INSTRUCTIONS

CANPLAY

1 TO 4

FOR AMUSEMENT

- ONLY
- Lighting 1-2-3 arrows lights mini bonus for 50,000 and 2X. Dropping 1-2-3 drop targets 3 times lights top bumper for 5,000 And advances top target value. Ball shooter lane rollover scores super bonus when single target is
- dropped.

- dropped.
 Lighting amber, blue, yellow & white buttons by the 4 drop targets, 2 right targets and flipper lanes lights super bonus for 100,000 and saucer for 3X.
 Dropping 4 drop targets advances saucer and lights spinners. Dropping targets 5 times lights outlane specials.
 Ball in saucer when 2X or 3X are lit lights 15 clock seconds to multiply playfield scores by 2 or 3. If both are lit, playfield scores are multiplied by 5.
 Super bonus multipliers are lit as indicated on playfield.
 Super bonus and mini bonus scores are collected in outhole. Maximum 1 extra ball per ball in play.

 - Maximum 1 extra ball per ball in play. Tilt penalty - Ball in play.

