



## Playfield

- a. **Left Outlane:** when lit, increase shot multiplier for next shot
  - b. **Right Inlane:** as above
  - c. **Right Inlane:** as above
  - d. **Right Outlane:** as above
  - \*. **Stab Targets:** complete to light Tower for 2x Playfield
1. **Supply Drop Targets:** collect supplies
  2. **Left (Barn) Loop:** kill Zombies; *Dead Features:* Barn
  3. **Left (CDC) Ramp:** kill Zombies; *Dead Features:* CDC
  4. **Centre Lane (Riot):** collect *Prison Multiball Super Jackpot*, hit **Tower**
  5. **Prison:** start *Prison Multiball* by spotting P-R-I-S-O-N
  6. **Tower Target:** award 2x Playfield when lit
  7. **Well Walker:** start *Well Walker Multiball*
  8. **Right (Tunnel) Loop:** kill Zombies; *Dead Features:* Tunnel
  9. **Right (Arena) Ramp:** kill Zombies; *Dead Features:* Arena; qualify *Woodbury*; load *Crossbow*
  10. **Woodbury:**

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# Gameplay

*Prison Multiball (3 ball):* Spot P-R-I-S-O-N at **Prison**

- Once **Prison** doors open, clear yard by making lit shots around the playfield; each lit shot re-spots a letter; each shot to the zombie clears a shot and spots a letter
  - Once PRISON relit, last shot to zombie starts *Prison Multiball*
- Stage 1: Hitting the **Prison** doors or a major shot exposes the zombie head; hitting the zombie head closes the doors, scores jackpot and relights shots; complete 6 jackpots then make **Riot** shot to collect Super Jackpot
- Stage 2: Shoot a **Ramp**, then the **Prison**; repeat 5x to qualify *Siege*

*Siege:* qualify via *Prison Multiball* and shoot **Prison** to start

- Shoot flashing shots or **Prison**

*Well Walker Multiball:* start by hitting **Well Walker** 10x

- Phase 1: hit any switches to slowly relight a letter of W-E-L-L, then hit **Well Walker** for Jackpot; once complete, hit **Well Walker** again for Super Jackpot
- Phase 2: make **Left** or **Right Ramp** to increase Jackpot, collect at **Well Walker**

*Dead Features (40s):* begin by collecting all 3 *Supply Items* then making a flashing shot; each subsequent mode requires more completions of **Drop Targets**

- Barn (started at **Left Loop**): shoot **Left Loop** as many times as possible
- CDC (started at **Left Ramp**): each **Left Ramp** lights a shot (red arrow) and builds score value; shoot a red arrow shot to bank value, then shoot **Left Ramp** 2x to collect
- Riot (started at **Centre Lane**): shoot **Centre Lane** as often as possible
- Tunnel (started at **Right Loop**): hit any shot (except **Right Loop**) to score award value; **Right Loop** will increase shot value
- Arena (started at **Right Ramp**): shoot **Right Ramp** as many times as possible

*Supply Items*

- First **Drop Target** hit will select a supply item; complete bank to collect that item and activate *Dead Features*
  - Food increases Well shot multiplier and awards Well Walker Bomb
  - Weapon qualifies Crossbow shot (collect at **Right Ramp**) and awards Horde Bomb
  - First Aid increases value of prison yard walkers and awards Prison Bomb
- Collect all three items qualifies *Blood Bath* multiball; shoot all 3 drops to begin

*Blood Bath Multiball (add-a-ball):* collect all 3 supply items at **Drop Targets** to begin

- Complete drop targets to add a ball

*Misc*

- Kill Zombies: shots with a lit crosshair (white light) award a walker; shoot walkers to progress towards Extra Ball and light shot multiplier at inlanes
- *Bicycle Girl Hurryup*: kill 5 zombies to activate, shoot **Left Ramp** to start and **Left Ramp** 3x again to collect
- 2x Playfield: shoot both **Stab** targets then collect at **Tower** target
- *Woodbury*: first lit by completing a **ramp** (subsequently, 3 **ramps**), select skill shot, then plunge and