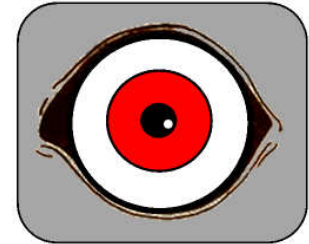
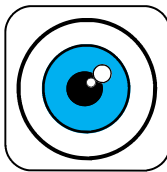
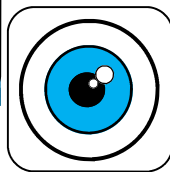
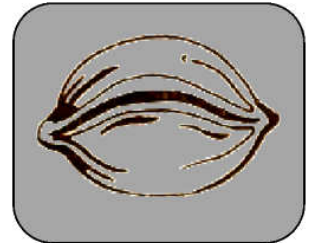
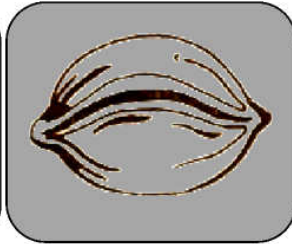
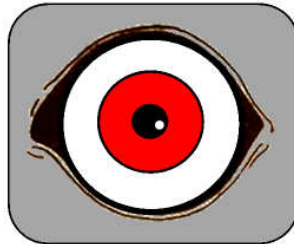
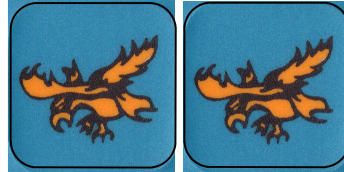
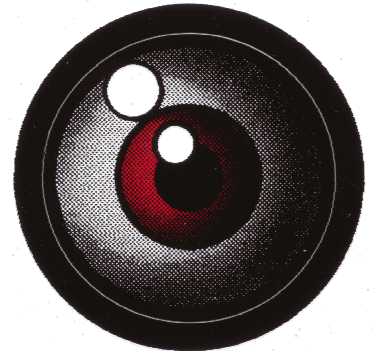
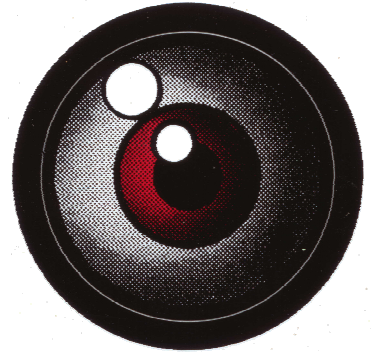
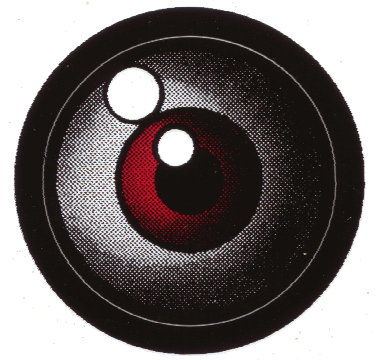


GAME PLAN

- Making CYCL advances X value and increases left spinner.
- Making OPES advances X value and increases right spinner.
- Making CYCLOPES lights center hole for extra ball and top right hole for multiple ball.
- Making MONSTERS lights rotating extra ball and center target.
- Making center target when flashing increases monster bonus and lights top hole for collect bonus.
- Completing EYES captive ball increases scoring value.
- Special award at 10X
- When 2 or more players compete, highest score is awarded a special timed bonus ball at the end of game. (Increase bonus ball time by completing drop target banks).
- Matching last two numbers 1 Credit.

800-3



M O N S T E R S

C Y C L O P E S