

# INSTRUCTION CARD

## THE MUNSTERS

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THERE ARE 5 MAJOR  
AREAS TO SHOOT:  
HERMAN, RAVEN, LILY,  
SPOT, AND GRANDPA

### THE MUNSTERS INSTRUCTION CARD



- **MUNSTER MADNESS**- Complete one level of each area to lite MUNSTER MADNESS.
- **RAVEN MULTIBALL**- Completing 3 areas will lite RAVEN on the left ramp.
- **KITTY**- Completing areas will lite KITTY.
- **PLAYFIELD MULTIPLIERS**-The KITTY TARGET will advance the PLAYFIELD MULTIPLIERS.
- **EXTRA BALL**- Completing some areas will lite EXTRA BALL.
- **HERMAN MULTIBALL**- Hit HERMAN to start a hurry-up. Complete the Hurry-up to start MULTIBALL.
- **SUPER JACKPOT**- There are 10 ways to lite SUPER JACKPOT. They stack. The more collected at once the more they are worth. HOLD Zap Button to CANCEL your award if you want to press your luck.
- **ZAP BUTTON**- Shooting mini-targets will blink the button for a short time. Hit button while blinking to charge your ZAP METER. Collecting jackpots will lite ZAP JACKPOTS if your ZAP METER is charged.

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MUNSTER KOACH and GRANDPA'S DRAG-U-LA created and designed by George Barris.

755-51L1-12-Y English/Spanish

