

SHUWATCH!

USE FLIPPERS TO CHANGE LOCATION OF SKILL SHOT. THEN LAUNCH AND SHOOT FAST!

LOCK A BALL BEHIND EACH BUILDING FOR BALTAN'S BASH MULTIBALL. SHOOT THE LEFT RAMP OR LEFT SPOT TARGETS TO REVEAL BALTAN, THEN QUICKLY SHOOT BALTAN TO SCORE JACKPOTS AND SUPER JACKPOT!

SHOOT THE CENTER DROP TARGETS TO LIGHT BETA CAPSULE FOR PIGMON MODES. LEFT OR RIGHT ORBIT RESETS DROP TARGET BANK. DEFEAT THREE KAIJU TO QUALIFY PIGMON AT THE BETA CAPSULE.

SHOOT CENTER RAMP THREE TIMES TO START JIRAHS BATTLE. SHOOT THE SPINNERS IN THE UPPER PLAYFIELD TO DEFEAT JIRAHS, THEN SHOOT THE BALCONY TO START JIRAHS MULTIBALL.

SHOOT THE RIGHT RAMP UNDER THE MIDDLE PLAYFIELD TO GAIN ACCESS TO THE BEMULAR DROP TARGET. SHOOT THE REVEALED SCOOP, THEN THE RED LIT TARGETS TO START BEMULAR BATTLE.

SHOOT SSSP COMMUNICATOR TO RECRUIT ALL 5 SSSP MEMBERS. LOCK THE BALL BEHIND THE SSSP DROP TARGET FOR TWO BALL MULTIBALL OR SAVE IT FOR AN EXTRA BALL!

