

Refer to manual v1.1

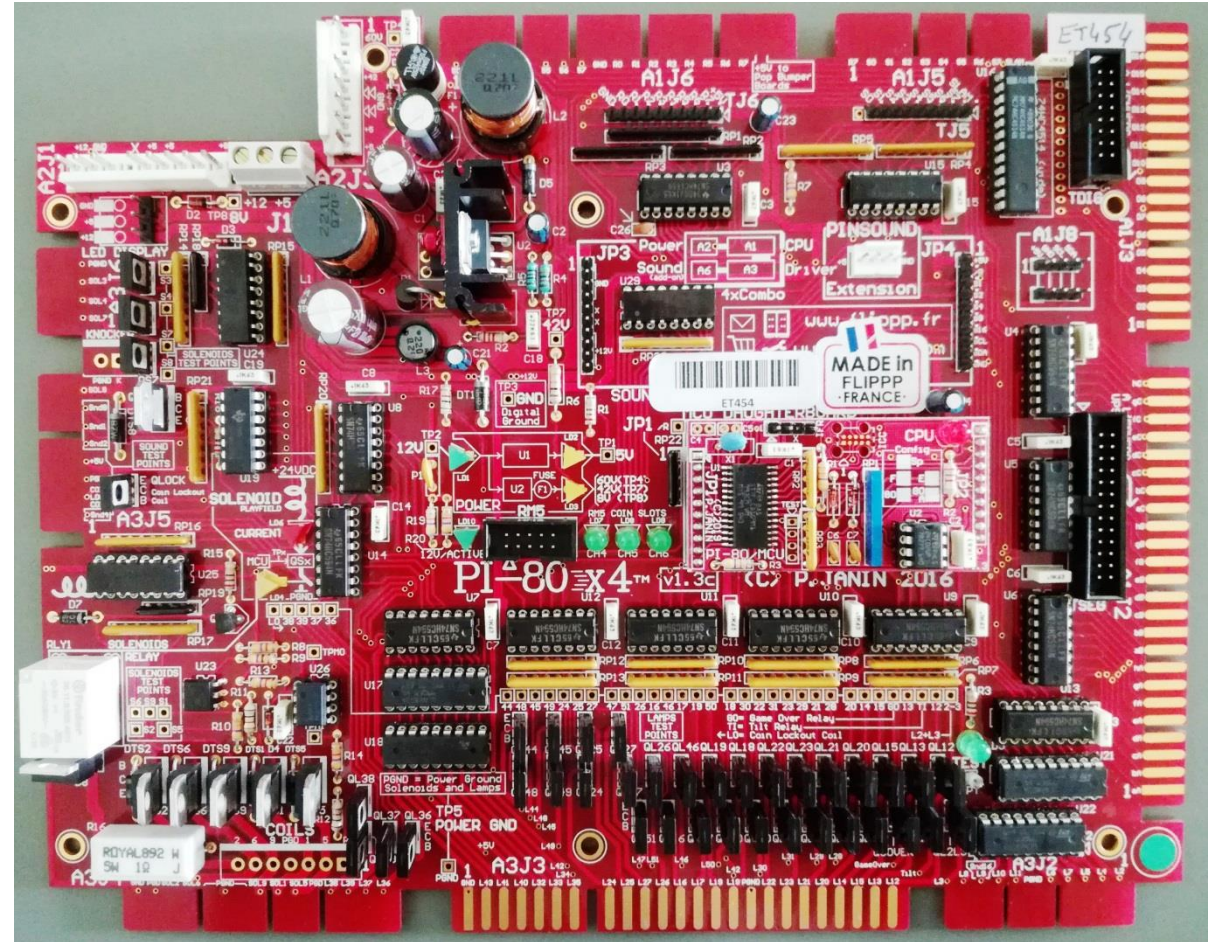
List of needed parts Haunted House Multiball

- All-In-One **PI-80** board
 - « System-80 » software version
- Available from:



<https://www.flipp.com/>

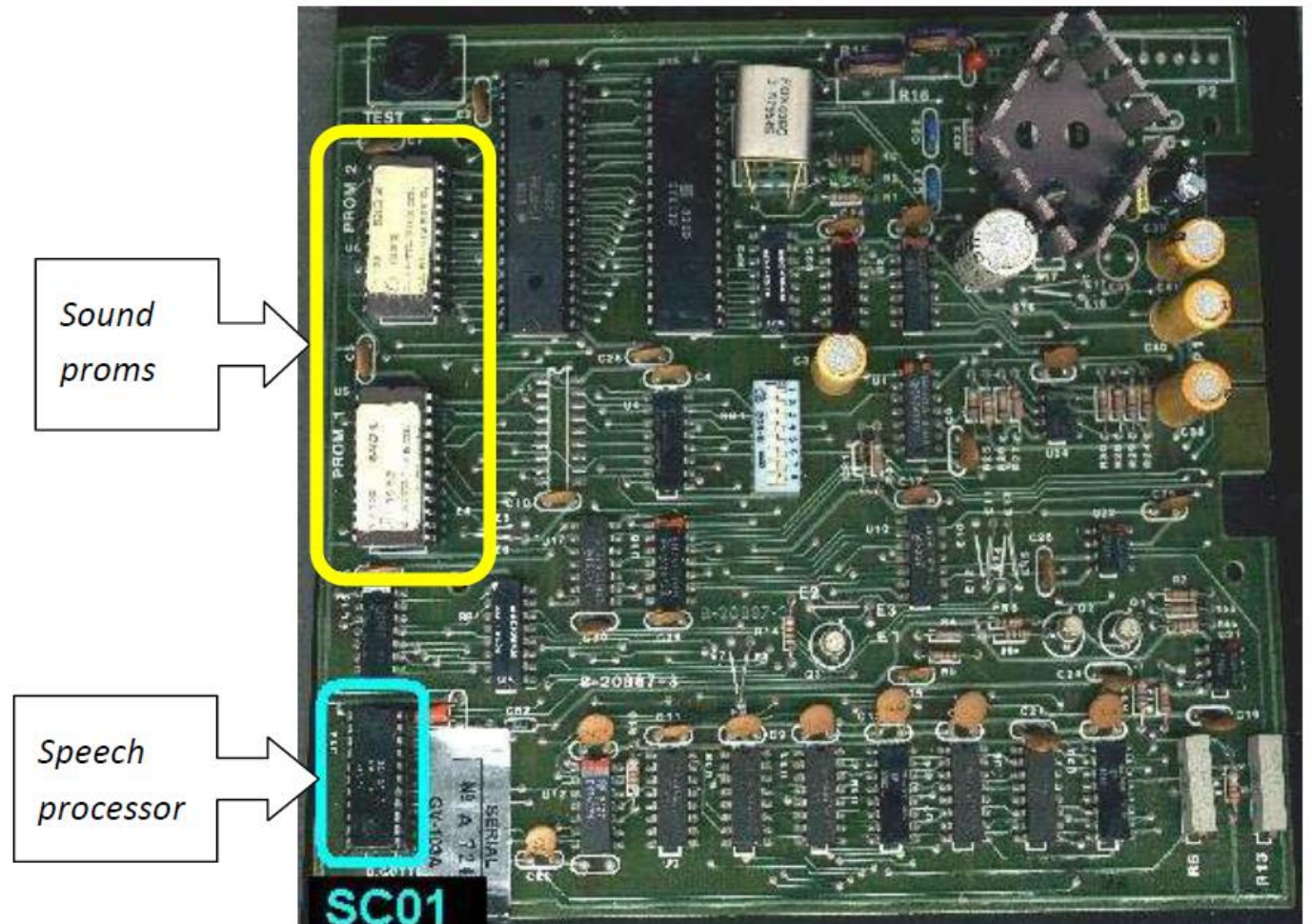
- 2 Schottky diodes:
BAT 42, BAT 43 or BAT 85
 - Absolutely no 1N4148!!!



List of needed parts Haunted House Multiball

For the existing Gottlieb
sound/speech board:

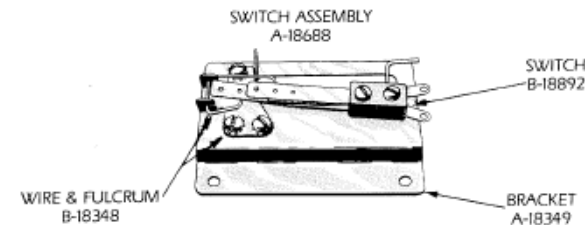
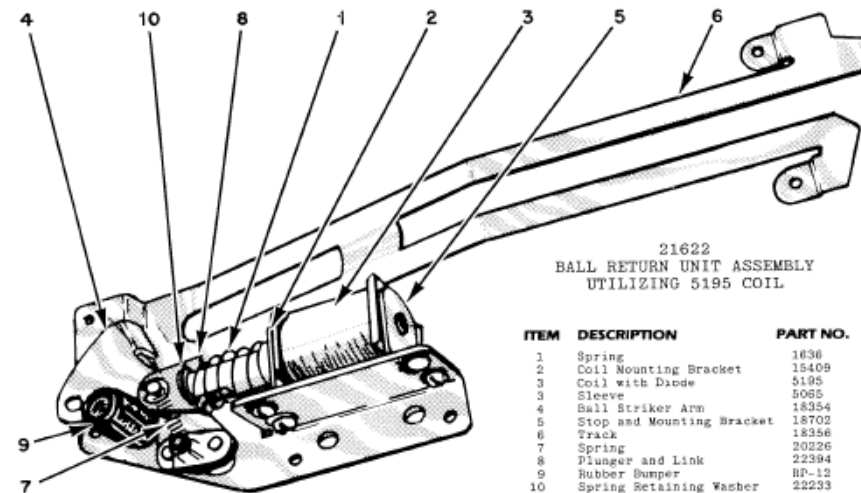
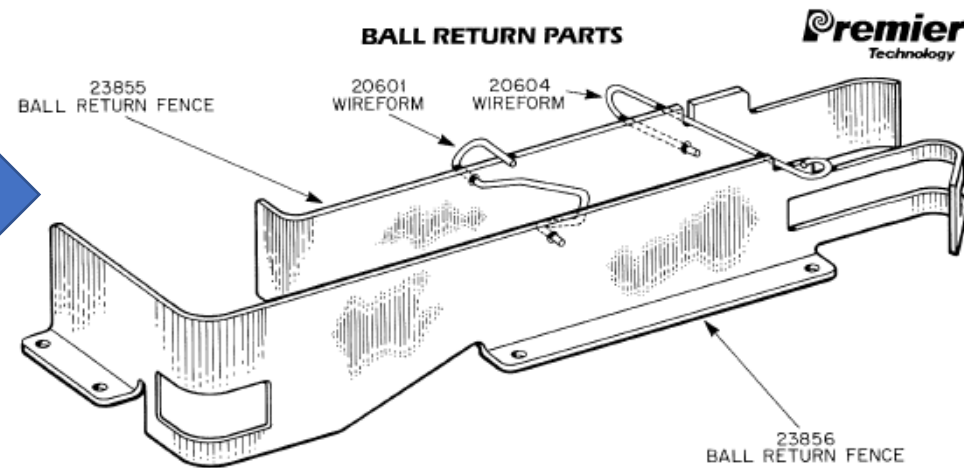
- Specific Sound PROM set to get directly from Davroux brothers:
https://www.flipprojets.fr/Hparlant_EN.php
- May require configuration wires on the board itself
- 1 Votrax speech processor SC01 or SC01A



List of needed parts Haunted House Multiball

- 3-ball multiball release mechanism for wide playfield:
 - 23855/23856 BALL RETURN FENCES
 - 20601 WIREFORM
 - 20604 WIREFORM: see next page
- 2 additional rollover switches:
 - 1 under the multiball release link on the main playfield
 - 1 under the multiball release link on the lower playfield
 - B-18892 SWITCH
 - B-18348 WIRE & FULCRUM
- Can be recovered from:
MARS, VOLCANO, BLACK HOLE,
DEVIL'S DARE, SPIRIT, etc..
- ..and 2 more balls!! ;-)

For Wide
body
playfield!

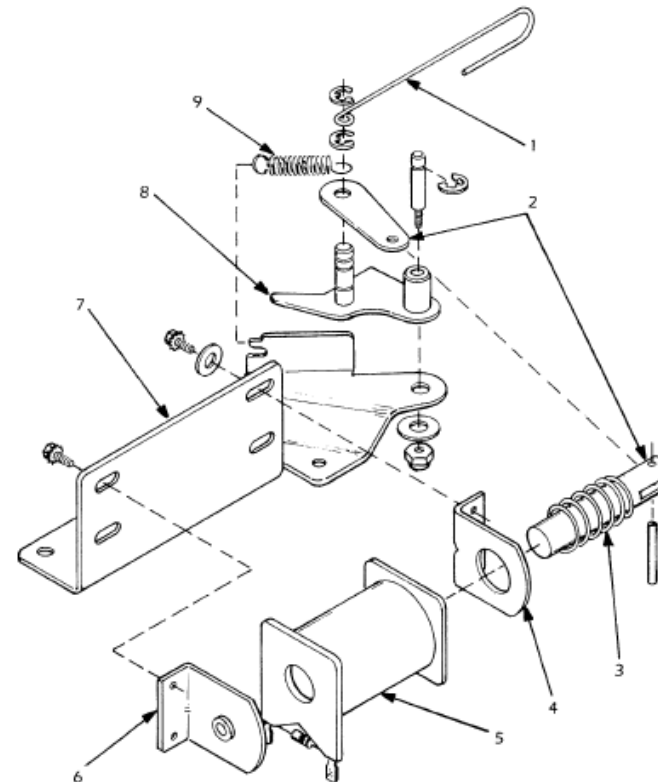


List of needed parts Haunted House Multiball

- Two ball gate mechanisms:
 - 1 for the multiball release mechanism on the main playfield
 - 1 for the multiball release mechanism on the lower playfield
 - Must include 20604 WIRE FORM
- Can be recovered from:
MARS, VOLCANO, BLACK HOLE,
DEVIL'S DARE, SPIRIT, etc..

Premier
Technology

BALL GATE PARTS



ITEM	DESCRIPTION	PART NO.
1.	Wire Form (Shown)	A-20604
2.	Link and Plunger Assy.	A-20293
3.	Spring	A-3232
4.	Coil Mounting Bracket	A-15409
5.	Coil	A-16570
6.	Sleeve	A-5065
7.	Coil and Stop Bracket	A-18702
8.	Gate Frame	C-20297
9.	Spring	A-20606



Main playfield



Lower playfield

List of needed parts Haunted House Multiball

- 1 siamese post in front of the *outhole* on the main playfield
- 1 single post behind the eject hole (VUK) on the lower playfield
- 1 single metal post in front of the *extraball* kicker entrance
 - Bally #530-5035-01
(we could not find this model among GTB parts ^^)
 - Height 1.06 inch
 - This post is optional
- 1 non-return gate at the exit of the VUK tube on the main playfield



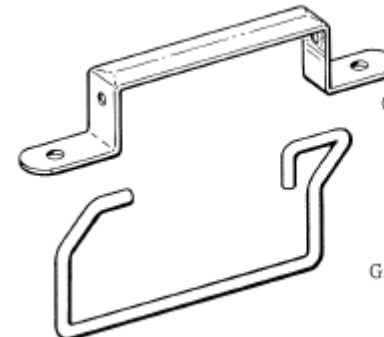
17492
(SIAMESE)
USE 17493
RUBBER RING
FA-278 SCREWS,
#6 WASHERS



11561P
USE 10217
RUBBER RING
FA-278 SCREW,
#6 WASHER



Bally post!



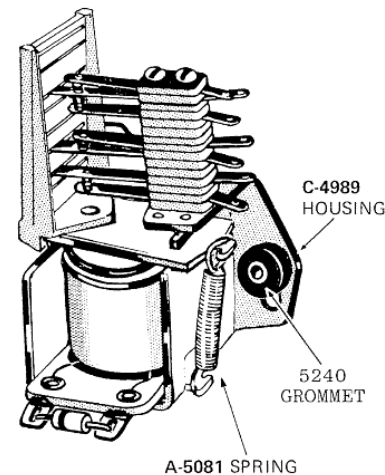
17300
GATE SHIELD

22112
GATE WIREFORM



List of needed parts Haunted House Multiball

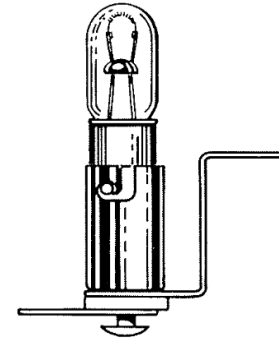
- 4-relay bracket:
 - Can be found on « EM » games of late 60s/early 70s like: college queen, sheriff, king rock, jungle..
 - Unfortunately Gottlieb in their wisdom never gave it a part number in their catalogues!
- 4th « Z » standard relay like Game Over, Tilt..
 - Equipped with 3 pairs of « heavy current » contacts normally closed (NC)



B-5367 (BREAK WITH LARGE POINTS)

List of needed parts Haunted House Multiball

- GE44-type lamp & socket held against the eject tube (VUK):
 - Standard filament or LED lamp
 - This animation is optional
- High AWG (thin) flexible wire for the contacts
- Low AWG (large) flexible wire for the coils and lamps
- New rules card



2915



How to play **HAUNTED HOUSE**

3 BALLS
PER GAME

- BONUS MULTIPLIER** .Ball changing levels advances bonus multiplier except lower level up-kicker and upper level ramp.
- DOUBLE SCORING** . . Completing lower level target bank twice or upper level target bank three times lights double scoring for middle level. Making 11 "hits" on upper level lights double scoring for lower level. Making 11 "hits" on lower level lights double scoring on upper level.
- DOUBLE BONUS** . . . Three holes at entrance light double bonus when lit. Left hole lights upper level, center hole lights lower level, right hole lights middle level.
- EXTRA BALL** Completing targets 1-5 in order or completing any drop target bank lights EXTRA BALL.
- SPECIAL** Completing targets 1-5 in order or completing upper level target bank three times lights lower level hole for SPECIAL. Completing lower level target bank twice lights upper level bank for SPECIAL.
- MULTIBALL** Capture 1 ball in the lower level SPECIAL, then a second ball in the middle level EXTRA BALL. Multiball play begins as soon as any points are scored with the third ball. All scores are 3x when 3 balls are in play and 2x when 2 balls are in play
- JACKPOT** When all 1-2-3-4-5 targets on main playfield are hit (in any order) during multiball, it scores 50,000 x the number of balls in play

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Alternate solution for the trough
switch on the lower playfield:
infrared barrier

- Emitter: infrared LED,
Receiver: phototransistor
+ a few extra components
- 1st example by
Chris « poibug » Williams (UK)
- 2nd example by
Chris Boyer (USA)
- 3rd example by
Joel Ostermann (France)

→ Ask for more details!

