

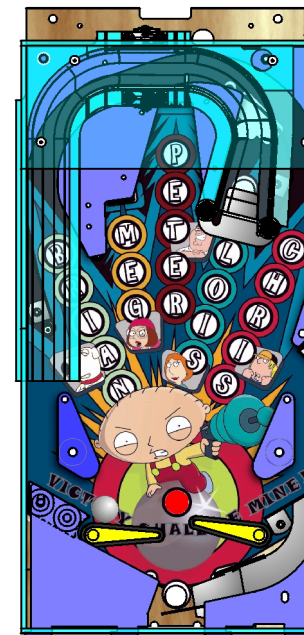
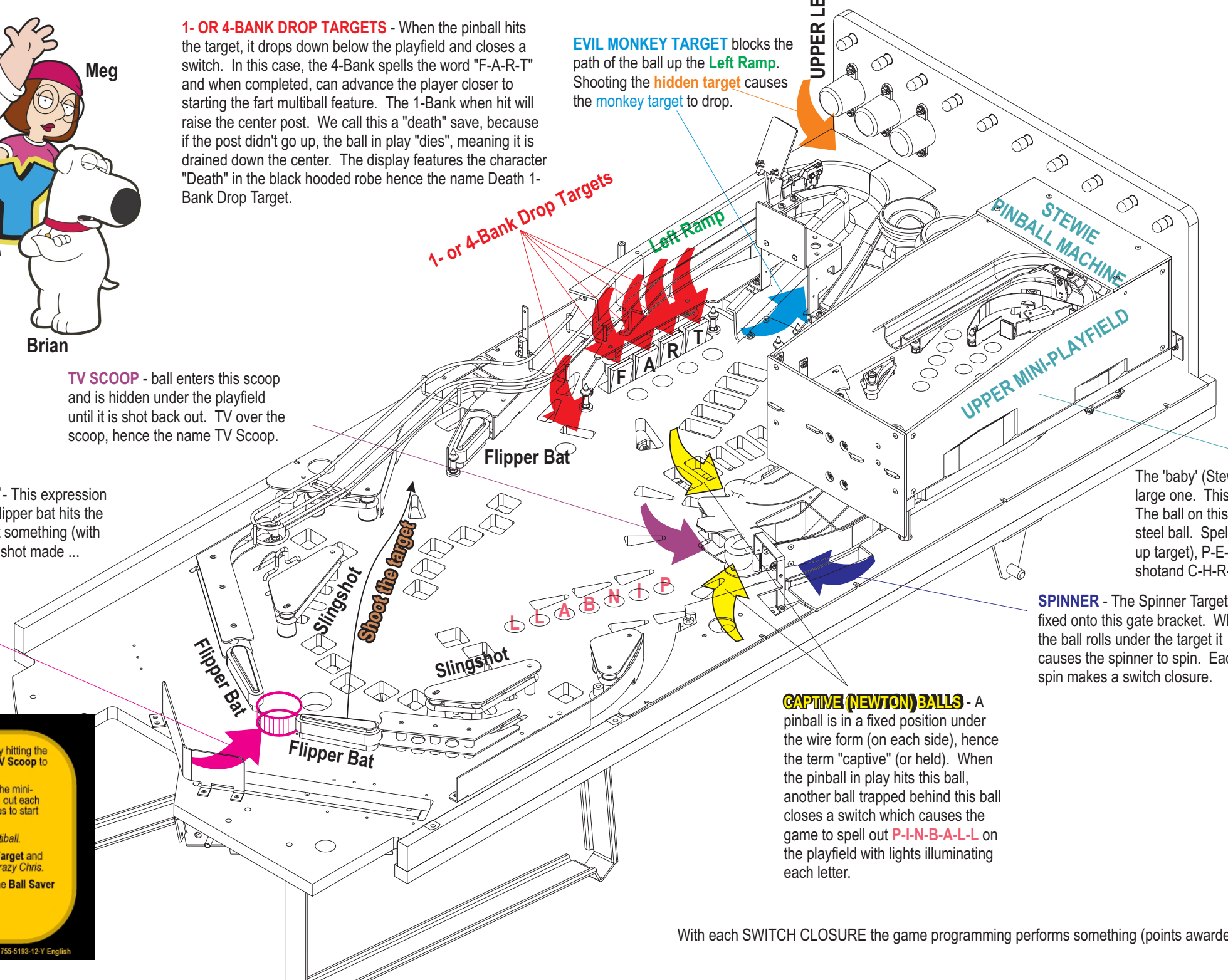
1- OR 4-BANK DROP TARGETS - When the pinball hits the target, it drops down below the playfield and closes a switch. In this case, the 4-Bank spells the word "F-A-R-T" and when completed, can advance the player closer to starting the fart multiball feature. The 1-Bank when hit will raise the center post. 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.

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

TV SCOOP - ball enters this scoop and is hidden under the playfield until it is shot back out. TV over the scoop, hence the name TV Scoop.

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

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



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.

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.

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.

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

Family Guy To Play Stewie's Mini-Pinball, spell P-I-N-B-A-L-L by hitting the Captive Balls. After spelling P-I-N-B-A-L-L, shoot the TV Scoop to start "Stewie Pinball" on the mini-playfield.

Stewie Pinball The name of each family member is spelled out in lights on the mini-playfield. Each mini-playfield shot adds a letter to a character's name. Spell out each character's name to light their face on the playfield. Get all the character faces to start Stewie Multiball.

Fart Multiball Hit the F-A-R-T 4-Bank Drop Targets to advance to Fart Multiball.

Evil Monkey Shoot the Chris Target (upper left) to lower the Evil Monkey Target and advance the Evil Monkey Award. Collect all 5 Evil Monkey Awards to start Crazy Chris.

Death 1-Bank Drop Target Hit the Death 1-Bank Drop Target to raise the Ball Saver Post and cheat Death!

Extra Ball Shoot the Left Ramp multiple times to light the Extra Ball Shot.

Hint: Shoot the Spinner Target (right orbit) to light TV.

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Family Guy Para jugar Stewie's Mini-Pinball, escribe P-I-N-B-A-L-L pegando a las bolas cautivas. Después de formar la palabra P-I-N-B-A-L-L, dispara al cucharón del televisor para iniciar "el juego de Stewie Pinball" en el campo de juego pequeño.

Stewie Pinball El nombre de cada integrante de la familia aparece deletreado con luces en el campo de juego pequeño. Cada tiro en esta mesa agrega una letra al nombre del personaje. Deletrea el nombre de cada personaje para encender su rostro en el campo de juego. Debes encender el rostro de todos los personajes para iniciar el Multiball de Stewie.

Multiball Fart Pégale a las cuatro dianas abatibles de la bancada F-A-R-T para avanzar en el Multiball Fart.

Mono malvado Dispara a la diana de Chris (en el extremo superior izquierdo) para bajar la diana del mono malvado y avanzar hacia el premio del mono malvado. Acumula los 5 premios del mono malvado para empezar el modo Loco Chris.

1 diana abatible de la bancada de la muerte Pégale a la diana abatible de la bancada de la muerte para subir el poste salvador de la bola y engañar a la muerte.

Extra Ball Dispara a la rampa izquierda varias veces para encender el tiro de la Extra Ball.

Sugerencia: Dispara a la diana hilador (Spinner) para encender el televisor.

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Family Guy Pour jouer à Stewie's Mini-Pinball, épelez P-I-N-B-A-L-L en visant les billes captives. Après avoir épilé P-I-N-B-A-L-L, tirez sur la cuiller TV pour lancer le jeu « Stewie Pinball » sur le mini terrain de jeu.

Stewie Pinball Le nom de chaque membre de la famille est épilé sur les lumières du mini terrain de jeu. Chaque tir sur le mini-terrain de jeu ajoute une « lettre » du nom d'un personnage. Épelez le nom de chaque personnage pour illuminer leur visage sur le terrain de jeu. Obtenez tous les visages de personnages pour lancer la bille multiple Stewie.

Fart Multiball Visez les cibles escamotables 4 banques F-A-R-T pour avancer vers la Multiball (bille multiple) Fart.

Singe méchant Visez la cible Chris (coin supérieur gauche) pour abaisser la Cible du singe méchant et avancer le prix Singe méchant. Collectionnez les 5 prix Singes méchants pour lancer le Mode Chris fou.

Cible escamotable 1 banque de la mort Visez la Cible escamotable 1 banque de la mort pour lever le pilier de conservation de bille et tromper la mort!

Extra Ball tirez sur la rampe gauche à plusieurs reprises pour illuminer le tir Extra Ball.

Conseil pratique : Tirer sur la cible de rotation (Spinner) pour illuminer la TV.

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Family Guy Um Stewie's Mini-Pinball zu spielen, durch Treffen der gefangenen Kugeln das Wort P-I-N-B-A-L-L buchstabieren. Nach dem Buchstabieren von P-I-N-B-A-L-L die TV-Leitschaukel treffen, um auf dem Mini-Spielfeld das „Stewie Pinball-Spiel“ (minitipper) zu spielen.

Stewie Pinball Der Name jedes Familienmitglieds wird in Lampen auf dem Mini-Spielfeld buchstabiert. Jeder Schuss auf dem Mini-Spielfeld fügt dem Namen eines der Familienmitglieder einen „Buchstaben“ hinzu. Den Namen aller Mitglieder buchstabieren, um ihre Gesichter auf dem Spielfeld aufleuchten zu lassen. Die Gesichter aller Familienmitglieder zum Leuchten bringen, um Stewie-Multikugel zu starten.

Fart Multiball Die 4 fach-Fallziele F-A-R-T treffen, um zu Fart Multiball voranzukommen.

Bösartiger Affe Das Chris-Ziel treffen (obere linke Ecke), um das Bösartiger Affe-Ziel herabzulassen und zum Bösartiger Affe-Preis weiterzukommen. Alle 5 Bösartiger Affe-Preise einsammeln, um den Modus „Verrückter Chris“.

Todes-Einfach-Fallziel Das Todes-Einfach-Fallziel treffen, um den Kugelrettungsposten anzuheben und dem Tod zu entkommen!

Extraball Mehrfach die linke Rampe treffen, um Extraballschuss aufleuchten zu lassen.

Tip: Die Drehzielscheibe (Spinner) treffen, um TV aufleuchten zu lassen.

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Family Guy Per giocare a Stewie's Mini-Pinball, componi la parola P-I-N-B-A-L-L colpendo le Palle prigioniere. Una volta scritto P-I-N-B-A-L-L, colpisci la curva TV per iniziare il "Gioco Stewie Pinball" nel mini campo da gioco.

Stewie Pinball Il nome di ogni componente della famiglia viene composto con le luci sul mini-campo da gioco. Ogni tiro nel mini-campo da gioco aggiunge una "lettera" al nome del personaggio. Componi il nome di ogni personaggio per illuminare la faccia relativa sul campo da gioco. Per iniziare a giocare a Stewie Multiball devi illuminare tutte le facce dei personaggi.

Multiball Fart Colpisci i 4 bersagli a caduta F-A-R-T per avanzare verso Multiball scoreggia.

Scimmia malvagia Colpisci il bersaglio Chris (angolo in alto a sinistra) per fare abbassare il bersaglio Scimmia malvagia e riscatta il Premio Scimmia malvagia. Conquista tutti e 5 i Premi Scimmia malvagia per iniziare la modalità Chris il matto.

Morte 1 Bersaglio a caduta Colpisci il bersaglio a caduta Morte per fare alzare il palo salva palla e fregare la morte!

Extra Ball Colpisci la Rampa sinistra molte volte per illuminare il tiro Extra Ball.

Consiglio: Colpisci lo bersaglio filatore (Spinner) per illuminare la TV.

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