

Mini PinPal: Iron Maiden pro

[Instruction Cards](#) | [Pinball Videos](#) | [Pinburgh Bank Reveal](#) | [Pinside](#) | [PinTips](#) | [Tilt Forums Rule Sheet](#) | [Stern Rule Book](#) | [v1.06 ReadMe](#) | [PinPals](#)

MUMMY MB

- Spell MUMMY by shooting Captive Ball. Lock ball at Center Ramp. Spell MUMMY again to start.
- During MB, switch hits will light a JP at the Captive Ball.
- Making yellow shots will add-a-ball.

Inner Loops / Loop JP

- Making Inner Loop shots will light a Loop JP which can be comboed for big points.
- Shooting the Inner Right Loop (above drop targets) makes Loop JP value 2x

Orb/Mystery, Power JPs and Cyborg MB

- The left side of the DMD shows progress toward Power JPs. Shoot Ramps, Orbits, Pops, Spinners & Targets to build these JP values and cash in at the Orb Target. Once you've completed all 5 Power JPs, start Cyborg MB at Center Ramp.
- When lit for Mystery, Orb Target will add-a-ball during Rime of the Ancient Mariner & Aces High modes



Center Ramp / Bullseye Target

- Starts Modes: Spell EDDIE (shown on LCD) by making lit shots then shoot Center Ramp / Bullseye to start
- Locks ball for MUMMY MB
- Collects Soul Shard hurry-ups (award for completing modes and other features)

Drop Targets - Trooper MB, Bonus X and Light Orb for Mystery

- Complete bank to light locks for Trooper MB then lock 3 balls at L Inner Loop or R Orbit.
- Sweeping bank will yield 2 awards instead of 1 (Light Locks, Bonus X and/or Light Mystery)

Strategy

- Eddie Modes
- Power JPs / Cyborg MB
- Loop JPs
- Trooper MB
- Depth earns more points than breadth