

# FAMILY GUY™ Playfield Shot Map

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.

## 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 ...

Stand-Up Targets (3-Bank)

**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.

## CLAM 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.

Stand-Up Target (Meg under Ramp)

Stand-Up Target (Pirate)

Upper Left Flipper

Stand-Up Target (Meg under Ramp)

HOLD FLIPPER FOR STATUS INFO!

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**Family Guy**  
To Play Stewie Pinball: Load PINBALL, to start the Captive Ball. After loading PINBALL, shoot the TV Scoop to start the game.  
Stewie Pinball: The name of each family member is spelled out in lights on the right. Each letter is lit up when the ball hits the target. Collect all 8 letters to start the Fart Multiball.  
Fart Multiball: Hit the 4-Bank Drop Targets to advance to Fart Multiball.  
Evil Monkey: Shoot the Evil Monkey Target to start the Evil Monkey Target and advance the 4-Bank Drop Targets. Collect all 8 Evil Monkey Targets to start the Evil Monkey Target and advance the 4-Bank Drop Targets.  
Death 1-Bank Drop Target: Hit the Death 1-Bank Drop Target to start the Ball Saver.  
Extra Ball: Shoot the Death 1-Bank Drop Target to start TV Scoop to start TV Scoop.  
Hit the Death 1-Bank Drop Target to start TV Scoop.

**Family Guy**  
GOOD BOYS  
SUPER GRIFFINS  
CHICKEN FLIGHT  
SEXY PARTY  
PECAC CONTEST  
That feels SO good!

50¢ = 1x1  
SUPER VALUE  
\$2.00 = 1x5

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



**FAMILY GUY**  
Playfield Shot Map  
Continued

Stand-Up Target (under ramp in corner)

Stand-Up Targets (3-Bank)

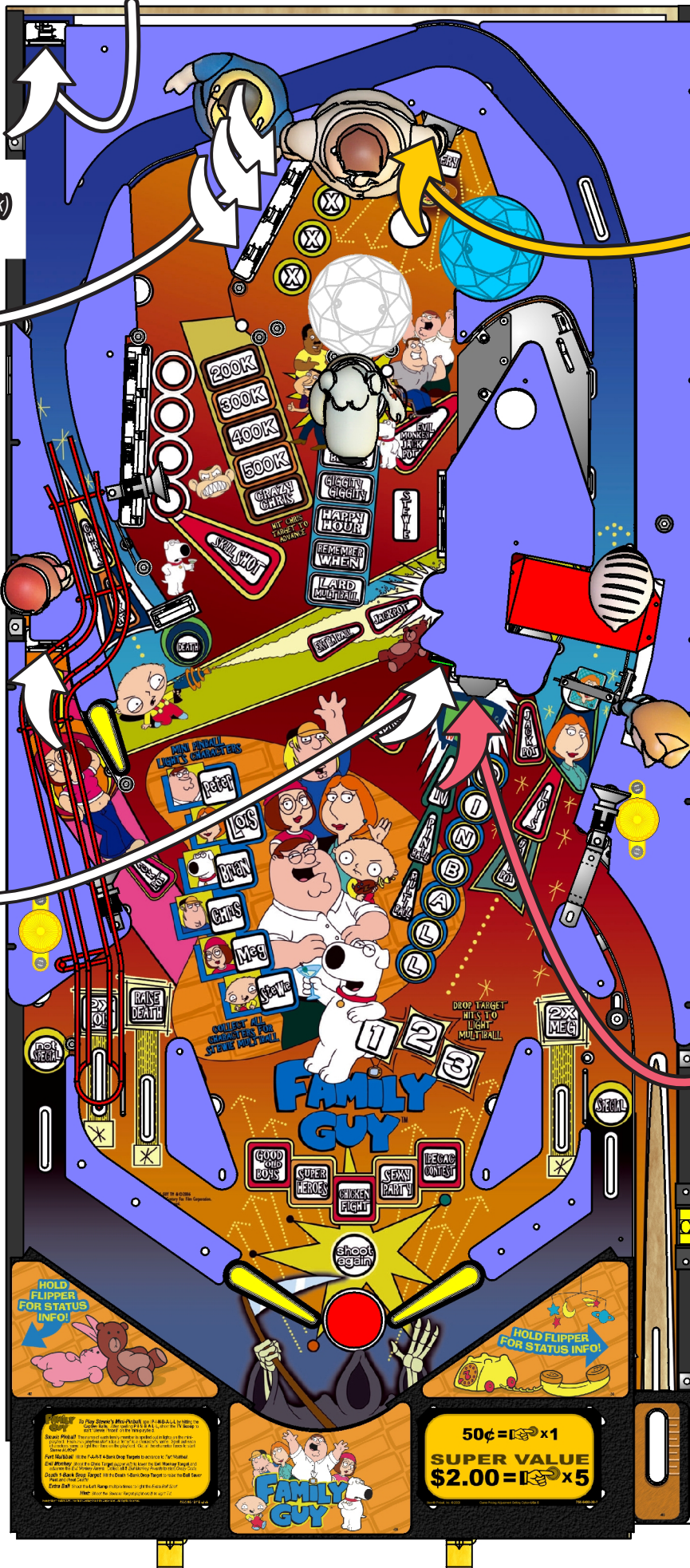
**CLAM EJECT SCOOP**

Shoot the ball into this scoop hidden under Stewie Pinball.

Stand-Up Target  
(Meg under Ramp)

Stand-Up Target  
(Pirate)

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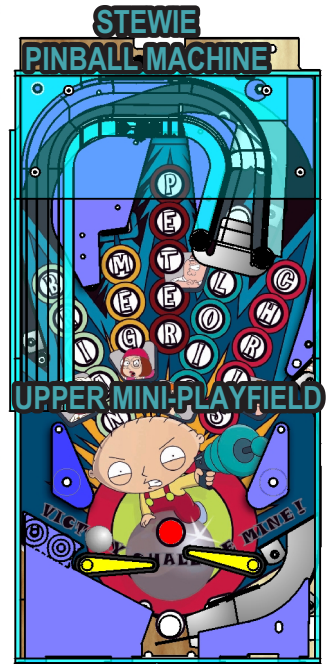




**FAMILY GUY**  
Playfield Shot Map  
Continued

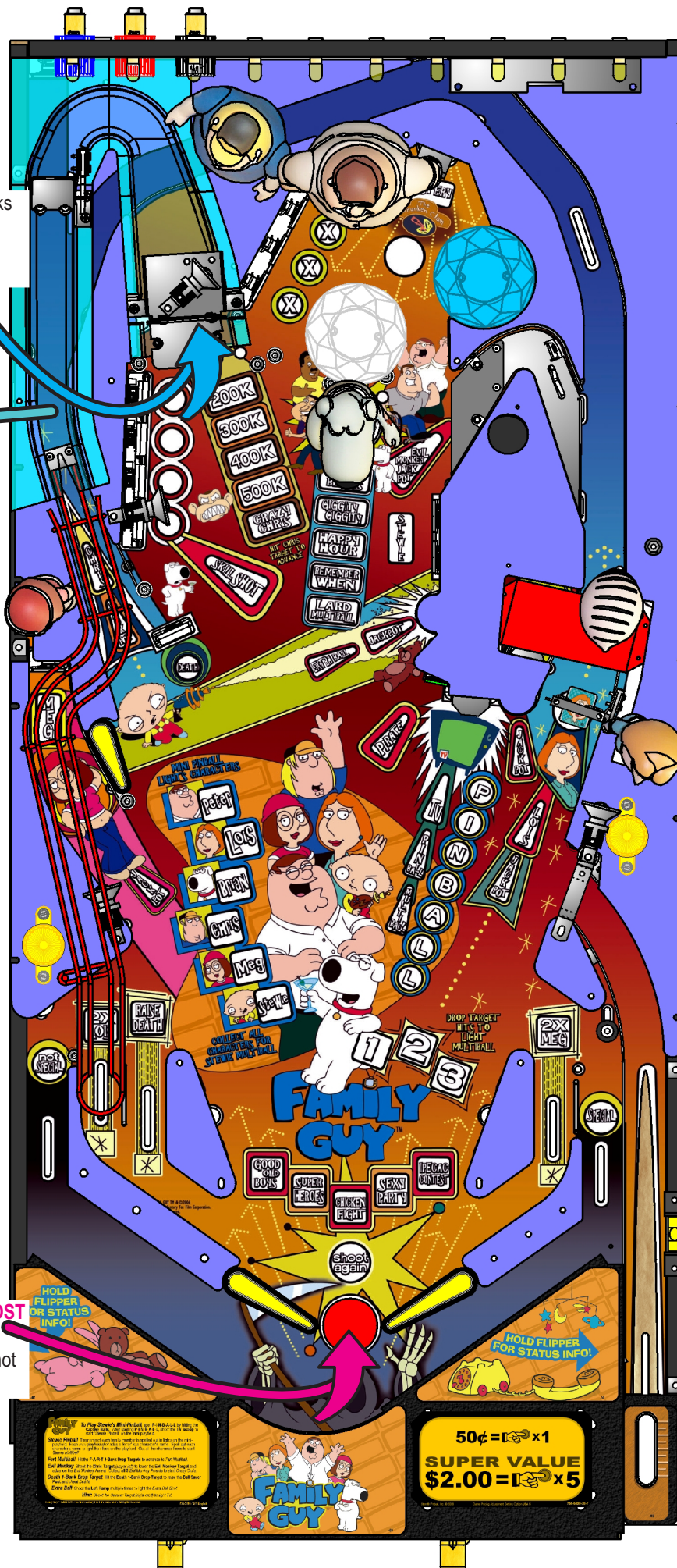
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**Left Ramp**



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.

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**FAMILY GUY**  
Playfield Shot Map  
Continued

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