

INSTRUCTIONS

- Insert coin to start machine, insert coins for additional players.
- Tilt penalty — disqualifies ball in play from additional scoring.
- Making S-H-A-R-P lanes, S-H-O-O-T-E-R targets, or Kickout Hole, advance 2x-3x-4x-5x Bonus.
- Lite Special by making S-H-A-R-P or S-H-O-O-T-E-R after bonus 5x is lit.
- Special Scores — 1 Extra Ball.
- Making S-H-A-R-P lanes, lites Extra Ball Lanes, when lit, scores 1 Extra Ball.

Maximum 1 Extra Ball per Ball in Play.

130-5

