

1 TO 4  
CAN PLAY

## INSTRUCTIONS

FOR  
AMUSEMENT  
ONLY

**Making Flashing** 1-5 Lane spots T-I-M-E letter. Completing Lanes 1-5 advances Time Ball Multipliers and scores 10K or highest lit value.

**Making Time Tube** lites flashing letter. Completing T-I-M-E starts Time Ball play. Lit Flipper Lane adds 5 seconds and Lane 1 adds 10 seconds to Time Ball play.

**Spelling F-A-N-T-A-S-Y** advances Bonus X (2X, 3X, 5X, 10X) & adds 5 seconds to Time Ball.

**Top Left Rollover** builds Mushroom Jump value.

**Making Mushroom Jump** in direction of lit arrow awards score and builds to next value. Making in wrong direction reduces value.

**Making Mushroom Jump** with 100,000 lit or Spelling T-I-M-E in Time Ball lights outlane Special.

515-3

1 TO 4  
CAN PLAY

## TIME FANTASY

FOR  
AMUSEMENT  
ONLY

# -FREE PLAY-

3  
BALLS  
PER  
GAME

3 REPLAYS FOR BEATING HIGH SCORE TO DATE

3  
BALLS  
PER  
GAME