

 INSTRUCTIONS 

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Making 1 - 2 - 3 Lights 2x, Making 1 - 2 - 3 - 4 Lights 3x.
- Making 3 Bank Drop Targets Advances Thru Thunder, Lighting, Tempest And Super Flash.
- Making 5 Bank Drop Targets 1st Time Advances Hole Kicker Value, 2nd Time Lights Extra Ball, 3rd Time Lights Out Lane Specials.
- Tilt Penalty - Ball In Play - Does Not Disqualify Player.
- Special Scores _____ 1 CREDIT.
- Beating Highest Score Awards _____ 3 CREDITS.
- Matching Last Two Numbers On Score With Number On Match Window On Back Glass Scores _____ 1 CREDIT.

 SUPER FLASH SCORES — 50,000 