

FUNHOUSE

OBJECT: Take control of the FUNHOUSE from Rudy, the Dummy, by putting him to SLEEP. Put Rudy to SLEEP by advancing the FUNHOUSE clock to MIDNIGHT. Shots that advance the clock are the Jet Bumpers, the Center Ramp, and the Wind Tunnel.

MULTI-BALL: At 11:30 on the clock a LOCK is enabled, LOCK a ball and the clock will advance to 11:45. LOCK the next ball and the clock will advance to 12:00 putting Rudy to SLEEP. While Rudy is sleeping shoot a ball into his OPEN MOUTH to start MULTI-BALL.

MILLION PLUS: While in Multi-ball shoot the ball into the TRAP-DOOR for 2 MILLION. The TRAP-DOOR will close. Shoot a ball around the CENTER RAMP, to RE-OPEN the TRAP-DOOR for 3 MILLION, 4 MILLION etc.

MYSTERY MIRROR: Hitting Rudy in the JAW lights the MIRROR VALUE LIGHT. Shooting into the WIND TUNNEL collects the value from the mirror. The value is changed by the JET BUMPERS.

LEFT BALL SHOOTER: The FUNHOUSE STEPS are lit by entering the MANHOLE to the Right of the JET BUMPERS. Making the CENTER RAMP will divert the ball to the left ball shooter. Shoot for one of the FLASHING SKILL SHOT values.

SKILL SHOT: From the right plunger shoot the ball BEHIND Rudy's head to collect Rudy's HIDEOUT BONUS.

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