## INSTRUCTIONS

- $\stackrel{\scriptstyle \wedge}{\sim}$  Insert coin and wait for machine to reset before inserting next coin. ☆ Making all 6 Center Targets flashes Eject Holes, lights Spinner and Jet Bumpers.
   ☆ Shooting Eject Hole, when flashing, Locks ball. Locking all 3 balls starts MultiBall play.
   ☆ "F-I-R-E" advances Bonus Multiplier. Right flipper button rotatos "E L P E" Lapos ☆ "F-I-R-E" advances' Bonus Multiplier. Right flipper button rotates "F-I-R-E" Lanes.
  ☆ Completing "POWER" Targets Scores 10,000 and lights Flipper Return Lanes.
  ☆ Lighting "FIRE" and "POWER" scores and increases "Fire Power" Bonus value and lights Outlanes for Special.
  ☆ Making "F-I-R-E" with 5X lit lights extra ball
  ☆ Tilt Penalty – Ball In Play – Does not disqualify player.
  ☆ Special scores \_\_\_\_\_\_1 Credit
  ☆ Beating Highest Score Awards \_\_\_\_\_\_3 Credits
  ☆ Matching last 2 score digits with "Match" digits scores \_\_\_\_\_\_1 Credit

