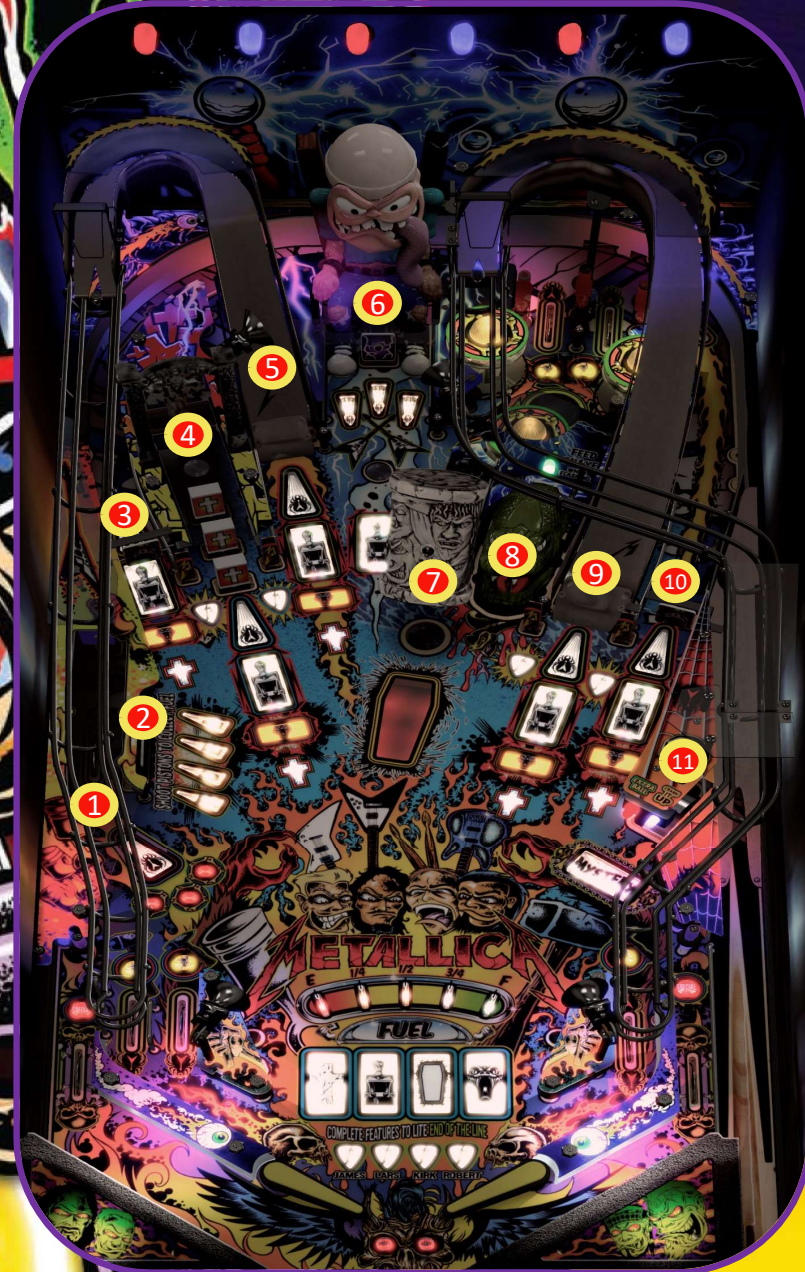




METALLIC PINBALL

Playfield

1. **Fuel Lane:** activates Double Scoring during *Fuel Mode*
2. **FUEL Standups:** Complete F-U-E-L, fill Fuel Gauge and start *Fuel Mode*
3. **Left Orbit:** collect Grave Markers, Electric Chair, Snakes and Jackpot awards
4. **Grave:** knock down Gravestones to light Grave Marker; shoot Grave Marker to start *Grave Marker Multiball*
5. **Left Ramp:** Complete M-E-T-A-L-L-I-C-A and start *Justice for All Mode*
6. **Electric Chair:** hit 10 times to start *Electric Chair Multiball*
7. **Coffin:** light lock, lock balls, start *Coffin Multiball*, collect *Hurry Up*
8. **Snake:** Complete S-N-A-K-E then start *Snake Multiball*
9. **Right Ramp:** Complete M-E-T-A-L-L-I-C-A and start *Justice for All Mode*
10. **Right Orbit:** collect Grave Markers, Electric Chair, Snakes and Jackpot awards
11. **Scoop:** collect Mystery Awards, Extra Ball



Gameplay

Modes

- *Fuel*: Hit **FUEL Standups** to complete F-U-E-L and add fuel to meter. Fill meter to activate double scoring timed mode. During mode, build jackpot with any switch and collect at **Fuel Lane**
- *And Justice for All*: Spell M-E-T-A-L-L-I-C-A to start; shoot lit shots to collect award
- *Seek and Destroy*: Complete all five *Hurry Ups* to start. Shoot strobing lane ('Seek') for Jackpot. Then hit **Coffin** ('Destroy') for Super Jackpot. Rinse and repeat
- *Blackened*: Collect all four Band Members to start. Hit Guitar Pick targets
- *Crank It Up*: Needs 12 hits to each of **Grave**, **Electric Chair**, **Snake** and **Coffin**. Shoot **Scoop** to start and select a mode: FWTBT (hit all flashing shots); FtB (switches increase jackpot, collect at lit shot); B (hit Electric Chair); ES (shoot flashing insert shots); subsequent runs need 1 extra qualifying hit (so 13 on run two, 14 on run three and 15 on final run)
- *End of the Line (Wizard Mode multiball)*: start all four Crank it Up modes to qualify. Qualify a fifth mode and hit Scoop.

Multiballs

- *Electric Chair Multiball / Creeping Death*: Hit **Electric Chair** 10 times to start. Hit lit shots (**Left and Right Orbits**, and **Electric Chair**) to fill power meter; when full, hit **Electric Chair** to collect Super Jackpot. There are 7 different Sparky characters to electrocute
- *Grave Marker Multiball / Master of Puppets*: Once all Gravestones dropped, hit Grave Marker twice for 2-ball multiball. Hit any flashing shot for jackpot. Hit **Grave** for double Jackpot. After enough shots, Grave marker will strobe: hit and magnet will trap ball. Knock the ball off within 15-20 seconds for Super Jackpot
- *Snake Multiball / Sad But True*: Spell S-N-A-K-E (relight after each letter by shooting **Left Orbit**, **Grave Marker** or **Left Ramp**). Shoot **Snake** again to start 2-ball multiball and score jackpots at any shot with a lit snake insert and Super Jackpot at **Snake**
- *Coffin Multiball / For Whom the Bell Tolls*: Hit **Coffin** 5 times to lock one, then 10 times for lock two and another 10 times for lock three. Shoot **Coffin** or flashing red shot for jackpot (alternates)

Hurry Ups

- There are five *Hurry Ups* based on **Left Orbit**, **Grave**, **Left Ramp**, **Right Ramp** and **Right Orbit**. Multiple *Hurry Ups* can be tackled at once
- To start, shoot one of these shots and a blue spider arrow at that shot will light. Then shoot **Electric Chair**, **Snake** and **Grave** (any order) to light respective inserts for that shot. Shoot shot one more time to activate *Hurry Up* and collect at **Coffin**

Band Members: Hit the four Guitar Pick targets next to the **Grave** and **Right Ramp** to collect Band Members

Skill Shot: Shoot flashing **Rollover**; hold left flipper and shot any flashing shot for Super Skillshot

Mystery: complete **Rollover** lanes (NB two at bumpers and three at inlanes) to light. Collect at **Scoop**.

Extra Balls: 1) 15 **Caskets** 2) 10 Blown Pistons (combo finished in Fuel Lane) 3) 20 Combos. Collect at **Scoop**