

# Texas Chainsaw Massacre Rules

## SKILLSHOT:

At the start of a ball, there will be a strobing light on the BBQ Targets. These values of these shots are displayed on the LCD. Press and hold the action button to charge the launch meter. When the power meter is at your desired level, release the button to launch the ball. Hitting the currently lit BBQ arrow shot rewards the Skill Shot value. The value increases with each ball.

## SLAUGHTER FAMILY MAIN MODES

At the start of the game one of two modes will be randomly lit at each of the following shots: left orbit, left ramp, right ramp, and right orbit. Completing one mode will light the other mode at that location. Once the other mode is completed, the first mode is enabled again, allowing modes to be completed more than once at greater difficulty and higher scoring. Modes are qualified by advancing the corresponding shots on the playfield. Three shots are required to qualify a mode. When qualified, most modes are started with a final shot to the door. If multiple modes have been qualified, the third flipper button on the right side of the cabinet can be used to select which mode will be started at the door, indicated at the top of the main screen.. This must be done prior to shooting the door. Grandpa, Gas Station, and Chase Mode are not started at the door and are instead started with the ball passing through the grinder after the 3rd shot of the left ramp.

### The Cook (Left Orbit):

**Phase 1:** This mode starts with a hurry-up at the left ramp. Lock a ball on the grinder before time expires to continue. The faster you lock, the higher the value.

**Phase 2 (Multiball):** Shooting the hurry-up will start a two-ball multiball where red shots are lit for jackpots. The inner orbit is lit yellow to build the jackpot value. More importantly, the player will be given an order for meat, cooked to a certain temperature. Rip the spinner to cook the meat; when it reaches the requested temperature, the door will open for a super jackpot. Don't overcook the meat, or you will have to start over. The mode ends when you drain down to one ball.

**Completion criteria:** Cook mode is considered completed if you reach the multiball phase and score at least one jackpot.

### Hitchhiker (Left Orbit):

**Phase 1:** Collect white shots to advance the Hitchhiker to his destination. The first white shot collected flags down your ride, subsequent white shots drive you towards your

destination. Once enough progress shots have been made, a final set of 4 white shots lite to proceed to Phase 2.

**Phase 2 (Multiball):** A two-ball multiball where red shots will score jackpots. One random shot will be lit magenta, which will award a super jackpot. The mode ends when you drain down to one ball.

**Completion Criteria:** Hitchhiker mode is considered completed if you reach the multiball phase and score at least one jackpot.

### Grandpa (Left Ramp):

**Phase 1:** Collect the roaming white shots to chase Sally. When you have collected enough white shots, the door will be lit to advance. Prior to shooting the door, the player can collect yellow shots to further build up the “suck value” but keep an eye on the timer, if it runs out the mode ends.

**Phase 2:** The playfield lights fill red with blood. This is an “any switch” mode, but only the switches in red areas are valid. Grandpa. As shots are collected, the “blood level” will shrink lower and lower on the playfield, limiting the shots available to the player. The final level being just the inlanes, slings and left scoop. This phase is also timed and the mode ends if the timer expires before you drain all the blood. After feeding Grandpa (draining all blood) the door will be lit for a final hurry-up to boost your final mode score.

**Completion Criteria:** Grandpa mode is considered completed if you drain all the blood off the playfield. The final hurry-up shot is not required.

### Gas Station (Left Ramp):

**Phase 1:** Collect white shots to lure customers to the Gas Station. This is similar to the first phase of Hitchhiker when you’re flagging down a ride. Upon making a white shot the Phase 2 sales mode begins.

**Phase 2:** The goal of this mode is to earn money at the Gas Station, which can then be spent at the Store on power-ups to boost game play. Various shots are lit to sell items, these are color-coded and cycle every few seconds. Hitting the captive ball puts gas in the customer’s tank. You must light all five inserts (fill up the tank) to be awarded the full tank value.

- **Red:** Soda
- **Magenta:** BBQ
- **White:** Souvenir
- **Yellow (Captive Ball):** Gas

**Completion Criteria:** Gas Station mode is considered completed by selling at least 1 item, though you obviously want to sell as many as possible to expand your Store

options. After making money at the Gas Station, the Store lites at the left scoop. Each time a player starts Gas Station mode the value of the items slightly inflates, since this story is set in the 1970's.

### Gas Station Night Chase Mode (Left Ramp):

**Qualification:** To qualify Sally, complete the sub-wizard modes of the four other friends (Kirk, Pam, Franklin and Jerry).

**Phase 1:** Collect white shots to chase Sally. Yellow shots at the inner loop will build the jackpot value. After collecting enough white shots, the door will open to enter the Gas Station.

**Phase 2:** Collect blue shots to tie up Sally. Yellow shots at the inner loop will build the jackpot value for Phase 3. After collecting enough blue shots, the door will open to start Phase 3.

**Phase 3 (Multiball):** A three-ball multiball where red shots are lit for jackpots. There is a generous Eternal Ball Save at the start of this multiball. While collecting jackpots, the door will open and close for super jackpots which are lit magenta color.

**Completion Criteria:** Night chase mode is considered completed if you reach the multiball phase and score at least one jackpot.

### Leatherface (Right Ramp):

**Phase 1:** Bash the door or the left scoop targets the indicated numbers of times. On the final shot, the magnet will catch the ball and throw it back into the door. The final shot must be the door, not the left scoop targets.

**Phase 2:** Collect red shots to chop up the victim as much as possible in the time allotted. After enough shots have been collected, the door will open to proceed to the next round. You now have 2 choices:

1. Shoot through the door to chase another victim and restart this cycle at a higher value with lower time.
2. Hit the action button to "cash in" the super value collected thus far and end the mode safely.

This is a risk-reward, do you continue finding victims, or take the super jackpot value? The super jackpot value increases each time you decide to continue. The mode ends when you choose to cash out or drain your balls.

**Completion Criteria:** Leather mode is considered completed by getting to the final shot choice. If the mode ends after this choice because of a drained ball the mode is still considered complete.

### The Family (Right Ramp):

Not available in the current code. Coming soon!

### Woods Chase (Right Orbit):

**Phase 1:** Complete combos to build up the value of the current victim. Shoot the door to collect the built-up value. This will also start a new victim. The mode ends once you run out of time.

**Bonus Hurry-Up:** After the first victim cycle completes, a yellow roaming shot is added. Making this shot adds a nice bonus.

**Completion Criteria:** Woods Chase mode is considered completed if you shoot the door and collect the victim value at least once.

### Grave Rob (Right Orbit):

Not available in the current code. Coming soon!

### Dinner:

**Qualification:** To qualify Dinner, complete each of the Cook Mode and Leatherface Mode..

**Phase 1:** Collect a series of white shots to advance through the three course meal.

**Phase 2 (Multiball):** A three-ball multiball where white shots are lit to clear your plate. Clear your plates three times to light the captive ball for the super jackpot.

## CHARACTER SUB WIZARD & WIZARD MODES

### Pam (Sub Wizard):

**Qualification:** To qualify Pam, shoot under the upper right flipper the specified number of times. Once complete, Pam mode will be lit at the door. Pam mode progress can be made during any other mode, but can only start when no modes are active.

**Phase 1:** This is an “any switch” mode where any switch torments Pam. The faster you complete Phase 1 the more the switches are worth. Hitting the 3 freezer targets before entering Pam mode (in most other modes) builds the multiball jackpot value for Phase 2. Once the “torment-o-meter” is full the door opens. Shoot it to advance to Phase 2. There is no time limit in this mode.

**Phase 2 (Multiball):** A two-ball multiball where red shots will score jackpots. Yellow shots at the inner loop will build the jackpot value. The shots under the upper right flipper (freezer) and left ramp (grinder) will temporarily hold the ball, doubling jackpot values while the ball is being held and giving you a bit of a breather. The mode ends when you drain down to one ball.

**Completion Criteria:** Pam mode is considered completed by getting at least one jackpot during the multiball.

### **Franklin (Sub Wizard):**

**Qualification:** To qualify Franklin, complete Leatherface and Woods Chase.

**Phase 1:** A flashlight scans the playfield. Keep a close eye for the blue shot that briefly lights - this is your victim. Make the specified number of blue shots to catch your prey. The final blue shot will always be the left ramp.

**Phase 2 (Multiball):** This phase starts as a two-ball multiball where red shots are lit for jackpots. Clear the red shots at least once to light the door magenta. Shooting the door will relight jackpots, add an additional jackpot, plus add-a-ball. You can build up to (6) jackpots and (6) balls. When a multiball drains it reduces the number of jackpots, so the number of jackpots and multiballs will always be the same. The multiball ends when you drain down to one ball.

**Completion Criteria:** Franklin mode is considered completed by getting at least one jackpot during the multiball.

### **Jerry (Sub Wizard):**

**Qualification:** To qualify Jerry, complete Grandpa and Gas Station.

**Phase 1:** Complete timed combos to lure Jerry to the house. If a combo times out you can start another. Completing the specified number of combos to advance to Phase 2.

**Phase 2:** Collect yellow shots to build the freezer jackpot. After completing at least one yellow shot the shot upper right flipper lites to collect this jackpot. Collect the freezer jackpot twice to complete the mode. After the first jackpot the door open. Avoid the door or Jerry will escape.

**Completion Criteria:** Jerry mode is considered completed by making the second freezer shot and killing Jerry.

### **Kirk (Sub Wizard):**

**Qualification:** To qualify Kirk, complete The Cook and Hitchhiker.

**Phase 1:** Shoot the white shots to locate the generator. Listen carefully, as there are audio clues. Yellow shots at the inner loop will build the jackpot value during this time. When the generator has been found by making the specified number of shots, a hurry-up will start at the door. Shoot the door to start multiball.

**Phase 2 (Multiball):** A three-ball multiball where white shots slice up a nice juicy human steak. The steak slides apart in halves, so how quickly you clear it depends on what shots you make. Clean all of the red steak off the playfield to score big points and spawn a new steak to slice. The mode ends when you drain down to one ball.

**Completion Criteria:** Kirk mode is considered completed by clearing one complete steak off the playfield.

### **Sally (Wizard Mode):**

**Qualification:** To qualify Sally, complete the sub-wizard modes of the four other friends (Kirk, Pam, Franklin and Jerry).

**Phase 1:** Sally is a multiball-heavy mode. For the first phase, you need to lock three balls onto the meat hooks. If balls are already on the hooks before starting this mode, they will count towards this total.

Once the hook lock is full the right VUK will lite to hold a ball (the same VUK that lites the hook lock) Make a right orbit shot to hit this lock.

The final lock is your choice - the grinder, middle scoop, door and freezer flipper all lit blue to indicate final lock locations. Lock a final ball in one of these spots to advance to Phase 2.

**Phase 2:** All five locked balls are released for Chase Mode. This is a "stay alive" phase that is timed. Keep as many balls active after 60 seconds to boost the jackpot values of the final phase. You can also re-lock up to 3 balls on the hooks during this time, this builds your final values even more. If you lock your final active ball on the hooks the timer ends and you jump straight to Phase 3. Otherwise Phase 3 starts when the timer runs out.

**Phase 3 (Multiball):** A standard multiball mode begins, where jackpot values are based on the remaining number of active balls and the hook. Shoot roving jackpots, magenta shot scores super jackpot. Once you are down to one ball the door opens for the final shot, make this to "win" the game. If you only have one ball left active going into Phase 3 the door final shot will lite after you complete one set of jackpots (clear all shots at least once)

**Completion Criteria:** Sally wizard mode is considered complete by reaching Phase 3. The most points are scored by making the final shot.

## MULTIBALLS

### Hook Lock Multiball:

**Qualification:** The captive ball qualifies the hook lock. Hit the captive ball to advance the counter up to 5 (By default, 4 lites are “spotted” for you at the start of the game, this can be changed in the Game Settings menu) Once the 5th lite is filled, the right orbit lights for Hook Lock. Shoot right orbit to load a ball onto the Hook Locks. Lock three balls on the “Hooks” to start Hook Lock Multiball. These locks persist across players, meaning the locked balls can be stolen!

**Multiball:** A three-ball multiball where arrow shots are lit red for jackpots. Collect enough red jackpots to light one of the shots magenta for a super jackpot. The shot under the right upper flipper is lit yellow to boost jackpot values. The left ramp will be lit green. Shooting the left ramp will divert the ball onto the grinder. Quickly shoot the left ramp again, while the previous ball is still on the grinder, to collect a super jackpot. The multiball ends when you drain down to one ball.

### Door Frenzy Multiball:

**Qualification:** With no other modes active, bash the closed door the specified number of times to lite Door Frenzy Multiball. The final bash will hold the ball on the magnet. A new ball will be plunged into play. Use the new ball to free the captured ball in the time allotted. Once you whack the ball free you score a bonus and multiball starts. If the timer expires first, the ball is released, no bonus, and multiball starts.

**Multiball:** A two-ball multiball where arrow shots are lit red for jackpots. The door will be lit yellow to boost jackpot values. In addition to boosting jackpot values, shots to the door will progress towards a super jackpot. When enough shots have been completed, a final shot to the door will capture the ball on the magnet. Knock this ball free to score a super jackpot. If you can knock the locked magnet ball into the open door you can score an additional Hole in One bonus.

## OTHER SCORING & EXTRA STUFF

**Chainsaw Meter:** Every combo collected during the game adds one light to the chainsaw combo meter in the rear left backboard of the game. These saved combos can be used in one of two ways:

1. (Easy) Hit the action button on the lockdown bar to cash in the total combo value. The combo bar resets and you must build it up again.

- (Harder) Double tap the third flipper button (right hand side) to initiate a timed multiplier for your next shot. This multiplier can be 2X, 3X or 4X based on the fullness of the chainsaw meter. Save this for valuable shots! The combo bar will be reset whether or not you make the shot.

**Slasher Spin:** Start a super spinner feature by completing a long combo sequence and filling up all the lights on the windmill. Once Super Spinner is enabled, it remains until the end of ball.

**BBQ Targets:** Each completion of the B.B.Q. targets adds +10% to the Bonus Multiplier.

**Family Select (\*):** At the start of each ball the scoop on the lower left will be lit to change your character. Each character has perks which provide a boost during various modes. For the most part, select the character featured in the mode(s) you plan on playing next. The character effects - if any - will be listed when the mode starts and also appear as a status notice on the lower score display. After a mode ends, completed or not, the scoop lites again allowing a character change.

**Mystery Meat (\*):** Complete rollovers to spell M.E.A.T and lite one rollover white. Collect this white rollover to light Mystery Meat at the scoop on the lower left. Features on the left scoop cannot be collected during active modes. If they are enabled during the mode they will be available after the mode ends.

**Shop (\*):** Certain modes will earn the player money within the game, including Gas Station and Cook. Money can be used to unlock awards at the shop. After collecting money the shop will be lit at the scoop on the lower left.

*\* If multiple awards have been qualified at the scoop on the lower right, the third flipper button can be used to cycle between them.*

**Pam/Freezer Targets:** Completing the first set of these targets will light a ball save at the right outlane. The ball save feature can only be enabled once per ball. Each additional completion after this will increase the values during Pam mode.

**Sally Targets / Eye Targets:** Increases the values during Sally mode.

**Extra Ball:** Extra balls can be lit by completing the main modes in the game. By default the extra ball is lit after completing every 2 modes (this can be changed in the Game Settings menu). Once lit, the extra ball can be collected by shooting the right ramp. If an extra ball is not collected after a ball ends it will be available when the next ball starts. If multiple extra balls have been lit, only one of the extra balls will be rewarded per shot, and the insert will turn off once all have been collected.