

MiniZag

OBJECT: Light G-R-O-O-V-Y to advance Spot Lites. Land in Wayout #1 or #2 holes to Kick out Zagger Lane Ball. Cross Rollover Buttons for higher points and open Free Ball Gate. Tap Mushroom Targets to close & open flippers and light TV's in Zagger Lane.

SKILL SHOTS: Ball hitting either left or right top rebound, lights 100. Ball hitting both top rebounds, lights 200. Ball not hitting both top rebounds, Rollover Button scores 10 when crossed and lights left and lower Thumper Bumpers which score 10 when lit.

SPOT LITES: (On Back Glass) Resets only at start of each game. Advance one step each time G-R-O-O-V-Y letters all lit. Spot Lites scores adjustable to give replays or added ball.

GROOVY: (On Playfield) Advances one G-R-O-O-V-Y letter each time Orange Mushroom Bumper is tapped or by each Zagger Lane Rollover Button crossed when TV lit.

ZAGGER LANE: (Rollover Buttons in Lane Right Side) Advances one TV light each time Orange Mushroom Bumper is tapped. Zagger Lane ball kicks out only when playfield ball goes in either #1 or #2 Wayout hole, with at least one TV lit.

FREE BALL GATE: When crossed, Lower Center Rollover Button lights Left & Lower Thumper Bumpers and Free Ball Rollover which opens Gate when crossed.

FLIPPER ZIPPER: Shoot the White Mushroom Bumper to close the Flippers. Flipper open when any of the 3 Orange Mushroom Bumpers are tapped, when ball goes in either #1 or #2 Wayout hole, when ball returns to out-hole or when game is tilted.