INSTRUCTIONS

- ✓ Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- ✓ Making 1-2-3 Lights 2x, Making 1-2-3-4 Lights 3x.
- ✓ Making 3 Bank Drop Targets Advances Thru Thunder, Lightning, Tempest And Super Flash.
- ✓ Making 5 Bank Drop Targets 1st Time Advances Hole Kicker Value, 2nd Time Lights Extra Ball, 3rd Time Lights Outlane Specials.
- ✓ Tilt Penalty Ball In Play Does Not Disqualify Player
- ✓ Special Scores ______1 Credit
- ✓ Matching Last Two Score Digits With Match Numbers _____1 Credit

For Amusement Only

FLASH

One To Four Players

280,000 SCORES 1 CREDIT 370,000 SCORES 1 CREDIT 490,000 SCORES 1 CREDIT

3 BALLS PER GAME

1 PLAY - QUARTER

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