

## ONE OR TWO CAN PLAY

★ Deposit one coin, then WAIT until Totalizers reset to zero before depositing coin for second player ★ Players shoot in turn, as 1st or 2nd PLAYER lights on backglass ★ TILT disqualifies only player who caused TILT ★ Hitting A or C Rollover when lit qualifies RIGHT SPECIAL Rollover for mystery light-up ★ Hitting B or D Rollover when lit qualifies LEFT SPECIAL Rollover for mystery light-up

**SPECIAL  
ROLLOVERS**  
score  
1 REPLAY  
when lit

MW-1-R

## ONE OR TWO CAN PLAY

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**SPECIAL  
ROLLOVERS**  
score  
100  
when lit

MW-100-R

## ONE OR TWO CAN PLAY

★ Deposit one coin, then WAIT until Totalizers reset to zero before depositing coin for second player ★ Players shoot in turn, as 1st or 2nd PLAYER lights on backglass ★ TILT disqualifies only player who caused TILT ★ Hitting A or C Rollover when lit qualifies RIGHT SPECIAL Rollover for mystery light-up ★ Hitting B or D Rollover when lit qualifies LEFT SPECIAL Rollover for mystery light-up ★ Matching last number of score with number which lights on backglass at end of game scores 1 Replay

**SPECIAL  
ROLLOVERS**  
score  
100  
when lit

MW-100-M-R

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Score of 700 Points — FAIR  
Score of 900 Points — GOOD  
Score of 1000 Points — EXCELLENT  
Score of 1100 Points — SUPER  
Score of 1200 Points — GENIUS

**SPECIAL  
ROLLOVERS**  
score  
100  
when lit

MW-R (3 BALLS)-R

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Score of 1200 Points — Fair  
Score of 1300 Points — Good  
Score of 1400 Points — Excellent  
Score of 1500 Points — Super  
Score of 1600 Points — Genius

**SPECIAL  
ROLLOVERS**  
score  
100  
when lit

MW-R (5 BALLS)-R