

# STAR TREK

## INSTRUCTION CARDS : AURICH'S PINSIDE EDITION

**COMPLETE LEVEL I: Kobayashi Maru** • **COMPLETE LEVEL II: Enterprise Amok** • **COMPLETE LEVEL III: 5 Year Mission**

**▲ 3-DEEP SHOT MULTIPLIER**

- Prime Directive - Saucer
- Klingon Battle - Left Ramp
- Space Jump - Right Orbit
- Destroy the Drill - Warp Ramp
- Nero - Left Orbit
- Save the Enterprise - Right Ramp

**▲ GALACTIC AWAY TEAM MODES**

- Prime Directive - Top Rollover Lanes
- Klingon Battle - Left & Right Ramps
- Space Jump - Vengeance Target
- Destroy the Drill - Spinner
- Nero - Red Matter Targets
- Save the Enterprise - Warp Ramp

**▲ T-R-E-K** : Complete letters to increase the spinner value

**▲ BEAM ME UP** : Complete the top lanes for bonus multipliers

**▲ SHIELDS** : Complete the left targets to activate left outlane rescue

**▲ KLINGON TARGETS** : Shoot the Klingon targets to light locks for Klingon Multiball

**▲ WEAPONS** : Complete the right targets to load photon torpedoes; Fire button launches

• **PROTECT & DEFEND THE CREW & ENTERPRISE** • **FREE PLAY** • **BOLDLY GO WHERE NO ONE HAS GONE BEFORE!**

**▲ AWAY TEAM** : Complete 3 shots on level 1 missions & shoot Away Team to start Galactic Modes

**▲ WARP RAMP** : Shoot the Warp Ramp to build Warp Speed, light extra ball, and other awards

**▲ BLACK HOLE** : Complete Red Matter targets to light Black Hole for mystery awards

**▲ VENGEANCE** : Shoot the center drop target to start 1 of 3 Vengeance Battles

**▲ ENTERPRISE ARROWS** : Enterprise inserts light red to indicate combo shots

Cut along crop guides, there is extra black around each card for bleed to prevent any white at the edges.