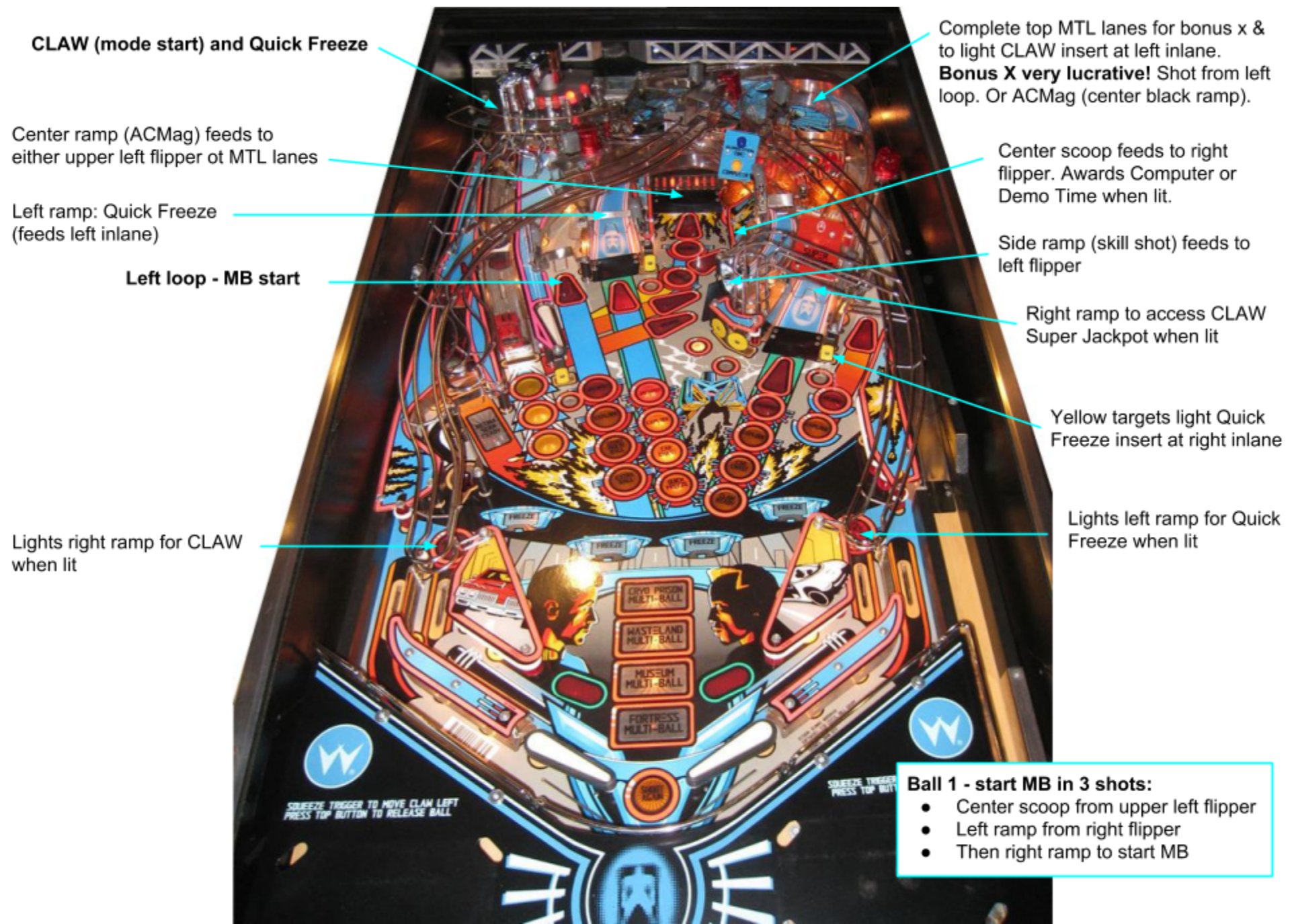


Demolition Man

4 player DMD - [Williams](#) 1994 - Design: [Dennis Nordman](#) - Code: [Ted Estes](#), [Bill Grupp](#) - Art: [Linda Deal \(aka Doane\)](#), [Doug Watson](#)

[60 Sec Tutorial](#) | [EM Guide](#) | [Instruction Cards](#) | [IPDB](#) | [Pinball Videos](#) | [Pinburgh Bank Reveal](#) | [Pinside](#) | [PinTips](#) | [Rule Sheet](#)



Strategy

- Make combos (double value when using handles) and play MBs.
- Hit yellow targets (turning off insert lights) to light quick freeze.
- Quick Freeze = Ball Lock | Explode inserts = Hurry-ups

Ball 1: Hit center scoop with the upper flipper, left ramp with the right flipper, and then the right ramp. This starts multiball in three shots

Choose quick freeze at Claw each time (when Claw enabled) or complete all modes for Demo Time MB.

Secret JPs

- Use top buttons on handles to score JP. Once per MB
- Hitting both handle buttons scores points during: Awards from upper saucer, 3rd Capture Simon, 2nd Retina scan, U-Look-GR8-2Day, AcMag mode.