



Pricing & Rule Cards by Aaron Bilawchuk - 3DAaronB@gmail.com

INDIANA JONES

- 1. I-N-D-Y LANES**
Advance bonus "X", advance "FRIEND" lamps, then lite Extra Ball at eject.
- 2. FRIENDS JACKPOT**
Lite 5 friends to increase loop value and lite Jackpot at right ramp.
- 3. PATH OF ADVENTURE**
Complete A-D-V-E-N-T-U-R-E Targets to lite path (rt. Ramp). Make rt. Ramp to complete lit lanes on the TILT-A-MATIC™ playfield. Use left and right flipper buttons to move playfield.
- 4. HAND OF FATE**
Right and left return lanes lite eject for random reward.
- 5. MULTIBALL**
Complete 3-bank drop target to lite lock. Lock 3 balls in center shot to get in Idol for multiball. Shoot for left ramp to lite jackpot. Make right ramp to collect jackpot. Jackpots can be doubled or tripled at center shot.
- 6. START MODE**
Make eject w/lit to start mode lit on playfield. See display for mode instructions. Complete all modes for 6-ball multiball.
- 7. LOST TREASURE**
Complete single drop target to expose captive ball. Hit captive ball for instant 2-ball multiball. During this time, hitting captive ball awards lost treasure values.
- 8. HURRY-UP**
Right & left ramps lite winged lamps (6) in the middle of the playfield. Make center shot for Hurry-up score.

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