Gtern pinball



PREMIUM MODEL

DIMENSIONS: BOXED: H:56" • W:31" D:31" • 280 LBS

www.STERNPINBALL

anc Williams

STERN PINBALL, INC. • 2020 JANICE AVE., MELROSE PARK, IL 60160 • 708-345-7700 THE WALKING DEAD* PREMIUM MODEL SHOWN. GAME SUBJECT TO CHANGE.

ame Walking Dead

EWALKING DEAD* PREMIUM MODEL SHOWN. GAME SUBJECT TO CHANGE.

MAIN ATTRACTIONS

- Become Part of an Apocalyptic Pinball World Under Glass
- . Bash the "Cell Block C" to Defeat the "Prison" Walkers
- Shoot the Well to Battle the "Well Walker"
- Collect Supplies and Play
 Modes That Take You to
- Exciting New Experiences
 Experience AMC's
 The Walking Dead Score and Music

amc M. M. F. D. A.D.

SPECIAL GAME FEATURES

- "Governor's Fish Tank" with Three Illuminated Walker Heads
- Newly Designed Reliable Illuminated Star Rollover Switches
 - Super Skill Shot Features Star Rollovers



- 3 Pop Bumpers
- Custom Sculpted Walker
 Playfield Models by Greg Nicotero—Executive Nicotero—Executive
 Producer, Director and
 Special Effects Makeup
 Designer on the Hit AMC
 Show The Walking Dead
 "Well Walker" Animated
 Bash Toy with Exposed
 Guts and Super
 Action Playfield

Magnet

DDITIONAL

- Multiple Color LED
 General Illumination (Red, Green, White)
- "Woodbury" Single Drop Target -
- **2 Spinner Targets**
- 2 Standup Targets
- Counter Accumulates Killed Walkers and Collects **Bonus When Ball Drains**





RAMPS & TOYS

- "Cell Block C" Interactive Prison Building with Mechanically Actuated
- Target Doors

 Walker Bash Toy Target
 Inside "Cell Block C"

 "Prison" Super Action
- Playfield Magnet

 "Bicycle Girl" Ramp:
- Left Ramp Returns Ball to Right Flipper—with Mechanical Lift to Reveal "Bicycle Girl" Bash Toy
- Right Ramp Returns Ball to Left Flipper and Awards Fish Tank or **Crossbow Features**
- 3-Bank Drop Targets: Shoot Down Drop **Targets to Collect** "Supplies"
- Magnet Ball Diverter on "Crossbow/Fish Tank Ramp to Feed
- "Crossbow"
 Motorized "Crossbow" **Ball Firing** Mechanism **Activated** by Lockdown **Bar Fire Button**



VALKING DEAD

\$1.00=@²×1