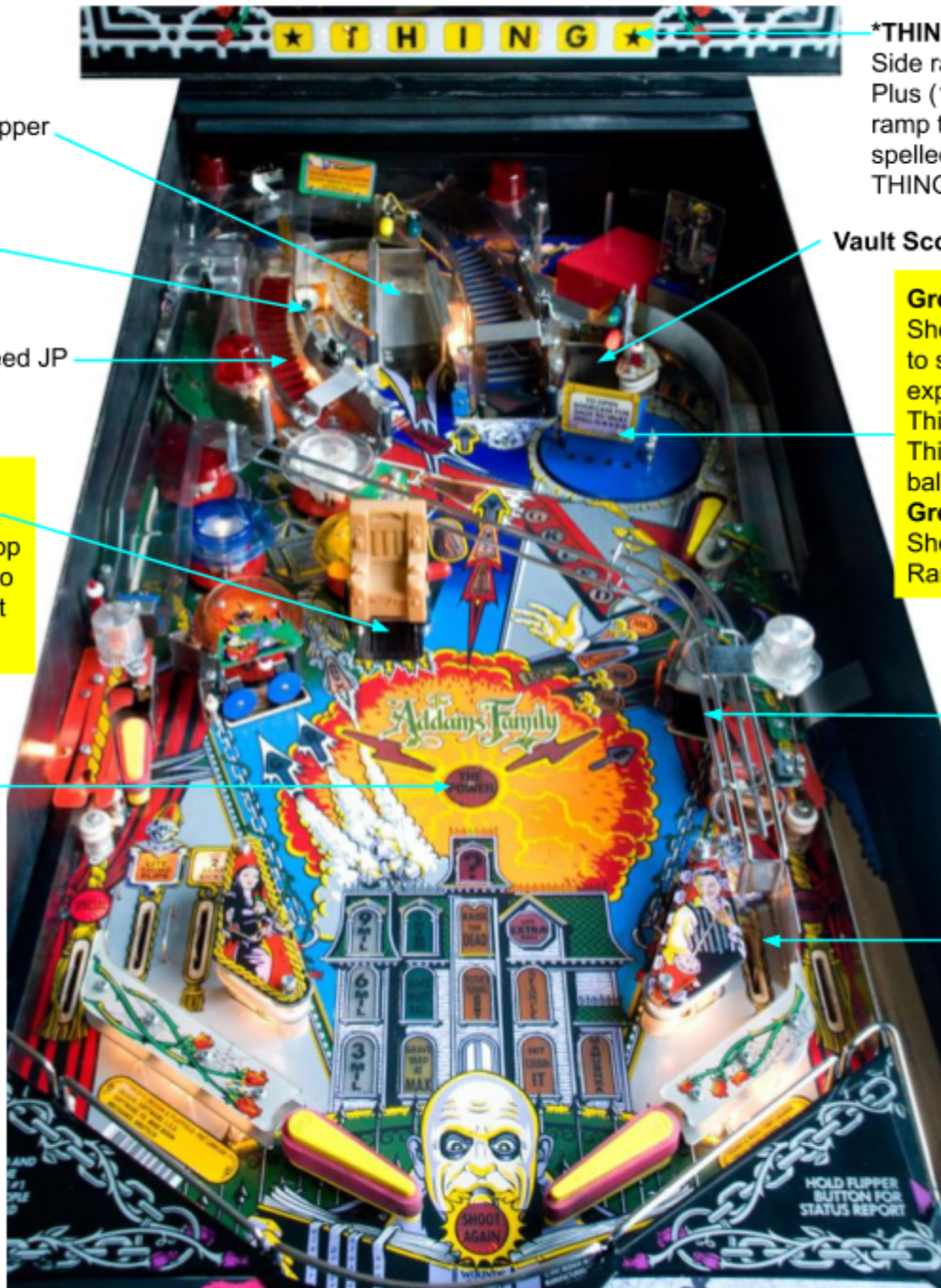


Mini PinPal: The Addams Family

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Thing Ramp - feeds upper right flipper

Train Wreck Target
Scores 1x JP during Greed MB

Side Ramp - Million Plus & 2x Greed JP

Mansion Rooms (Modes)
Shoot either ramps to light mode. Start mode by shooting Chair Scoop or Swamp Scoop. Play all modes to light Tour the Mansion (50M) - start at Chair scoop.

The Power (Magnets)
3 magnets beneath the PF cause ball to behave erratically during MB and Seance mode. Momentarily deactivate them by holding up flipper for ~15 seconds.

Soren ROM Notes

- Tilt does not adv GREED
- Any locked balls are emptied at end of game
- Magnets time out faster and reactivate when a switch is made

***THING* Letters & Million Plus**
Side ramp spots letter and scores Million Plus (10M max). Combo left orbit to side ramp to light Star. Once THING is spelled, shoot Thing Ramp to cash-in THING value and any lit stars (5M/ea).

Vault Scoop

Greed Multiball
Shoot Bookcase (this blue thing here) to spell GREED. Bookcase will open to expose Vault Scoop. Shoot Vault or Thing Ramp to lock ball. Shoot Vault, Thing Ramp or Swamp to lock 2nd ball. Shoot Chair or Vault to start MB.
Greed MB - JPs
Shoot Train Wreck for 1x JP or Side Ramp for 2x JP. Vault relights JP.

Swamp Scoop
Starts Mansion Room modes (operator setting)

Right Inlane
Temporarily lights Chair for mode start