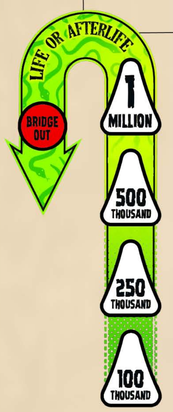
BEETLEJUICE PINBALL FLOWCHART

SKILLSHOT

TIME BALL LAUNCH → SKILLSHOT (LEFT RAMP) → DOUBLE SKILLSHOT (RIGHT RAMP) → SUPER SKILLSHOT (SPINNER)

TIME BALL LAUNCH → BRIDGE OUT (NO REWARD)



BEETLEJUICE MODES

SAY BEETLEJUICE X3 (PULPLE SHOTS) → PASSIVE SLING CHANGES MODE → CANDY BAR → RIGHT ORBIT STARTS LIT MODE

SPELL SHOWTIME (YELLOW SHOTS) → LIGHTS OUTLANE SAVE

SPELL SHOWTIME (YELLOW SHOTS) → IT'S SHOWTIME! MULTI BALL → CAROUSEL SHOT JACKPOTS → RELOCK BALL (RIGHT ORBIT) → TEST OF STRENGTH (RIGHT ORBIT)

TEST OF STRENGTH (RIGHT ORBIT) → STRONGEST HIT → EXTRA BALL

TEST OF STRENGTH (RIGHT ORBIT) → FIRST TIME → ADD-A-BALL

SHOWTIME MULTIBALL

AS SEEN ON TV → BEETLE SNAKE → GRAVE DIG → HEAD SHRINK → INFERNO ROOM → LET'S PLAY CHARADES → OTHO'S SEANCE → 'TIL DEATH

AS SEEN ON TV → DAY-O

COMPLETE MODES TO UNLOCK

JUMP IN THE LINE

ROULETTE WHEEL

SHOOT THE LEFT RAMP

RED (SUPER FEATURES) → SUPER POPS, SUPER RAMPS, SUPER WORM, SUPER SPINNER → LASTS ENTIRE BALL OR SPIN AGAIN

EXTRA BALL

BLACK (POINTS)

STRANGE & UNUSUAL

WIND CAMERA (SPINNER) → ROLL THROUGH INLANE (LIGHT CAMERA) → COMPLETE CAMERA TARGETS → STRANGE & UNUSUAL

LIGHT CAMERA

CAMERA

STRANGE & UNUSUAL → STRANGE JACKPOT (RIGHT RAMP)

STRANGE & UNUSUAL → UNUSUAL JACKPOT (LEFT RAMP)

CAMERA TARGETS BOOST JACKPOTS AND ADD A BALL

MYSTERY AWARD

CAPTIVE BALL TO DIG → OPEN COFFIN (RIGHT SCOOP)

6 HITS LITES MYSTERY AWARD → MYSTERY ? → EXTRA BALL

6 MORE HITS LITES VIDEO MODE → VIDEO MODE → EXTRA BALL

MAGNET SAVE (ACTION BUTTON)

HAND BOOK → SPAWN FLY → SWAT FLY (ACTION BUTTON)

REACTIVATE MAGNET SAVE

COUCH MULTIBALL

KNOCK THREE TIMES (KNOCK LOOP) → LOCK BALLS ON COUCH → KNOCK LOOP (BOOSTS VALUE) → COUCH MULTIBALL

3 2 1

COUCH MULTIBALL → KNOCK LOOP (MULTIPLIES) → JACKPOTS AT MAIN ARROWS

COUCH MULTIBALL → RELOCK BALL (COUCH LOCK) → SPINNER RELEASES LOCED BALL AND LIGHTS SUPER JACKPOT → SUPER JACKPOT (JUNO SCOOP)

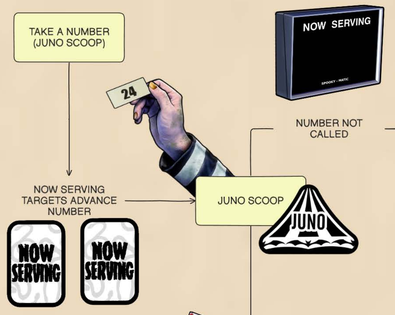
NOW SERVING MULTIPLIES SUPER

SCARE COMBOS

COMBOS BUILD SCARE METER → SCARE METER JACKPOT

JUNO MODES

TAKE A NUMBER (JUNO SCOOP) → NOW SERVING TARGETS ADVANCE NUMBER → JUNO SCOOP



JUNO SCOOP → NUMBER NOT CALLED → CHAR MAN (LEFT RAMP), MAGICIAN'S ASSISTANT (COMBOS), PREACHER (HANDBOOK), HEART SURGERY PATIENT (SANDWORM), SEA DIVER (SCOOPS), HARRY THE HUNTER (SPINNER), SNAKE IN SLEEPING BAG (POP BUMPERS)

JUNO SCOOP → NUMBER CALLED → ENTER THE DEETZ, GHOSTS IN SHEETS, NEVER TRUST THE LIVING

SANDWORM INCIDENTS

COMPLETE TARGET BANK

SANDWORM BATTLE → BASH ACTION BUTTON TO STUN → HIT ROAMING TARGET TO STUN → HIT UNDER SANDWORM TO STUN

COMPLETE THREE INCIDENTS TO LITE EXTRA BALL → EXTRA BALL

SANDWORM MULTI-BALL

HUNGRY HUNGRY SANDWORMS

LOST SOULS PLAYFIELD MULTIPLIER

SPAWN SOUL (HIT POPS) → COLLECT SOUL (ROAMING INSERT) → RETURN SOUL (SOUL SCOOP) → START MULTIPLIER UNDER UPPER FLIPPER

ADDITIONAL SOULS BUILD MULTIPLIER TIMER

+1X SCORING → +2X SCORING → +3X SCORING → +4X SCORING → LITE EXTRA BALL

1 2 3 4 5