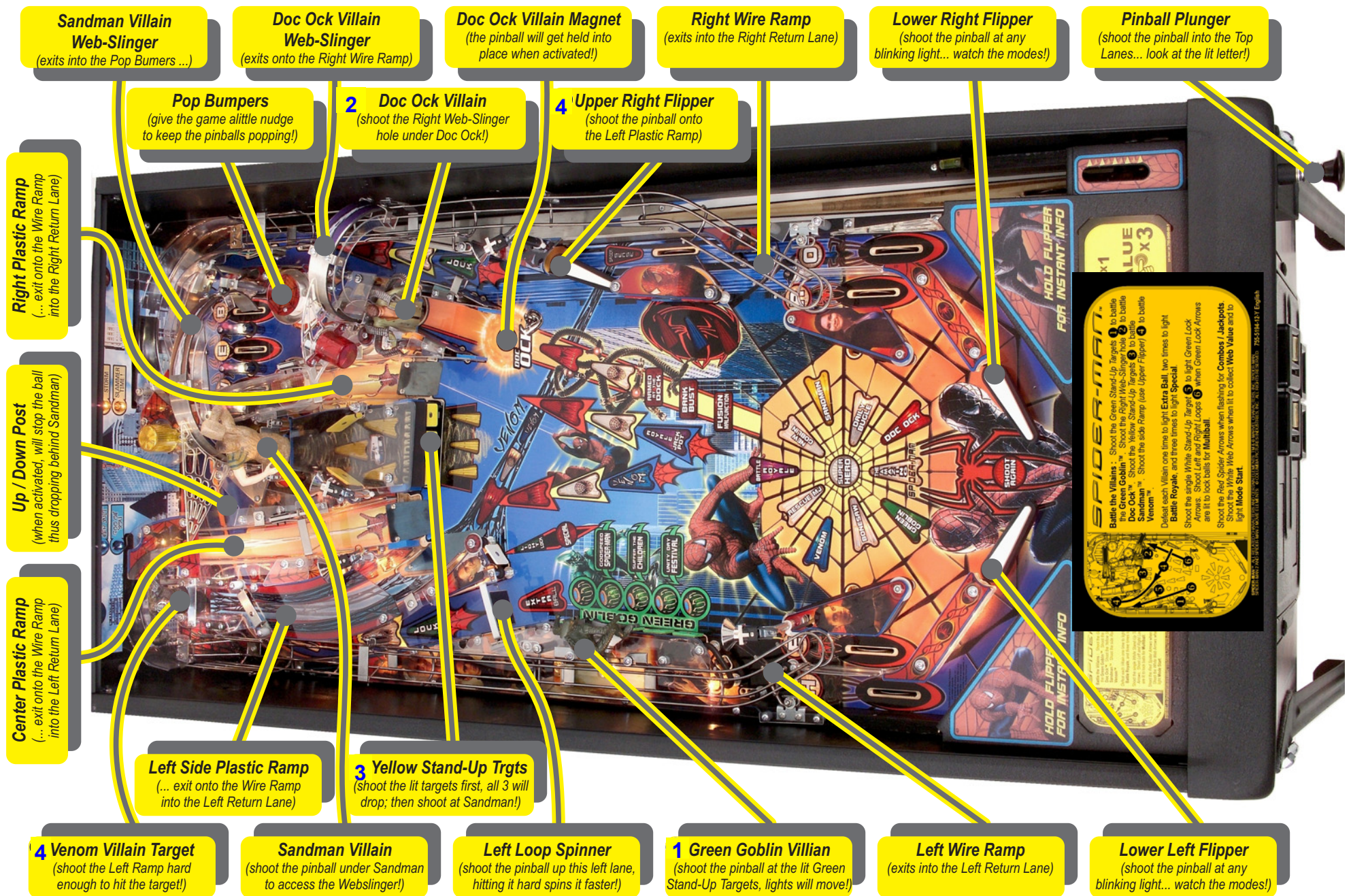


SPIDER-MAN™

PINBALL PLAYFIELD OVERVIEW FOR SHOT MAP



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(spell web by getting the pinall into the lane NOT lit! **Hint:** With the opening skill shot, you want to get the lit lane!)

6

(get the ball into this lane when lit, but from the top! Lift the flipper to get in!)

(the ball exits and is out of play)

(the ball returns to the Right Flipper;
hit the ball before it drains!)

(shoot the pinball into the Top Lanes, or a little lighter to drop in front of the Upper Right Flipper to make the shot!) **Hint:** When shooting into the Top Lanes, get the pinball into the lit lane, use the flipper buttons to change them!

(hard shot will send it all the way around unless the Up/Down Post or ball gate stops it!)

*(the ball returns to the Left Flipper;
hit the ball before it drains!)*

(the ball exits and is out of play)

 **White Web Arrow Shot**

SPIDER-MAN™

Battle the Villains: Shoot the Green Stand-Up Targets **1** to battle the Villains. Shoot the Right Side Stand-Up Targets **3** to Lullaby.

Go to Lullaby: Shoot the Stand-Up Targets **5** to Defeat the Sandman™.

Defeat the Sandman™: Shoot the Side Ramp (use Upper Rupture) **7** to battle Venom™.

Battle the Villains: Defeat each Villain one time to light Extra Ball, two times to light **Special**.

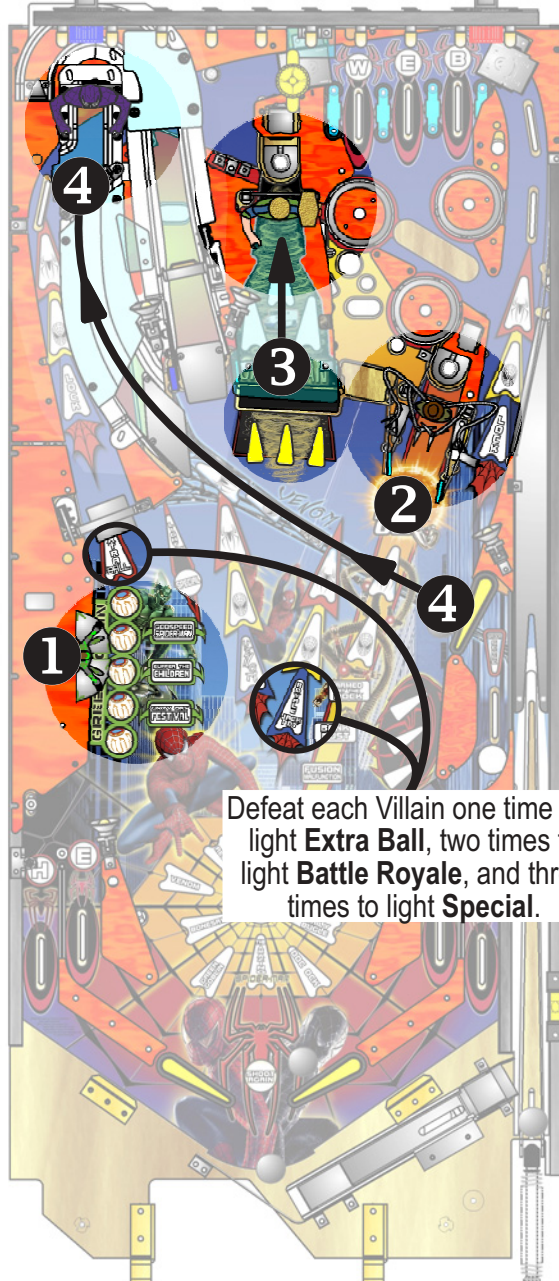
Battle Royale: Shoot the single White Stand-Up Target **2** to light Green Lock Arrows.

Shoot the single White Stand-Up Target **2 to light Green Lock Arrows:** Shoot Left and Right Lock **8** when Green Lock Arrows are lit to lock balls for Multiball.

Shoot the Red Spider Arrows when flashing for Combos / Jackpots: Shoot the White Web Arrows when lit to collect Web Value and to light Mode Start.

BATTLE THE VILLAINS:

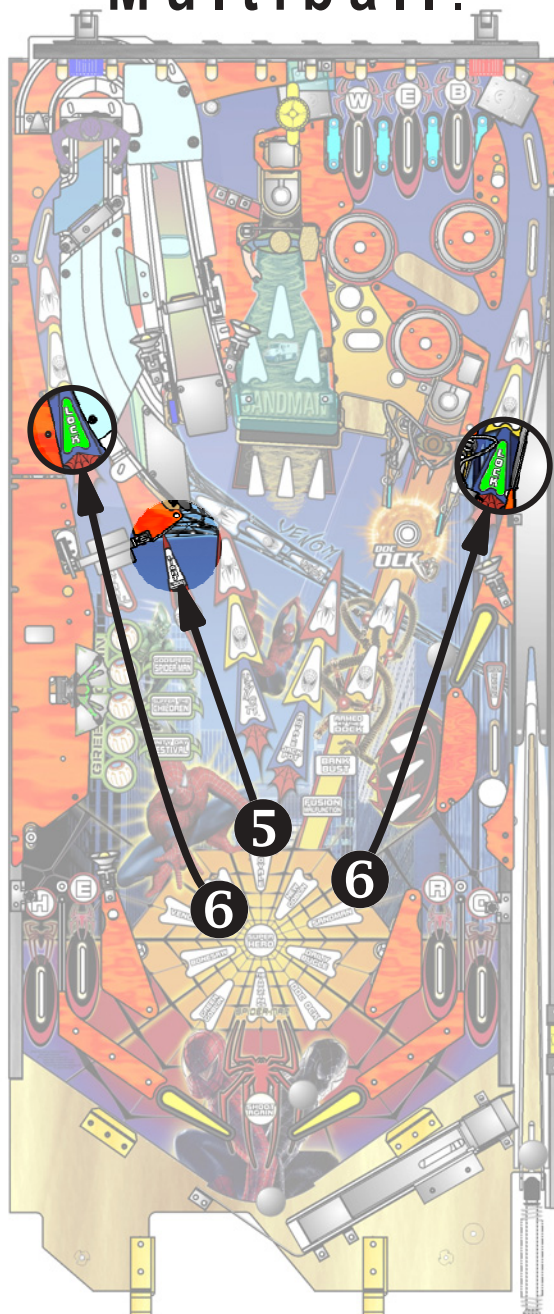
Shoot the *Green Stand-Up Targets* **1** to battle the **Green Goblin™**. Shoot the *Right Web-Slinger hole* **2** to battle **Doc Ock™**. Shoot the *Yellow Stand-Up Targets* **3** to battle **Sandman™**. Shoot the side *Ramp (use Upper Flipper)* **4** to battle **Venom™**.



MULTIBALL:

Shoot the single *White Stand-Up Target* **5** to light *Green Lock Arrows*. Shoot *Left and Right Loops* **6** when *Green Lock Arrows* are lit to lock balls for

Multiball.



PINBALL PLAYFIELD SHOT MAP

COMBOS/JACKPOTS & MODE START

Shoot the *Red Spider Arrows* when flashing for **Combos / Jackpots**. Shoot the *White Web Arrows* when lit to collect **Web Value** and to light **Mode Start**.



