

Eyes indicate number of balls locked. Enable locks by completing BAT Lanes or JAM Drop Targets. Lock balls (3 to start Multi-Ball™) in Skull. During Milti-Ball, ride Monster Slide and Party Punch ramps for JACKPOT.

Light Dead Heads on backboard to spot MILLION shot on Eject Hole by shooting for Dead Head Targets. Light Barbeque on Eject Hole by flipping both Flip-Up Targets.

Vie for 3 Million Points. Light the Monster Slide to spot an ELVIRA letter by completing Dead Head Targets, BAT Lanes, or JAM Drop Targets. Spot letter by riding the Slide. Spelling ELVIRA lights Skull for 3 Million on timer.

Increase the Boogie Bonus with JAM Targets and "Jumper Bumpers. JAM Targets also light Eject Hole to collect Boogie Bonus.

Ride Monster Slide Ramp. Ramp builds till 1 Million scored. Each shot then collects 250,000 points and spots an ELVIRA letter.

A Party Punch Ramp shot collects and advances current position value. Scoring 250,000 points on ramp awards EXTRA BALL.

16-2011-1

FOR AMUSEMENT ONLY

1 PLAY	→	50 ¢
4 PLAYS	→	\$1.50
6 PLAYS	→	\$2.00

3 Balls Per Play

SEE BACKGLASS DISPLAY FOR REPLAY SCORE

16-9475

Cards recreated by
Cody Chunn
cody@cpsinet.com