Williams Pinball – Monster Bash Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. Black Lagoon
2. Left Orbit
3. Left Phantom Flip Spot Target
4. Left Ramp
5. Middle Phantom Flip Spot Target
6. Frankenstein Lane
7. Right Phantom Flip Spot Target
8. Mosh Pit Lane
9. Tomb Treasure Target
10. Concert Hall Scoop
11. Right Ramp
12. Right Orbit
13. Dracula
14. Drac Spot Target
15. Attack Spot Target

In this guide when I mention a Ramp, Lane, Hole etc. I will put a number in brackets which will correspond to the above Key, so that you know where on the Table that feature is located.

TABLE SPECIFICS

***Notice*: This Guide is based off the Pinball FX3 (PS4) version of the Table on default controls. Some of the controls will be different on the other versions (Steam, etc...), but everything else in the Guide remains the same.**



INTRODUCTION

Zen Studios is bringing world-renowned pinball tables to *Pinball FX3*! Universal Monsters Pack is a 2-pack of premium pinball perfection which again is comprised of classic tables from the iconic Williams Bally pinball library. The pack contains the iconic tables; Monster Bash™ and Creature from the Black Lagoon.

Each table features a classic, exact replica version as well as a remastered version, transforming these tables into modern-day pinball experiences at the toggle of a button.

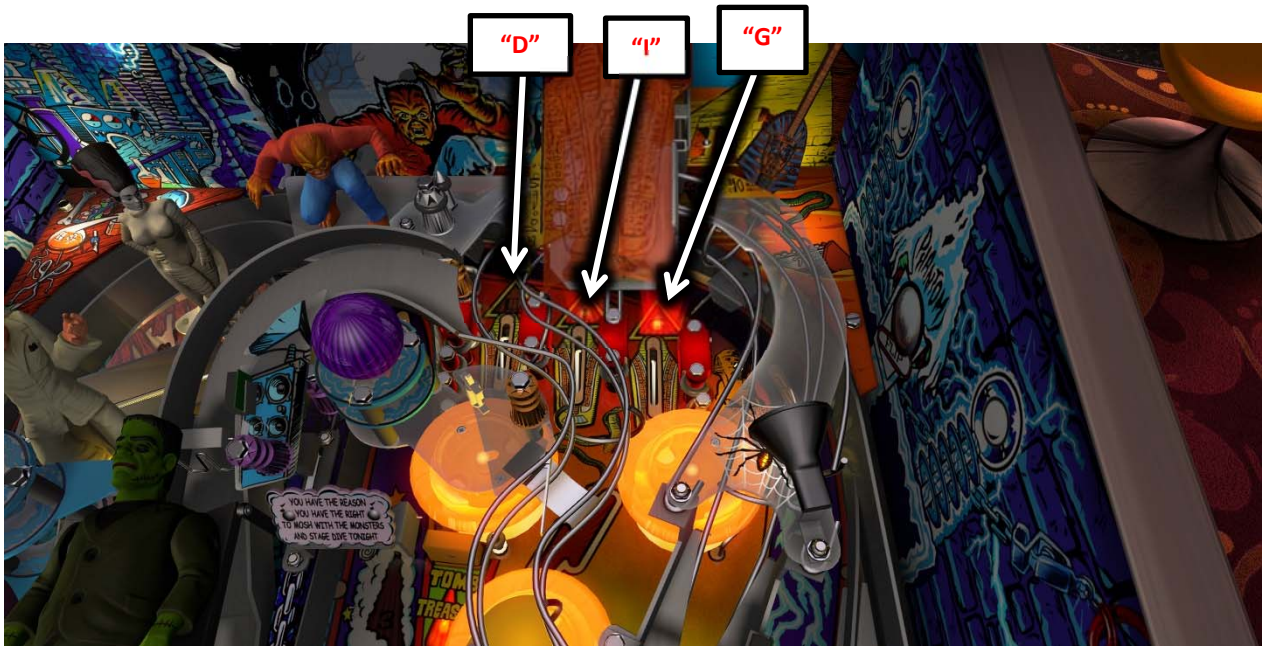
The table that this guide will cover is of course Monster Bash. Monster Bash was released in July 1998 by Williams. Designed by George Gomez. Programmed by Lyman F. Sheats, Jr. It had a production run of 3,361 units.



I hope my Guide will help you understand the Table better.

Skill Shot

To score a Skill Shot you will need to launch the Ball & have it roll down the lit “D-I-G” Rollover (located above the Jet Bumpers).



It’s kind of hard to do, since this Table only has an Auto-Launch. If you do score a Skill Shot, you will be awarded with a Monster Bomb (explain later in the guide under “Monster Bomb) & 100,000 Points the 1st time. The value will increase by 50,000 Points each subsequent time the Skill Shot is scored. Note that you can use the Flipper Buttons to alternate the lit Rollover Left or Right by engaging the Flippers.

Extra Balls/Specials

Extra Balls -

There are **several** to achieve an **Extra Ball**;

Extra Balls are lit at Concert Hall's Scoop (10) unless otherwise specified by performing the below methods.

Shoot the Concert Hall's Scoop (10) to collect the **Extra Ball** –



- ***Method 1***: *Achieving a score of 60 Million Points* (also known as the Replay Score)*;* this automatically awards an **Extra Ball**.

- ***Method 2***: *Given as a random Concert Hall Scoop Reward;* Look under the "Side Game Modes – Concert Hall Scoop Rewards" section for more information.

- ***Method 3***: *Mosh Pit Lane (8);* – shooting this Lane 12 & 30 times.

- ***Method 4***: *Collecting 3 out of the 6 Monsters* - Look under the "Main Modes - Collecting the Monsters & Their Instruments" section for more information. Note that once the **Extra Ball** is lit by collecting Monsters, it can't be relit this way until Monster Bash is activated.

Specials –

The **Special** lights in the Left Outlane, with each hit on the Slingshots it will alternate between the Right Outlane & Left Outlane. Drain a Ball down the lit Outlane to collect the **Special**. **Specials** award you with an **Extra Ball** when collected -

- *Collecting 4 out of the 6 Monsters'* Instruments– Look under the "Main Modes - Collecting the Monsters & Their Instruments" section for more information.

End-of-Ball Bonuses & Raising the Multiplier

When the Ball eventually drains, you will score an End-of-Ball Bonus.

How this scoring is calculated -

- Most Switches etc. on the table add Points to the Bonus.
  - Activating **Lyman's Lament** by shooting the Concert Hall Scoop (10) 44 times increases the Bonus by 2,500 Points for every Switch hit on the table, otherwise hitting any Switch will just add 370 Points to the Bonus.

How to raise the End-of-Ball Bonus Multipliers;

There is also an End-of-Ball Bonus Multiplier that is applied to the Bonus Value. This can be increased to a maximum of 250X Times.

- Completing the "D-I-G" Rollovers increases the Bonus Multiplier by 1X times.
- Hitting the Tomb Treasure Spot Target (9) increases the Bonus Multiplier by 1X times.
- Activating **Lyman's Lament** by shooting the Concert Hall Scoop (10) 44 times increases the Bonus Multiplier by 25X times.

The Multiplier resets at the start of each Ball.

Side Game Modes

- **Lyman's Lament** –

  This is a special feature called Lyman's Lament. This is activated by shooting the Concert Hall Scoop (10) 44 times during single Ball play. Activating this feature via the Concert Hall Scoop (10), increases the End-of-Ball Bonus Multiplier by 25X times & makes every Switch on the table add 2,500 Points to the End-of-Ball Bonus.

  Lyman's Lament will stay active until the Ball is drained. During this time, different music plays & the Lead Programmer of Monster Bash, Lyman Sheats Jr. provides commentary on the action.

  Lyman's Lament can also be activated by completing the following Flipper combination before the 1st Ball is lost:

  - Press the **Left Flipper** Button 11 times.
  - Press the **Right Flipper** Button once.
  - Press the **Left Flipper** Button 5 times.
  - Press the **Right Flipper** Button once.
  - Press the **Left Flipper** Button 6 times.
  - Press the **Right Flipper** Button once.

  If the Flipper combination is entered correctly, you'll hear Lyman say, "Totally". The 1st time the Ball is shot into the Concert Hall Scoop (10), it will activate Lyman's Lament. Although, activating it using this method won't increase the End-of-Ball Multiplier & every Switch on the table will only add 370 Points instead of 2,500 Points.

- **Instrument Bonus** –

  Each time a Monster's Instrument is collected the Left Orbit (2), Left Ramp (4), Right Ramp (11) & Right Orbit (12) are lit for an Instrument Bonus. These score 900,000 Points plus 10,000 Points for each Instrument collected on the current Ball. Collecting another Instrument on the same Ball will also relight any of the Instrument Bonus shots that have already been completed. Shooting the Mosh Pit Lane (8) will also relight any of the Instrument Bonus shots that have already been completed.

- **Monster Bombs** –

  Monster Bombs are a feature on the table that makes it easier to collect the Monsters' Instruments. For each Monster, there is a specific item that, when used, will spot one hit towards collecting their Instrument. These are –

  - "***Spear Gun***": this is for the **Creature from the Black Lagoon**.
  - "***Hair Dryer***": this is for the **Bride of Frankenstein**.
  - "***Flaming Torch***": this is for **Frankenstein**.
  - "***Ancient Scroll***": this is for **the Mummy**.
  - "***Silver Bullet***": this is for **the Wolfman**.
  - "***Garlic Clove***": this is for **Dracula**.

  Any of the above can be used when the corresponding Monster's Mode is active by engaging the "Launch" Button on your Controller.

  How to collect Monster Bombs –
  A random Monster Bomb is awarded when:

  - The Mosh Pit Lane (8) is shot 3 times. Another Monster Bomb is awarded for every additional 6 shots through the Mosh Pit Lane (8).
  - For each successful Skill Shot.
  - Given as a random reward from the Concert Hall Scoop (10).
  - A "***Garlic Clove***" is awarded each time you collect all the Letters in "D-R-A-C-U-L-A" once Drac Attack is lit.

- **Concert Hall Scoop Rewards** –

  Each time the Ball is shot into the Concert Hall Scoop (10), it scores 5,000 Points & gives a random reward.

  The random reward available are

  - Most often a Point value of 50,000 Points, 75,000 Points or 100,000 Points.
  - Advance towards the activation of any of the Monster Modes.
  - Activate any Monster Mode.
  - light **Extra Ball** at the Concert Hall Scoop (10),
  - Light "***Drac Attack***" at the Concert Hall Scoop (10).
  - light "***Mummy Mayhem***" Concert Hall Scoop (10),
  - Carry over the End-of-Ball Bonus Multiplier to the next Ball (Hold Bonus Multiplier).
  - Award a Monster Bomb (look under "Side Game Modes - Monster Bombs" section of the guide for more information).

  Shooting the Ball into the Concert Hall Scoop (10) 44 times over the course of a game will automatically activate Lyman's Lament (look under "Side Game Modes - Lyman's Lament" section of the guide for more information).

- **Phantom Flip** –

  This is a unique feature on Monster Bash, it is called Phantom Flip.

  Hitting these Spot Targets seven times collectively will spot 2 Phantom Flips –

  - Left Phantom Flip Spot Target (3).
  - Middle Phantom Flip Spot Target (5).
  - Right Phantom Flip Spot Target (7).

  The 1st Phantom Flip will light above the Left Inlane. When "Phantom Flip" is lit, The Flipper will automatically engage when the Ball rolls down the Inlane. Once Phantom Flip is used, Phantom Flip will light at the opposite Inlane. The lit Phantom Flip can be alternated between the Right Inlane & Left Inlane by engaging the Left or Right Flipper Button.

  Phantom Flips are stackable & are carried over from Ball to Ball.

- **Miscellaneous Scoring**–

  Here are some other ways to score Points on this table -

  - The Spinner via the Mosh Pit Lane (8) – scores 50,000 Points per rotation. Each shot through the Mosh Pit Lane (8) increases the value by 5,000 Points, up to a maximum of 250,000 Points. The Spinner value resets to 50,000 Points per rotation with each new Ball.

  - Hitting the Tomb Treasure Spot Target (9) – scores 10 times the current value of the Jet Bumpers & increases the End-of-Ball Bonus Multiplier by 1X times.

  - The "D-I-G" Rollovers (located above the Jet Bumpers) –
    These score 2,510 Points when unlit & 1,010 Points when lit. Completing the lit "D-I-G" Rollover from the Launch Lane on a new Ball scores the Skill Shot. This awards a Monster Bomb & scores 100,000 Points the 1st time. The value increases by 50,000 Points each subsequent time the Skill Shot is scored. Completing all 3 "D-I-G" Rollovers increases the End-of-Ball Multiplier by 1X times & increases the value of the Jet Bumpers by 1,500 Points. Use the Flipper Buttons to move the lit Rollovers Left & Right by engaging them. This in-turn will make it easier to complete the "D-I-G" Rollovers.

Multiball Mode –

- ## Mosh Multiball *2 Balls, up to 4 Balls*:

Activation –

To activate it, shoot the Mosh Pit Lane (8) 6 times to light Monster Mosh Pit at the Concert Hall Scoop (10).



Once you have achieved that, simply shoot the Ball into the Scoop to activate the Multiball.

Mode itself -

This Multiball begins with 2 Balls but you can add 2 more Balls by shooting the Mosh Pit Lane (8) 2 more times during the Multiball Mode. While the Multiball is active these Lanes (listed below) are lit for a **Mosh Pit Jackpot** -

- Black Lagoon (1).
- Left Orbit (2).
- Left Ramp (4).
- Centre Ramp via Frankenstein Lane (6).
- Right Ramp (11).
- Right Orbit (12).



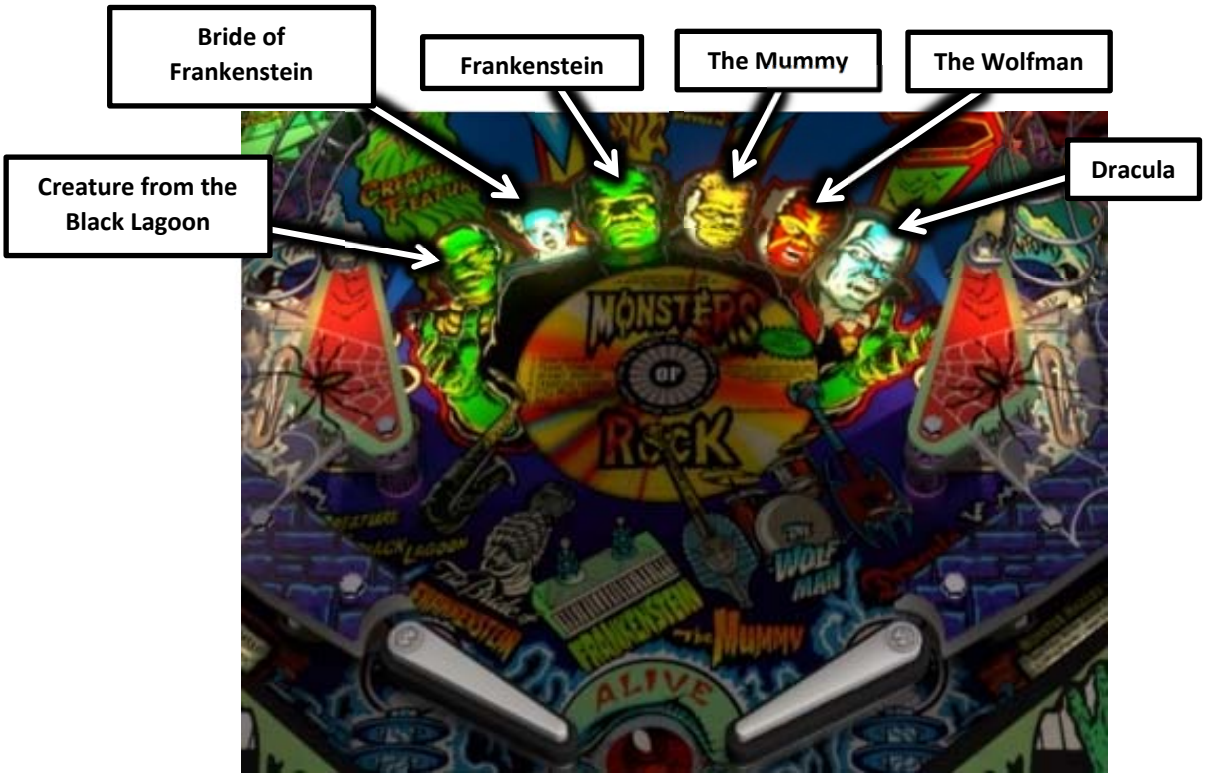
The **Jackpot** value starts at 750,000 Points, but each shot through the Mosh Pit Lane (8) increases the value by 5,000 Points, 10,000 Points or 15,000 Points. The **Mosh Pit Jackpot** value can be increased up to a maximum of 1.5 Million Points. Hitting the Ball up the Centre Ramp via Frankenstein Lane (6) 10 times will score a **Super Jackpot** & raises the Frankenstein Spot Targets. Shoot these Targets 5 times to score another **Super Jackpot**. Scoring the 2nd **Super Jackpot** lowers the Frankenstein Spot Targets again. These 2 **Super Jackpots** can continue to be scored as long as Mosh Pit is active.

Monster Mosh Pit Multiball ends once you lose all but 1 Ball.

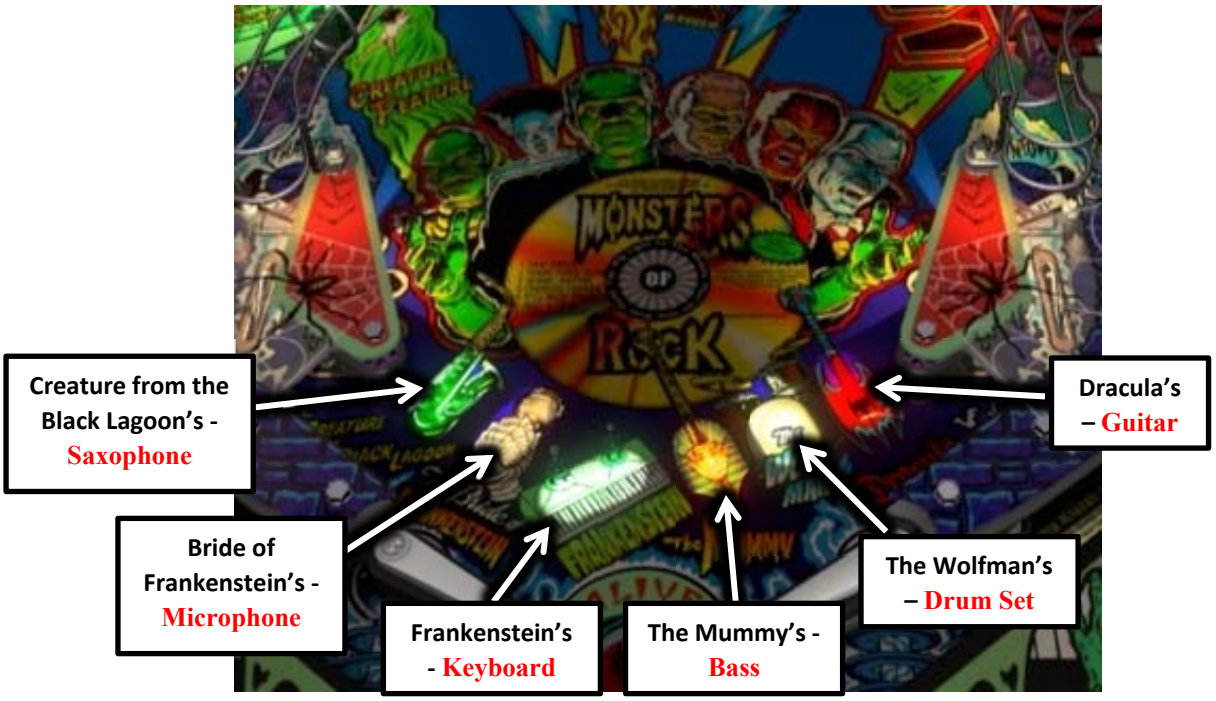
Main Modes - Collecting the Monsters & their Instruments:

The goal for this Table is to collect all 6 Monsters & their Instruments to from the ultimate band & play Monsters of Rock.

Monster lights



Monster Instrument lights



Below I will explain each of the Modes that allow you to collect the Monsters & their Instruments. You should note that it's possible to have more than one of these Modes active at the same time & for Modes that use a timer, the timer is turned off if any Multiball Mode is active other than the Monsters of Rock.

The Multiball Modes that stop the timers are –

- Monster Bash
- Frankenstein Multiball
- Mosh Pit Multiball.

Look under the "Multiball Modes", "Main Modes - Collecting the Monsters & Their Instruments: - Frankenstein" "Wizard Modes – Mini-Wizard Mode – Monster Bash" sections of the guide for information on how to active these Multiball Modes.

Creature Feature (Creature from the Black Lagoon) *Timed*

The Creature from the Black Lagoon is the Saxophone player for the Band, he is 1 of the 6 Monsters you must collect in order to light “Monster Bash” at the Concert Hall Scoop (10). His Saxophone is 1 of the 6 Instruments that you must collect in order to light “Monsters of Rock” at the Concert Hall Scoop (10).

To collect the Creature from the Black Lagoon, you need to activate the Creature Feature Mode.
To collect his Saxophone, you will be required to complete the Creature Feature Mode.

Activation:

In order to activate this Mode, hit the Ball into the Black Lagoon (1) 4 times. Each shot will score 205,000 Points.



Mode Itself:

Creature Feature Mode will begin with a 1 Million Point value that starts decreasing rapidly on the Dot-Matrix Display. There are 6 Lanes on the Playfield that are lit during this Mode, they are as follows –



- Black Lagoon (1)
- Left Orbit (2)
- Left Ramp (4)
- Mosh Pit Lane (8)
- Right Ramp (11)
- Right Orbit (12)

Successfully hitting one of those above Lanes, stops & scores the current displayed value on the Dot-Matrix Display. Hitting the Ball into the Black Lagoon or using a Spear Gun (Monster Bomb) will also stop & score the current displayed value. That value will then become the base Creature Feature value for the rest of the Mode. Once the 1st Creature Feature value is scored, a 20 second timer starts. Successfully shooting another lit Lane during the 20 second timer, scores twice the base Creature Feature value & resets the timer. Hitting the Ball into the Black Lagoon or using a Spear Gun (Monster Bomb) also completed a lit Lane & resets the timer. The Creature Feature value continues to increase by 1X each time it's scored, up to a maximum of 5X. Each lit Lane turns off once it's hit. Score the Creature Feature value 5 times to complete the Mode & collect the Creature from the Black Lagoon's Saxophone.

The Mode ends if you fail to hit one of the lit Lane before the initial Creature Feature value decreases to 500,000 Points or if you fail to hit one of the lit Lanes during the 20 second timer, it also ends if the Ball drains.

Ball & Chain (Bride of Frankenstein) *Timed*

The Bride of Frankenstein is the singer for the Band, she is 1 of the 6 Monsters you must collect in order to light "Monster Bash" at the Concert Hall Scoop (10). Her Microphone is 1 of the 6 Instruments that you must collect in order to light "Monsters of Rock" at the Concert Hall Scoop (10).

To collect the Bride of Frankenstein, you need to activate the Ball & Chain Mode.
To collect her Microphone, you will be required to complete the Ball & Chain Mode.

Activation:

In order to activate this Mode, hit the Ball up the Left Ramp (4) & Right Ramp (11) 3 times each.



The 1st shot to each Ramp scores a "Gargle" worth 200,000 Points. The 2nd shot to each Ramp scores a "Warmup" worth 250,000 Points. The 3rd shot to each Ramp scores a "Primp" worth 300,000 Points & activate the Ball & Chain Mode.

Mode Itself:

During this Mode, there is a 30 second timer. The timer can be reset 3 times by hitting the Mosh Pit Lane (8). Shooting the Mosh Pit Lane (8) also scores the current Ball & Chain value. This value begins at 500,000 Points & increases by 100,000 Points each time the Mode is completed up to a maximum of 1 Million Points. Shoot the Left Ramp (4) & Right Ramp (11) 3 times each before the timer runs out to complete the Ball & Chain Mode & collect the Bride of Frankenstein's Microphone. Using a Hair Dryer (Monster Bomb) completes a Ramp shot, alternating between the Right Ramp (11) & Left Ramp (4). Each shot to the Ramps scores 2X times the current Ball & Chain value. Once the Mode is completed, all scoring is tripled until the timer expires. The timer can be reset by hitting the Mosh Pit Lane (8).

The Mode ends if you fail to shoot each Ramp 3 times before the timer expires, it also ends if the Ball drains.

Frankenstein Multiball (Frankenstein) *Non-Timed*

The Frankenstein is the Keyboard player for the Band, he is 1 of the 6 Monsters you must collect in order to light “Monster Bash” at the Concert Hall Scoop (10). His Keyboard is 1 of the 6 Instruments that you must collect in order to light “Monsters of Rock” at the Concert Hall Scoop (10).

To collect Frankenstein, you need to activate the Frankenstein Multiball Mode.
To collect his Keyboard, you will be required to complete the Frankenstein Multiball Mode.

Activation:

In order to activate this Mode, hit the Spot Targets via the Frankenstein Lane (6) 7 times.



Each hit collects 1 of Frankenstein’s body parts. The 1st hit scores 200,000 Points. The value increases by 20,000 Points with each body part collected. Once Frankenstein is completed by collecting all of the body parts, the Frankenstein Spot Targets will then lower & expose the Centre Ramp. Shoot the Ball up the Centre Ramp again via the Frankenstein Lane (6) to activate the Multiball.

Mode Itself:

During this Multiball Mode the Left Orbit (2), Left Ramp (4), Mosh Pit Lane (8), Right Ramp (11) & Right Orbit (12) are lit for **Jackpots**.



The value for these will begin at 400,000 Points & increases by 50,000 Points each time Frankenstein is completed. Frankenstein is lit for a **Super Jackpot** during this Mode. The value for this begins at 100 Million Points & increases by 250,000 Points each time Frankenstein is completed. Frankenstein can be lit for a **Double Super Jackpot** by scoring 2 regular **Jackpots** before shooting him. Frankenstein can be lit for a **Triple Super Jackpot** by scoring 5 regular **Jackpots** before shooting him. To collect Frankenstein's Keyboard, score 6 **Super Jackpots** by shooting Frankenstein 6 times. Scoring a **Double Super Jackpot** counts as 2 Frankenstein shots. Scoring a **Triple Super Jackpot** counts as 3 Frankenstein shots. Using a Flaming Torch (Monster Bomb) will score a **Super Jackpot**, **Double Jackpot** or **Triple Super Jackpot**, depending on which is lit.

Frankenstein Multiball ends once you lost 2 of the 3 Balls. If you fail to collect Frankenstein's Keyboard during the Mode, the Frankenstein Spot Targets will lower to expose the Centre Ramp. Shoot the Centre Ramp within 7 seconds to activate a "Last Chance" to collect his Keyboard. This plays exactly like Frankenstein Multiball except there is a 15 second timer & only 1 Ball. Scoring the remaining **Super Jackpots** required to collect Frankenstein's Keyboard. The 15 second timer resets each time one is scored.

After Frankenstein Multiball is activated the 1st time, the Frankenstein Spot Targets must be hit 2 times to collect each body part.

Mummy Mayhem (The Mummy) *Timed*

The Mummy is the Bass player for the Band, he is 1 of the 6 Monsters you must collect in order to light "Monster Bash" at the Concert Hall Scoop (10). His Bass is 1 of the 6 Instruments that you must collect in order to light "Monsters of Rock" at the Concert Hall Scoop (10).

To collect the Mummy, you need to activate the Mummy Mayhem Mode.
To collect his Bass, you will be required to complete the Mummy Mayhem Mode.

Activation:

In order to activate this Mode, you must complete 60 hits on the Jet Bumpers.



This activates Mummy Jets, which doubles the current value of the Jet Bumpers until Mummy Mayhem is activated & lights Mummy Mayhem at the Concert Hall Scoop (10).



Send the Ball into that Scoop to activate this Mode.

Mode Itself:

Activating Mummy Mayhem scores 1 Million Points the 1st time & an additional 1 Million Points each time after that. Mummy Mayhem lasts for 45 seconds. During this time, the goal here is to score 7.5 Million Points. Every Switch on the Table scores 50,000 Points. The Jet Bumper's Point value is tripled so each hit scores triple its normal value, plus 50,000 Point Switch value. The Left Orbit (2), Left Ramp (4), Mosh Pit Lane (8), Right Ramp (11) & Right Orbit (12) are lit for **Mayhem Jackpots**. These score 500,000 Points plus 50,000 Points for every Switch hit since the last **Mayhem Jackpot** was scored. Using an Ancient Scroll (Monster Bomb) will score a **Mayhem Jackpot**. Scoring 7.5 Million Points will end the Mode & collects the Mummy's Bass. Completing the Mode also scores a bonus of 250,000 Points times the number of seconds that were remaining on the timer when the Mode ended.

The Mode ends if you fail to score 7.5 Million Points before the timer expires, it also ends if the Ball drains. Whether the Mode was completed or not, the Jet Bumpers revert to their base value of 10,000 Points once it ends.

Each time the Mummy Mayhem Mode is activated, it will require an additional 10 hits on the Jet Bumpers to activate Mummy Jets & light Mummy Mayhem again.

Full Moon Fever (The Wolfman) *Timed*

The Wolfman is the Drummer for the Band, he is 1 of the 6 Monsters you must collect in order to light "Monster Bash" at the Concert Hall Scoop (10). His Drum is 1 of the 6 Instruments that you must collect in order to light "Monsters of Rock" at the Concert Hall Scoop (10).

To collect the Wolfman, you need to activate the Full Moon Fever Mode.
To collect his Drum, you will be required to complete the Full Moon Fever Mode.

Activation:

In order to activate this Mode, shoot the Left Orbit (2) & the Right Orbit (12) 4 times collectively.



Each shot around the Orbits advances the cycle of the Moon. The 1st shot scores a Quarter Moon worth 200,000 Points. The 2nd shot scores a Half Moon worth 225,000 Points. The 3rd shot scores a Three Quarters Moon worth 250,000 Points. The 4th shot scores a Full Moon worth 300,000 Points & activates Full Moon Fever.

Mode Itself:

The Mode begins with a 1 Million Points value that rapidly starts decreasing on the Dot-Matrix Display. Shooting the Left Orbit (2) or the Right Orbit (12) stops & scores the current value on the Dot-Matrix Display. The value on the Dot-Matrix Display will then increase to 2 Million Points & will begin decreasing again. Shoot either Orbit again to score the current value on the Dot-Matrix Display. Using a Silver Bullet (Monster Bomb) counts as an Orbit shot. Each time you score the Full Moon Fever value, it increases by another 1 Million Points. Score this value 4 times to complete the Mode & collect the Wolfman's Drum set.

The Mode will end if you fail to shoot the Left Orbit (2) or Right Orbit (12) before the Full Moon Fever value decreases to 250,000 Points, it also ends if the Ball drains.

Drac Attack (Dracula) *Timed*

Dracula is the Guitarist for the Band; he is 1 of the 6 Monsters you must collect in order to light "Monster Bash" at the Concert Hall Scoop (10). His Guitar is 1 of the 6 Instruments that you must collect in order to light "Monsters of Rock" at the Concert Hall Scoop (10).

To collect Dracula, you need to activate the Drac Attack Mode.
To collect his Guitar, you will be required to complete the Drac Attack Mode.

Activation:

In order to activate this Mode, collect all the Letters in "D-R-A-C-U-L-A". "D-R-A" Letters are already collected at the start of the game. Each hit on the Drac Spot Target (14), or the Attack Spot Target (15), collects a Letter in "D-R-A-C-U-L-A" & scores 10,010 Points.



Once all Letters in "D-R-A-C-U-L-A" are collected, Drac Attack will be lit at the Concert Hall Scoop (10) for activation. Shoot the Ball into the Scoop to activate the Mode.



Mode Itself:

During Drac Attack, there is a 30 second timer. Dracula will come out of his coffin & move along the Playfield every few seconds.



Hit Dracula 5 times to complete the Mode & collect his Guitar. Each hit on Dracula resets the 30 second timer. The 1st hit scores 1 Million Points & the value increases by 250,000 Points each time he's hit. Hitting Dracula while he's moving scores double the current value. Using a Garlic Clove (Monster Bomb) will spot a hit on Dracula. Each time the Drac Attack Mode is completed, the base value for hitting him increases by 250,000 Points.

The Mode ends if you fail to hit Dracula 5 times before the timer runs out, it also ends if the Ball drains.

Wizard Modes –

Mini-Wizard Mode "Monster Bash" *4 Balls*

Activation:

Monster Bash is a 4 Ball Multiball that is activated by shooting the Concert Hall Scoop (10) when "Monster Bash" is lit.

To light Monster Bash, you will need to collect all 6 Monsters –

1. ***The Creature from the Black Lagoon***: collected by activating the ***Creature Feature Mode***.
2. ***The Bride of Frankenstein***: collected by activating the ***Ball & Chain Mode***.
3. ***Frankenstein***: collected by activating the ***Frankenstein Multiball Mode***.
4. ***The Mummy***: collected by activating the ***Mummy Mayhem Mode***.
5. ***The Wolfman***: collected by activating the ***Full Moon Fever Mode***.
6. ***Dracula***: collected by activating the ***Drac Attack Mode***.

Look under the relevant chapters earlier in the guide for more information on the above Monster Modes.

Once Monster Bash is lit, send the Ball into the Concert Hall Scoop (10) to activate it.



Mini-Wizard Mode Itself –



During this Mode, all the Monsters' Lanes are lit. Completing any of these, bashes the Monster & scores 2 Million Points –



- Hitting Dracula & Frankenstein Lane (6) bashes them.
- Shooting the Black Lagoon bashes the Creature from the Black Lagoon.
- Shooting the Left Orbit (2) or Right Orbit (12) bashes the Wolfman.
- Shooting the Left Ramp (4) or Right Ramp (11) bashes the Bride of Frankenstein.
- Completing 10 hits on the Jet Bumpers bashes the Mummy.

The Mosh Pit Lane (8) is also lit for a **Bash Jackpot** worth 2 Million Points plus 500,000 Points times the number of Monsters bashed since the last **Bash Jackpot** was scored. The **Bash Jackpot** has a maximum value of 7.5 Million Points.

Monster Bash ends once you lose 3 of the 4 Balls. Each subsequent time Monster Bash is activated, the value of bashing a Monster increase by 500,000 Points.

Wizard Mode "Monsters' of Rock" *4 Balls*

Activation:

Monster of Rock is a 4 Ball Multiball that is activated by shooting the Concert Hall Scoop (10) when "Monsters of Rock" is lit.

To light Monsters of Rock, you will need to collect all 6 of the Monsters' Instruments –

1. ***The Creature from the Black Lagoon's Saxophone***: collected by completing the ***Creature Feature Mode***.
2. ***The Bride of Frankenstein's Microphone***: collected by completing the ***Ball & Chain Mode***.
3. ***Frankenstein's Keyboard***: collected by completing the ***Frankenstein Multiball Mode***.
4. ***The Mummy's Bass***: collected by completing the ***Mummy Mayhem Mode***.
5. ***The Wolfman's Drum set***: collected by completing the ***Full Moon Fever Mode***.
6. ***Dracula's Guitar***: collected by completing the ***Drac Attack Mode***.

Look under the relevant chapters earlier in the guide for more information on the above.

Once Monsters of Rock is lit, send the Ball into the Concert Hall Scoop (10) to activate it.



Wizard Mode Itself –



Activating Monsters of Rock automatically scores 5 Million Points for each Instrument collected & collected 25 Million Points for each complete set of Instruments. A 50 Million Points Rock before Bash bonus is scored if Monsters of Rock is activated before the Monster Bash Mode.

During this Mode, all the Monsters' Lanes are lit. Completing any of these rocks the Monster & scores 4 Million Points –



- Hitting Dracula & Frankenstein Lane (6) rocks them.
- Shooting the Black Lagoon rocks the Creature from the Black Lagoon.
- Shooting the Left Orbit (2) or Right Orbit (12) rocks the Wolfman.
- Shooting the Left Ramp (4) or Right Ramp (11) rocks the Bride of Frankenstein.
- Completing 10 hits on the Jet Bumpers rocks the Mummy.

Rocking all 6 Monsters of Rock Bonus worth 4 Million Points times the number of Monsters rocked. Shooting the Mosh Pit Lane (8) rocks the next Monster needed to score the Monsters of Rock Bonus.

Monsters of Rock ends once you lose 3 of the 4 Balls. Each subsequent time Monsters of Rock is activated, the value of rocking a Monster increase by 1 Million Points.

Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, Cloda, Ty-43, deep (without his help this guide wouldn't have been possible!), Captain B. Z., wims, skyway73, tenorhero, DiscoKing & surf1der**. I couldn't have completed the Guide without your help either directly or indirectly - you are all awesome!!!

In closing I hope you enjoyed this Table; I certainly have and I hope by using this Guide it increases that Fun factor for you and everyone else who plays with you.

Check out the other Tables, they are available to download on the PlayStation 4, Xbox One & Windows 10, Steam, Nintendo Switch and Mac. Also, on the iOS Appstore and Google Play on Mobile.

Thanks for viewing my Guide; any feedback would be greatly appreciated -

"Creatures of the Pinball!"

Yours
ShoryukenToTheChin