

COLUMN ROW	1 YEL-BRN	2 YEL-RED	3 YEL-ORN	4 YEL-BLK	5 YEL-GRN	6 YEL-BLU	7 YEL-VIO	8 YEL-GRY
1 RED-BRN	SAME PLAYER SHOOT AGAIN (PLAYFIELD)	8,000 BONUS	GREEN TARGET #1 ARROW (BOTTOM)	RIGHT JET BUMPER	LOOP 5,000	TOP RIGHT SPINNER	20,000 BONUS	#1 PLAYER UP
2 RED-BLK	1,000 BONUS	9,000 BONUS	GREEN TARGET #2 ARROW	LEFT JET BUMPER	LOOP 10,000	MIDDLE RIGHT SPINNER	1 CAN PLAY	#2 PLAYER UP
3 RED-ORN	2,000 BONUS	NOT USED	GREEN TARGET #3 ARROW	BOTTOM JET BUMPER	LOOP 15,000	EJECT HOLE GREEN 5,000	2 CAN PLAY	#3 PLAYER UP
4 RED-YEL	3,000 BONUS	10,000 BONUS	GREEN TARGET #4 ARROW	"1"	LOOP 20,000	EJECT HOLE YELLOW 5,000	3 CAN PLAY	#4 PLAYER UP
5 RED-GRN	4,000 BONUS	2X	GREEN TARGET #5 ARROW (TOP)	"2"	EXTRA BALL WHEN LIT	EJECT HOLE RED 5,000	4 CAN PLAY	TILT
6 RED-BLU	5,000 BONUS	3X	CENTER 3 BANK ARROW (LEFT)	"3"	TOP 3 BANK ARROW (LEFT)	EJECT HOLE BLACKOUT	MATCH	GAME OVER
7 RED-VIO	6,000 BONUS	4X	CENTER 3 BANK ARROW (CENTER)	LEFT INSIDE ROLLOVER	TOP 3 BANK ARROW (CENTER)	LEFT SPECIAL	BALL IN PLAY	SAME PLAYER SHOOT (BACKBOX)
8 RED-GRY	7,000 BONUS	5X	CENTER 3 BANK ARROW (RIGHT)	RIGHT INSIDE ROLLOVER	TOP 3 BANK ARROW (RIGHT)	RIGHT SPECIAL	CREDITS (PLAYFIELD)	HIGH SCORE TO DATE

Figure 6. Lamp Matrix