

HOLE 1 - Iron Man

Objective: Start Bogey

Shoot Ramps to Start Bogey

- Shoot either ramp 4 times and both ramps will begin to flash.
- Shoot either ramp once to start the Bogey mode and complete this objective. (You'll hear the game say "We've got a Bogey!")



HOLE 2 - Supersonic

Objective: Complete 1-2-3-4-5

Numbers can be spotted by the Top Rollover Lanes or the Stand-Up Targets.

Note: The '2' Lane is the only number that cannot be spotted elsewhere on the playfield.



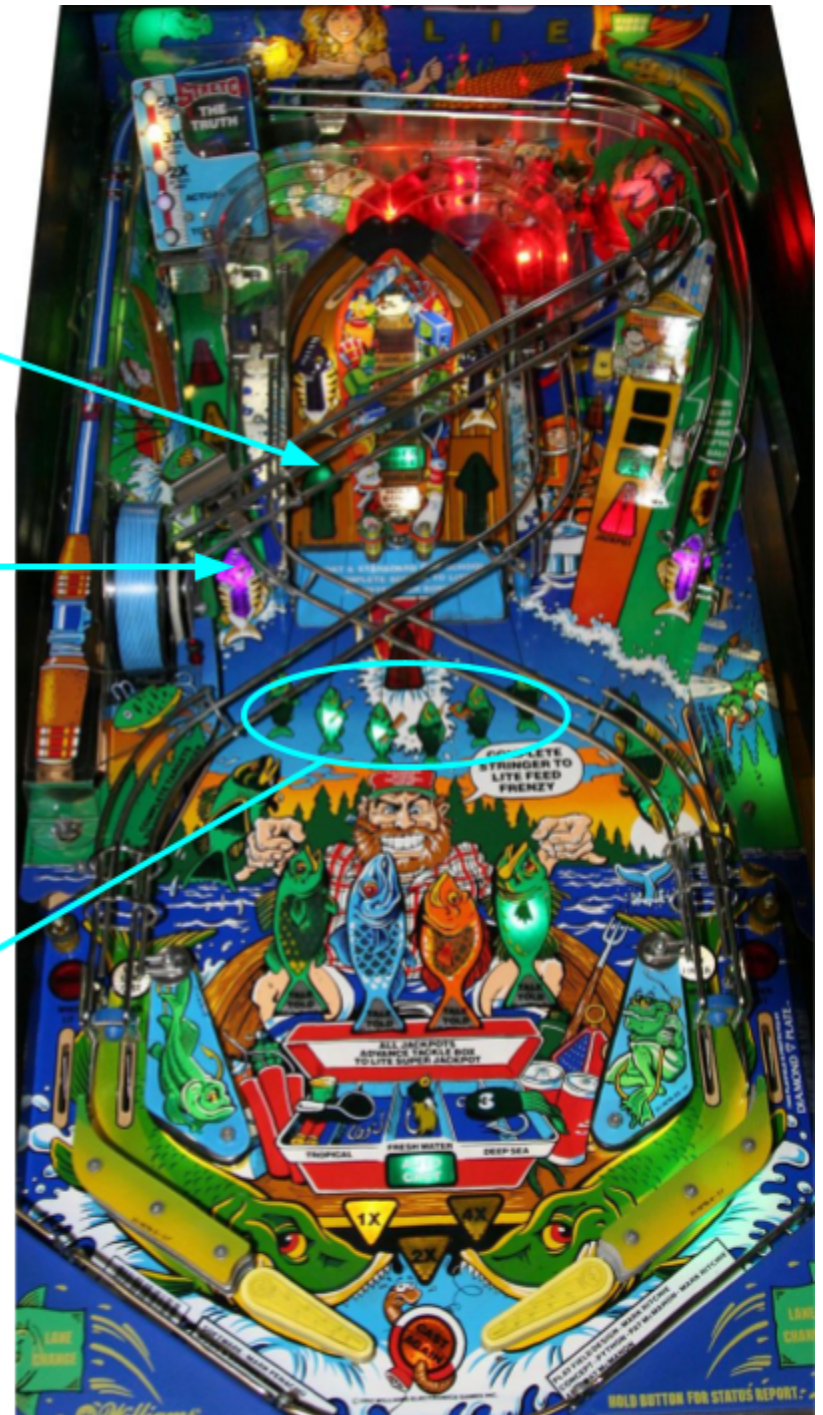
HOLE 3 - Fish Tales

Objective: Monster Fish

1. Shoot lit ramp to light a fish. (Inlane will light opposite ramp).
2. Once you've lit all 6 fish (made 6 lit ramps) Monster Fish will light.
3. Shoot Left Orbit to score Monster Fish before it times out.

Note: Monster Fish is a hurry-up. If you fail to collect before it times out, you must start over.

These 6 fish will light with each lit ramp you make, showing progress towards Monster Fish.



HOLE 4 - Shrek

Objective: Start Repay Your Debt

1. Shoot Puss N Boots Lane to light next Ramp insert (it will start flashing).
2. Shoot Ramp to lock in flashing value.
3. Once 'Repay Your Debt' is flashing, shooting Ramp will start the mode and complete the objective.

Tip: Ramp inserts are stackable.

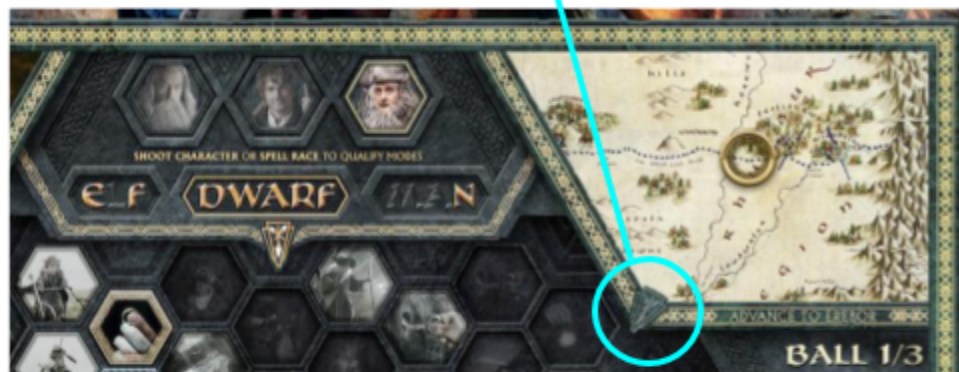


HOLE 5 - Hobbit

Objective: Advance to Erebor

Shoot either Spinner until you reach Erebor.

Note: Objective completed once the map's arkenstone is colored gold.



HOLE 6 - Big Guns

Objective: 2x Bonus

Shoot either Drop Target Bank (all targets must be down), then shoot stand-up target behind bank to increase Bonus X.

Note: Objective complete when 2x insert is lit solid.



HOLE 7 - Aerosmith

Objective: Start any multiball

Toys in the Attic Multiball -

Shoot Toy Box to light lock, then lock ball in Lock Saucer. Do this 3x to start MB. (Tip: From upper PF, shooting ball into hole under Elevator toy will send ball into saucer)

Note: You must lock ball after lighting lock. Locks don't stack.



Elevator Multiball -
Shoot both orbits then lock ball in Elevator VUK (behind drop target).

Do this 3x to start MB.

(Tip: Shooting drop target will credit you one orbit)

HOLE 8 - Wheel of Fortune

Objective: Start Bonus Mode

Spell BONUS by making each of the circled shots then shoot the Scoop to start a Bonus Mode.



HOLE 9 - The Getaway

Objective: Start Video Mode

How to light Video Mode:

Advance to 3rd Gear to light Video Mode at Saucer. Shoot Saucer to start Video Mode and complete objective.

How to advance gears:

- Shoot either orbit to increase RPMs until Shift insert is lit
- When Shift is lit, pull up on Plunger (aka Gear Shift handle) to advance to next gear



Saucer starts Video Mode