

Medieval Madness

SUPER SKILL SHOT Hold left flipper button **WHILE** launching the ball. Make any flashing arrow shot to collect.

DESTROY CASTLES Shoot drawbridge, then gate, then into castle to destroy. Destroy all the Baron's castles to attack the King of Payne!

EXTRA BALL Destroy castles **OR** collect Hurry-ups **OR** collect castle multiball super jackpot(s) to light extra ball. Shoot right eject to collect extra ball.

RAID THE CASTLE MULTIBALL Lock three balls in castle to start multiball. Shoot ramps to collect jackpots. Collect five jackpots to light super jackpot. Collect super jackpot(s) to light extra ball.

TROLLS! Hit center yellow targets to light Trolls! Shoot right eject to start Trolls! Hit Trolls to destroy them and light Troll Madness at right eject.



Decreed by:
Brian Eddy
Lyman Sheats, Jr

Artisans:
Greg Freres
John Youssi

Rules

MULTIBALL MADNESS Complete one or more of: Joust Victory, Catapult Slam, Revolting Peasants, Save the Damsels, or Trolls to light Multiball Madness at right eject. The more you light, the more you are rewarded. Shoot right eject to start Multiball Madness. Shoot flashing arrows for jackpots and strobing shots for super jackpots.

HURRY-UP Start Hurry-up on center shot by completing one or more of Joust Victory, Catapult Slam, Revolting Peasant, Save the Damsel, or Trolls **AFTER** Multiball Madness is lit. Shoot center shot to collect award.



ROYAL MADNESS Complete Joust, Catapult, Peasants, Damsels, Trolls, and Multiball Madness to light Royal Madness at right eject. Shoot right eject to start. Complete all lit shots in the time allowed to collect Extra Ball.

BATTLE FOR THE KINGDOM Collect three Joust Victories, three Catapult Slams, three Revolting Peasants, three Damsels, Destroy all Castles, and destroy ten Trolls to light Battle for the Kingdom. Shoot center shot to start. During Battle for the Kingdom, shoot all flashing shots to destroy the King of Payne and restore order to the land.

Williams Mfg

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