

INSTRUCTIONS

1. Pop Bumpers Score 1,000
2. Drop Targets Score 500
 - 1st Time Down Lites 2X, 2nd Time Down Lites 3X
 - 3rd Time Down Lites 4X, 4th Time Down Lites 5X
 - 5th Time Down Scores Special
3. Eject Pocket Value Advanced By Drop Target
4. Stationary Target Score 1,000 And Advance Bonus.
 - Spotting All 5, Lites Extra Ball Lane, 2nd Time Scores Special
5. Extra Ball Lane Scores One Extra Ball When Lit
6. Maximum 1 Extra Ball Per Ball In Play
7. Spinners Score Indicated Value, Increased By Spotting Targets
8. Star Rollover Scores 100 And Increases Left Lane Value
9. Left Lane Scores Indicated Value
10. Bottom Special Lane Lites After Lighting 4X
11. Special Scores 1 Replay
12. Tilt Disqualifies Ball In Play Only

12B-2-110-22

INSTRUCTIONS

1. Pop Bumpers Score 1,000
2. Drop Targets Score 500
 - 1st Time Down Lites 2X, 2nd Time Down Lites 3X
 - 3rd Time Down Lites 4X, 4th Time Down Lites 5X
 - 5th Time Down Scores Special
3. Eject Pocket Value Advanced By Drop Target
4. Stationary Target Score 1,000 And Advance Bonus.
 - Spotting All 5 Targets 2 Times Scores Special
5. Spinners Score Indicated Value, Spotting Stationary Targets
Increase Spinner Value
6. Star Rollover Scores 100 And Increase Left Lane Value
7. Bottom Special Lane Lites After Lighting 4X
8. Special Scores 100,000
9. Tilt Disqualifies Ball In Play Only

12B-2-110-24

INSTRUCTIONS

1. Pop Bumpers Score 100
2. Drop Targets Score 500
 - 1st Time Down Lites 2X, 2nd Time Down Lites 3X
 - 3rd Time Down Lites 4X, 4th Time Down Lites 5X
 - 5th Time Down Scores Special
3. Eject Pocket Value Advanced By Drop Target
4. Stationary Target Score 1,000 And Advance Bonus.
Spotting All 5, Lites Extra Ball Lane, 2nd Time Scores Special
5. Extra Ball Lane Scores One Extra Ball When Lit
6. Maximum 1 Extra Ball Per Ball In Play
7. Spinners Score Indicated Value, Increased By Spotting Targets
8. Star Rollover Scores 100 And Increases Left Lane Value
9. Left Lane Scores Indicated Value
10. Bottom Special Lane Lites After Lighting 4X
11. Special Scores 1 Replay
12. Tilt Disqualifies Ball In Play Only

12B-2-110-22A

INSTRUCTIONS

1. Pop Bumpers Score 100
2. Drop Targets Score 500
 - 1st Time Down Lites 2X, 2nd Time Down Lites 3X
 - 3rd Time Down Lites 4X, 4th Time Down Lites 5X
 - 5th Time Down Scores Special
3. Eject Pocket Value Advanced By Drop Target
4. Stationary Target Score 1,000 And Advance Bonus.
Spotting All 5 Targets 2 Times Scores Special
5. Spinners Score Indicated Value, Spotting Stationary Targets
Increase Spinner Value
6. Star Rollover Scores 100 And Increase Left Lane Value
7. Bottom Special Lane Lites After Lighting 4X
8. Special Scores 100,000
9. Tilt Disqualifies Ball In Play Only

12B-2-110-24A