



## Strategy

- Plunge for A (center rollover lane) to light spinner and rip spinner all day.
- Shoot either Z or T standup targets on either side of PF to light double bonus inerts. Then shoot left orbit or upper right collect lane to be awarded Double Bonus.

## INSTRUCTIONS

- When Credit light is lit, press Credit Button and wait for machine to reset before pressing Credit Button for additional players.
- Each Player shoots one ball at a time as indicated on back glass.
- Tilt Penalty - Ball in Play - does not disqualify player.
- Hitting Target Z or T lites Double Bonus lanes. When lit, lights Double Bonus. Collect Bonus when ball leaves playfield.
- Hitting Targets A Z T E C, lites Extra Ball Target. When lit, target hit Scores 1 Extra Ball. Maximum 1 Extra Ball per ball in play.
- Hitting Targets A Z T E C and Bonus to 50,000 lites Special Lane. Special scores 1 Credit.
- 1 Credit for each Player matching last two numbers of score to lited number on back glass when game is over.

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