up the **Left Ramp**. Shooting the **hidden Stand-Up Target** causes the monkey target to drop.

Left Ramp

1- OR 4-BANK DROP TARGETS

- When the pinball hits the target, it drops down below the playfield and closes a switch. In this case, the 4-Bank spells the word "F-A-R-T" and when completed, can advance the player closer to starting the fart multiball feature. The 1-Bank when hit will raise the center post. We call this a "death" save, because if the post didn't go up, the ball in play "dies", meaning it is drained down the center. The display features the character "Death" in the black hooded robe hence the name Death 1-Bank Drop Target.

Stand-Up Target (Meg under Ramp)

Stand-Up Targets (3-Bank)

Stand-Up Targets (Stewie 2-Bank)

Stand-Up Target (Pirate)

STEWIE PINBALL MACHINE

STEWIE PINBALL

The 'baby' (Stewie) version of a pinball game inside the large one. This is referred to as the upper mini-playfield. The ball on this playfield is half the size of the normal steel ball.

GLAM EJECT SCOOP

Shoot the ball into this scoop hidden under Stewie Pinball.

CAPTIVE (NEWTON) BALLS

- A pinball is in a fixed position under the wire form (on each side), hence the term "captive" (or held). When the pinball in play hits this ball, another ball trapped behind this ball closes a switch which causes the game to spell out **P-I-N-B-A-L-L** on the playfield with lights illuminating each letter.

SPINNER

The Spinner Target is fixed onto this gate bracket. When the ball rolls under the target it causes the spinner to spin. Each spin makes a switch closure.

TV SCOOP

The ball enters this scoop and is hidden under the playfield until it is shot back out. TV in front of the scoop, hence the name TV Scoop.

BALL SAVER (UP/DOWN) POST

- This expression means when this post goes up, the ball cannot drain (exit the playfield, thus ending your turn).

SHOOT or SHOT

- This expression means when the flipper bat hits the pinball ... Shoot at something (with the pinball) or the shot made ...

With each **SWITCH CLOSURE** the game programming performs something (points awarded, lights flashing, etc.).

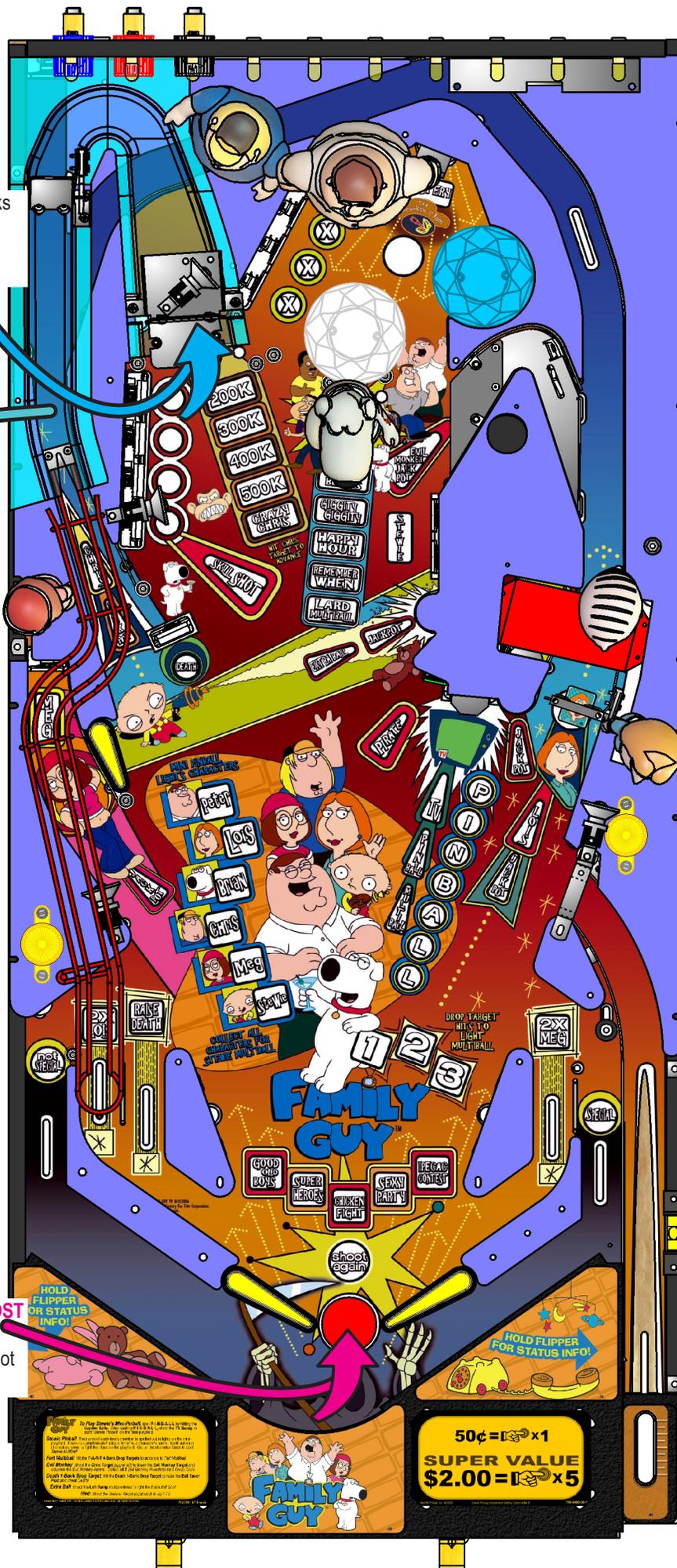




Playfield Shot Map Continued

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Left Ramp



The 'baby' (Stewie) version of a pinball game inside the large one. This is referred to as the upper mini-playfield. The ball on this playfield is half the size of the normal steel ball. Spell out B-R-I-A-N (left orbit), M-E-G (stand-up target), P-E-T-E-R (stand-up target), L-O-I-S (ramp shot and C-H-R-I-S (right orbit) by completing each shot.

BALL SAVER (UP/DOWN) POST - This expression means when this post goes up, the ball cannot drain (exit the playfield, thus ending your turn).

50¢ = [coin] x 1
SUPER VALUE
 \$2.00 = [coin] x 5

