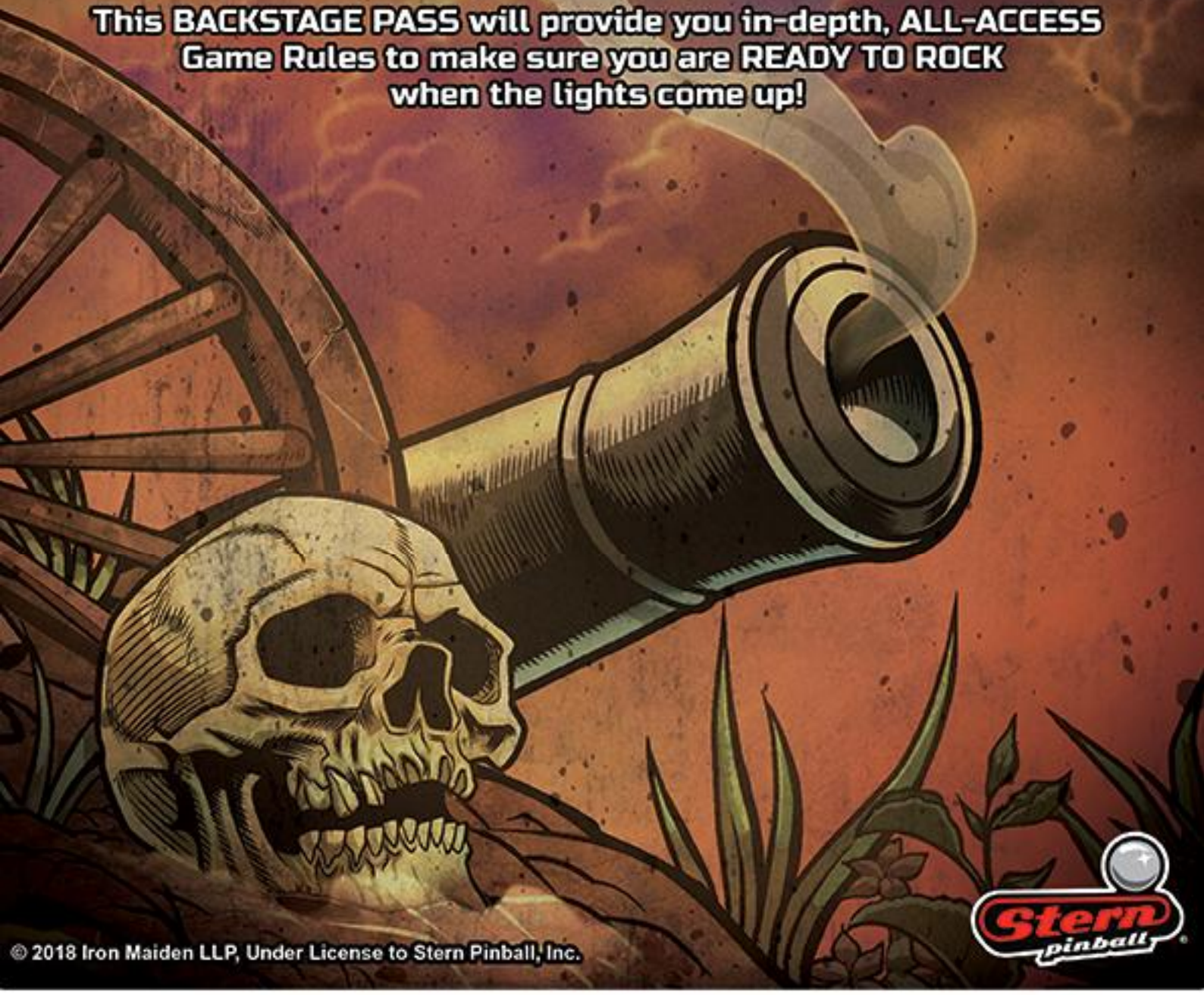
IRON MAIDEN

LEGACY OF THE BEAST

BACKSTAGE PASS

Welcome to your exclusive PRE-SHOW glimpse of Stern Pinball's IRON MAIDEN - LEGACY of the BEAST Pinball Experience

This BACKSTAGE PASS will provide you in-depth, ALL-ACCESS Game Rules to make sure you are READY TO ROCK when the lights come up!



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BACKSTAGE PASS- PAGE 1

Select Your Song - Use Flippers to select soundtrack at game start.

SKILL SHOT - Skill Shot is lit at the Skill Shot Target.
Skill Shot awards:
- 1 Million Plus 5 Seconds of Ball Save
- Plus 1 Million for each successful Skill Shot during the game
- Plus Spot EDDIE Letter

SUPER SKILL SHOT - HOLD Left Flipper Button while plunging ball.
- Regular SKILL SHOT is now disabled
- SUPER SKILL SHOT is Awarded at the SUPER JACKPOT Target
- Plunge the ball hard enough to reach Upper Flipper
- Aim for the Super Jackpot Target

Super Skill Shot awards:
- 5 Million Plus 10 Seconds of Ball Save
- Plus 5 Million for each successful Super Skill Shot during the game
- Plus ADVANCE PLAYFIELD "X" Value

MUMMY - Shoot Sarcophagus Captive Ball to spell M-U-M-M-Y
- Completing M-U-M-M-Y lights the PHARAOH TARGET on back panel
- Shooting PHARAOH TARGET opens PHARAOH'S TOMB to Lock Ball
- Spell M-U-M-M-Y again to start MUMMY MULTIBALL

During MUMMY MULTIBALL
- Collect switch hits to light SARCOPHAGUS to collect next MUMMY LETTER and JACKPOT award
- Collect 5 MUMMY JACKPOTS (Spell MUMMY) to light SUPER JACKPOT at PHARAOH TARGET
- MUMMY SUPER JACKPOT scores 1X at RED outer ring, 2X at BLUE inner ring, and 3X at Center Bullseye
- Collecting a MUMMY SUPER JACKPOT awards MUMMY EDDIE CARD and begins Phase 2 of MUMMY MULTIBALL
- During Phase 2, the MUMMY LETTERS will scroll during collect and a Jackpot will ONLY be awarded when the Sarcophagus is hit on an available MUMMY LETTER
- ALL Jackpots in Phase 2 are DOUBLED

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TROOPER - Drop Targets light Trooper Lock on Orbits
- Lock 3 Balls to begin TROOPER MULTIBALL

TROOPER MULTIBALL

ALL arrow shots light to represent Enemy Soldiers
- Shooting a lit arrow scores a Jackpot
- Collect 3 Jackpots to light Super Jackpot at Super Jackpot Target
- Collect SUPER JACKPOT to re-light enemy arrows at the next Multiplier Level (Up to 5X) and award Trooper Eddie Card
- Knocking down the Drop Targets will light the CANNON
- Now shoot the Bullseye target to take out multiple enemies
- The first CANNON shot will also ADD-A-BALL
- Clearing out all Enemy Soldiers will re-light all shots at the next Multiplier Level

LOOP FEATURE

Use Upper Flippers to shoot LOOPS to build and light LOOP JACKPOT
- LOOP Awards are displayed in the Big Loop
- Values range from 250K to 2.5 Million
- Shooting consecutive Loops will build-up Loop Value
- Each Loop scores Lit Value plus ADDS that value to LOOP JACKPOT
- Shots to the Mini-Loop lights the 2X Loop light
- When the required number of Loops is reached the LOOP JACKPOT lamps will light solid

LOOP JACKPOT
- LOOP JACKPOT lamp lights solid until the first LOOP JACKPOT is collected - this now starts a 12 Second Timer...
- Each consecutive Loop Shot during this period will score 1X, 2X, 3X, etc. the value of the LOOP JACKPOT

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POWER PYRAMID

- Shoot POPS, SPINNERS, RAMPS, TARGETS, and ORBITS to power-up the Pyramid and travel in time

POWER JACKPOT

- Collecting POWER PYRAMID features builds POWER JACKPOT
- Shoot ORB to collect POWER JACKPOT
- When completing a segment of the POWER PYRAMID that segment will PULSE to indicate the POWER JACKPOT is Multiplied
- Once collected, that segment will light solid
- POWER JACKPOT and Multiplier Value will reset at end of ball

CYBORG EDDIE MULTIBALL

Collecting all POWER PYRAMID segments:

- Lights CYBORG EDDIE MULTIBALL at the Underground
- 3-Ball Multiball
- Shooting each of the lit PYRAMID segments lights SUPER JACKPOT
- Shoot the ORB to collect SUPER JACKPOT and ADD-A-BALL (First two collects)
- Each Super Jackpot collection boosts value of next Super Jackpot
- Pops, Spinners, Ramps, Targets, and Orbits all build Super Jackpot
- Starting CYBORG EDDIE MULTIBALL awards CYBORG EDDIE Card

CLAIRVOYANT'S MYSTERY ORB

Shoot Drop Targets to light MYSTERY ORB Feature

- Collecting multiple "Light ORB" awards from Drop Targets will boost Mystery Level
- The higher the Mystery Level the better the award

PHARAOH'S BULLSEYE TARGET

Shoot up the middle when prompted to hit PHARAOH'S BULLSEYE TARGET

- Bullseye and Inner BLUE Ring multiply shot value 3X and 2X
- Outer RED Ring scores 1X value
- Drop Targets light Bullseye Target to boost Power Jackpot value

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PLAYFIELD X

There are four stand-up targets with an orange "X" insert
- Completing these once lights the 2X Playfield Multiplier solid and lights the "Activate X" lamp on the inlanes
- Completing these again lights 3X Playfield Multiplier
- Additional completions add 10 Seconds to the Playfield Multiplier
- Rolling over the lit inlane will activate the Playfield Multiplier (flashing) for a short period of time
- During active Playfield X additional hits to the "X" targets adds 5 Seconds to the timer

SUMMON EDDIE
- Shoot White arrows to spell E-D-D-I-E
- Shoot THE UNDERWORLD to begin BATTLE MODES

BATTLE MODES

FEAR THE DARK - Four PURPLE arrows will light
- Shoot ANY of the arrows to light both Spinners for big payoff
- The difficulty of the arrow shot and difficulty of the spinner shot itself (Left Spinner scores 2X) determines the spinner payoff value per spin
- Mode ends when sequence is repeated three times OR timer runs out (default 40 Seconds)
- HINT: Shooting the Right Ramp after lighting Spinners boosts the Spinner payoff value

ACES HIGH - Two Ball Multiball featuring 3 Stages
- Stage 1 - Destroy four Enemy Fighters to advance to Bomber Phase
- Stage 2 - Shoot either Ramp to lock-on to a Bomber then shoot the Bullseye Target to Destroy Bomber
- Accuracy on the Bullseye Target determines Bomber Jackpot
- Stage 3 - The Fighter Ace will dodge left and right as represented by lit arrow on playfield
- Shoot arrow to lock-on to Fighter Ace for 5 Seconds
- Shoot Bullseye Target to Destroy Fighter Ace
- Accuracy on the Bullseye Target determines Fighter Ace Jackpot
- After 5 Seconds the Ace will break lock and resume dodging
- HINT: ADD-A-BALL available from Clairvoyant's ORB

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BATTLE MODES (CONTINUED)

HALLOWED BE THY NAME - Dodge the Hangman by Escaping Prison
- Shoot any of the Orange arrows to start Breaking Your Chains
- Shoot any of the remaining Orange arrows to start breaking through the Cell Window Bars
- Complete Drop Targets to bust through Cell Window
- Shoot any of the remaining Orange arrows to make a break for the Prison Wall
- Shoot the Center Ramp to Jump the Wall to Freedom
- Mode ends when time expires (default 40 Seconds) OR Prison Break was successful
- HINT: The faster this mode is completed the more it is worth

FLIGHT OF ICARUS - Take to the skies by shooting Either Ramp
- The opposing Ramp will light for a short time as a COMBO
- Shoot the opposing Ramp as a COMBO to score multiplied award
- The longer the COMBO the bigger the Multiplier
- Once the COMBO timer expires both Ramps re-light at 1X value
- Mode ends when time expires (default 40 Seconds)
- HINT: Shooting the UNLIT RAMP will boost the shot value but not collect it

RIME OF THE ANCIENT MARINER
- Albatross Hurry-Up begins at Center Ramp/Scoop
- Collect Hurry-Up to begin Two Ball Multiball
- Navigate the Ship North by lit Starboard or Port arrow arrays
- Each successful shot moves the Arrow Array North
- Collect Jackpot by hitting Center Ramp when at least one of the arrows is at North
- Wind and Waves will push your Ship off-course (further away from North) if too much time between shots elapses
- HINT: Move the entire shot array North before collecting for bigger Jackpots

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BATTLE MODES (CONTINUED)

2 MINUTES TO MIDNIGHT

- Complete ALL 5 Eddie Battle Modes to light 2 MINUTES TO MIDNIGHT Wizard Mode at the Underworld Scoop (Bullseye Target on PRO)
- Each main playfield shot represents one of the 5 Eddie mode bonuses (20% of the Mode total) which score and add to Jackpot
- Each Stand-Up Target will be lit to Add Time to the clock one time only
- Completing ALL Stand-Ups starts a single Roving Shot to Add Time
- Mode ends when clock strikes Midnight
- Ball leaving the playfield fast-forwards the clock "5 Seconds" during Ball Save
- Collect ALL shots to light Super Jackpot and re-light all shots
- Collecting ALL shots AGAIN without collecting Super Jackpot DOUBLES the Super Jackpot

Performing well during a BATTLE MODE will enable...

SOUL SHARD HURRY-UP

- Shoot the Bullseye Target to collect Hurry-Up value and ADD that mode's Soul Shard to your collection
- HINT: Soul Shards light TOMB TREASURE AWARDS and build bonus

COMBOS AND DEATHBLOWS

- Combos consist of 2 to 6-way Combos that cannot repeat a shot
- Combos have no timer but any other switch will cancel a Combo
- Deathblows are a way to finish a Combo with a Bonus
- As long as there is at least an active 2-Way Combo the Deathblow Bonus will be enabled
- Regular Deathblows are available on the following shots:
  - Skill Shot Target, Orb, Either Bullseye Ring, and Sarcophagus
- Super Deathblow is worth more as the finishing shot is harder:
  - Left Spinner Alley, Super Jackpot Target, and Bullseye Center

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PHARAOH'S TOMB TREASURE

Light the TOMB TREASURE by completing tasks during the game
- There are 8 Treasures to be unearthed
- Shoot the TOMB (Left Ramp on Premium/LE, Right Orbit on PRO) to collect Tomb Treasure award

CAN I PLAY WITH MADNESS?

Available as a Tomb Treasure award once per game
- Two RGB Arrows light RED (randomly selected)
- Flippers move the shots Left and Right
- Shooting a RED arrow changes it to GREEN
- Shooting a GREEN arrow changes it to RED
- To beat each Stage make all lit arrows GREEN

- Completing a Stage scores a Madness Jackpot ...
- And re-activates Ball Save for another 10 Seconds...
- And ADDS another shot to the mix (maximum 7 shots lit)...
- And ADDS 20 Seconds back to the Mode Timer (60 Seconds Max)

SUPER SLINGS

- Started via Pharaoh's Tomb Treasure award
- Slings score 50K + 2K for each additional hit for rest of the ball

REVIVE

- REVIVE inserts in the Outlanes light for Ball Save
- R-E-V-I-V-E letters are collected from Left Spinner
- Spell out R-E-V-I-V-E to light REVIVE on both Outlanes (adjustable)

DROP TARGETS - Score 50K each

- Value boosts 5K per ORB hit (max 100K)
- Value carries-over from ball-to-ball
- Bank Completion 250K
- Value boosts 25K per completion (max 750K)
- Value carries-over ball-to-ball
- HINT: SWEEP = 2X Bank completion plus Spot 2 Awards
- 3 Awards can be obtained from the Drop Targets:
  - Bonus X, Light ORB, and Light Trooper Lock

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EDDIE CARD COLLECTS

There are four Eddie Cards on the playfield...
- Trooper, Cyborg, Soldier, and Mummy
- Collect Mummy Card by earning a Mummy Super Jackpot
- Trooper Card lights with a Trooper Super Jackpot collection
- Soldier Card is earned by reaching 2 Minutes To Midnight Mini-Wizard Mode
- Cyborg Card lights when completing the POWER PYRAMID
- Collected Cards add to Bonus and unlock...

NUMBER OF THE BEAST Wizard Mode

- HINT: Each Card has a 2nd Level of achievement - Collect all 4 Level 2 Eddie Cards to unlock a Secret Tomb Treasure Award

NUMBER OF THE BEAST

- Lights at the Scoop (Bullseye Target on PRO) when ALL 4 Eddie Cards light solid
- Mode starts with a 30 Second Ball Save
- THE BEAST throws his Trident creating a spread of 3 lit RED Arrows
- Shoot ANY of the 3 shots to parry his attack to light Bullseye Target
- Shoot the Bullseye Target within 5 Seconds for a Counter Attack
- If 5 Seconds elapses without hitting Bullseye Target...
- The Beast throws his Trident again and the sequence repeats

A successful Counter Attack to the Bullseye Target...
- Lights ALL RGB shots YELLOW to damage the Beast for 10 Seconds
- Defeat the BEAST with 12 Counter Attack Shots
- Mode ends when ball drains or Beast is defeated

GRAVESTONE TARGET - Located above the Left Return Lane

- This mysterious target when shot via the Left Inlane will aid you in your Battles, Multiballs and other times of opportunity
- If no Mode or Multiball is running the Gravestone Target will spot one of the four "X" lights on the playfield

EXTRA BALL

- Extra Ball awarded at 2 Power completions (adjustable from 1-4)
- Extra Ball awarded at 4th Tomb Treasure (not adjustable)
- Extra Ball at random ORB Award (percentage adjustment)
- Extra Ball awards 5 Million (when turned off) or in Tournament Mode

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