

Playfield

a,b,c,d: inlanes/outlanes: award Extra Ball or Special when lit

1. **Otto Standup:** when lit, lights *Otto's Bus Tour*
2. **Cletus Orbit:** adds a *Cletus Kid*
3. **Pop Target:** adds time when timer is active, collects *Nuclear Value*
4. **Adv Pops:** advance pop value for one popper
5. **Comic Book Guy Standup:** Skill Shot, starts *Hurry Up* when lit
6. **Treehouse Ramp:** feeds upper playfield, start *Treehouse of Horror*
7. **Kwik-E-Mart Loop:** Skill Shot, collects Kwik-E-Mart value
8. **Kwik-E-Mart Standup:** Adds to Kwik-E-Mart value
9. **Garage:** hit twice to access upper playfield; random awards
10. **Springfield Elementary Loop:** feeds upper flipper; random awards
11. **Bully Standups:** Skill Shot, complete to light *Daredevil Mode*
12. **Moe's Ramp:** light *Treehouse of Horror* and Extra Ball
13. **Captive Ball:** start *Daredevil Mode* or advance *Daredevil Mode* value
14. **Krusty Orbit:** lights *TV Mode*
15. **Itchy & Scratchy Targets / Sinkhole:** starts *Itchy & Scratchy Multiball*

--- Upper Playfield ---

16. **Light Lock Standups:** for *Couch Multiball*
17. **Couch Ramp:** if lock is lit, lock ball, otherwise feed left inlane
18. **Mystery Standup:** light *Clean The Garage* if not lit
19. **TV Loop:** start *TV Mode* when lit
20. **Monorail:** drain from Upper Playfield



Gameplay (1)

Otto's Bus Tour (Double Scoring)

- Light at **Otto Standup**, start at **Springfield Elementary Loop**; one of ten possible shots with a flashing red light will score double; solid lights mean that the shot has already been completed.
- When all ten shots are done, shoot **Otto** a final time to start *Springfield Mystery Spot: 5-ball Multiball* where left & right flippers are switched

TV Modes: light at Krusty Orbit, start at TV Loop; will start one of seven modes

- *Duffman*: Shoot **Moe's Ramp** to score increasing points over five shots
- *Homer's Day*: Shoot bumpers, then **Moe's Ramp**, then **Garage**, then **Couch Ramp**
- *Willie's Woes*: Hit **Bully Standups**, then **Springfield Elementary Loop**
- *Wiggum vs Snake*: Chase lit shots across playfield
- *Bart's Day*: shoot **Springfield Elementary Loop**, then **Kwik-E-Mart Loop**, then **Treehouse Ramp**, then **TV Loop**
- *Krusty's Last Stand*: shoot **Krusty Orbit**
- *Stop the Monorail*: guide ball to **Monorail** (from Upper Playfield), then any shot to relight, and repeat three times to complete
- Once all seven TV Modes are complete, shoot TV Loop a final time for *Alien Invasion*: lock balls in **Itchy & Scratchy** or **Springfield Elementary Loop** or **Couch**; there are four phases with increasing amounts of locks required

Hurry Up

- Start at **Comic Book Guy**; then hit lit shot (**Cletus Orbit**, **Treehouse Ramp**, **Kwik-E-Mart Loop**, **Garage**, **Moe's Ramp** or **Krusty's Orbit**); two *Hurry Ups* can run simultaneously if **Comic Book Guy** hit during first *Hurry Up*
- Once all six *Hurry Ups* are complete, the next time will start *Secret Stash*, where ten shots have to be hit within the timer

Daredevil

- Light at **Bully Standups**, start at **Captive Ball**; shoot either Ramps, Loops, Bumpers or Targets depending on activated mode (see inset skateboard lights: flashing = lit, pulsing = active, solid = completed).
- Once all four Modes are complete, one more hit to **Captive Ball** will start *Daredevil Mania*: timed round to hit any of the *Daredevil* shot types

D'Oh Frenzy

- Spot single letters in S-I-M-P-S-O-N-S from **Garage** or **Treehouse Ramp**, or double letters by making **Treehouse Ramp** after **Cletus Orbit**
- When complete, D'Oh Frenzy timed mode begins; all switches score extra points

Cletus Kids

- Every **Left Orbit** awards a Cletus Kid, with 26 (!) to collect.
 - Once all 26 are collected, starts *Pretzel Multiball*

Gameplay (2)

Treehouse of Horror

- Light at **Moe's Ramp** (after 5, 15, 25... shots), start/collect at **Treehouse Ramp**.
- *Apu's Giveaway*: shoot **Kwik-E-Mart**
- *Captain's Bounty*: shoot **Treehouse Ramp**, **Garage** or **Moe's Ramp**
- *Krusty's Nightmare*: shoot **Krusty Orbit**
- *Nuclear Disaster*: shoot **Bumpers**
- *Max Everything*: increases all awards to maximum values
- *Really Big Points*: awards large number of points
- *Really Small Points*: awards small number of points
- *10x Nuclear Value*: awards 10x the current Nuclear Value
- *Crazy Extra Ball*: collect EB at outlane or inlane (but lit lamp will move)

Random Awards (**Garage** gives 'Clean the Garage', **Springfield Elementary** gives 'Chalkboard Award')

- Many options, including lighting locks, Extra Ball, awarding points, TV Modes etc

Itchy & Scratchy Multiball (2-ball)

- Complete **Itchy & Scratchy Targets** and shoot sinkhole x 2 to start
- Jackpot at any major shot; Super Jackpot at **Itchy & Scratchy Sinkhole**
- Completing all four *I&S Multiballs* leads to *Scratchy's Revenge*: hit 10 Jackpots in order to light Super Jackpot

Couch Multiball (3-ball)

- Light at **Light Lock Standups**, start once 3 balls have been locked in **Couch Ramp**
- Major shots score Jackpot, **Treehouse Ramp** scores Double Jackpot, **TV Loop** scores Triple Jackpot, **Couch Ramp** scores Super Jackpot

Skill Shots: hit **Comic Book Guy**, **Kwik-E-Mart Loop** or the **lit Bully Standup**

Extra Balls: 1) 10 & 60 shots to **Moe's Ramp** 2) 10 & 60 shots to **Pop Target** 3) Super Jackpot from *Couch Multiball* 4) From *Treehouse of Horror* 5) Consolation

Timer: starting any timed Mode resets timer, and Modes stack, so can have multiple Modes running for much longer than the default 30 seconds