

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSMENT
ONLY**

- ◆ **PLAYERS' COLOR MATCH**—Dropping colored targets when lit or flashing, or ball in saucer when flashing, lights corresponding color in Computer color column.
- ◆ **COMPUTER'S COLOR SELECTION**—Ball in outhole scores bonus points for each flashing or lit light.
Matching—color light flashes **Not Matching**—color remains lit.
- ◆ **SPECTRUM STARS**—One star awarded for 4 flashing colors in the same column. 100,000 points for each lit star at end of game. Right SPECIAL lane lights when 2 stars are made. Left SPECIAL lane—3 stars.
- ◆ **COMPUTER'S CLUE**—Spinners change side saucer colors. Ball in any saucer when color is matched will flash corresponding target and saucer lights; mismatch will turn off that color by targets and saucers.
- ◆ **BONUS MULTIPLIERS**—Advanced by making 4 center rollovers.
- ◆ Ball through Spectral Curve in proper direction lights 1 Spectral Curve light.
- ◆ **1 EXTRA BALL:** For 3 flashing yellow lights in the same column or when 4 Spectral Curve lights are lit.
- ◆ **3 EXTRA BALLS:** For 4 flashing yellow lights in the same column.
- ◆ **1 REPLAY:** For 3 flashing red lights in the same column.
- ◆ **3 REPLAYS:** For 4 flashing red lights in the same column.
- ◆ **TILT PENALTY**—Ball in play

