



INSTRUCTION FOR <<COMBAT>>

3 BALLS PER GAME

- 1) THE BUTTONS AT THE TOP OF THE PLAYFIELD ADVANCE THE BONUS AND SCORE BY 5000 WHEN LIT.
- 2) THE HOLE AT THE TOP OF THE LEFT HAND CANAL SCORES THE AMOUNT LIT IN THE LEFT HAND CANALE AND FLASHES THE BUMPERS. WHEN THE LEFT HAND CANAL LIGHTS ARE FULLY ADVANCED THE YELLOW LIGHTS AND THE BALL ENTERING THE HOLE SCORES 5000 POINTS ALSO THE BOTTOM LEFT AND RIGHT RED ROLLOVERS LIGHT ALTERNATELY AND GIVE A BONUS BALL WHEN HIT.
- 3) THE BALL IN THE RIGHT HAND GN CANAL SCORES 5000 POINTS AND INCREASES THE BONUS SCORE X10 WHEN THE BALL LEAVES THE PLAYFIELD AND THE GUN CANAL ALSO FLASHES THE POP BUMPERS.
- 4) THE POP BUMPERS WHEN FLASHING SCORE 1000 POINTS.
- 5) KNOCKING DOWN THE BOMB TARGETS TOTALLY THE FIRST TIME LIGHT THE RED TARGET THE BOMB TARGETS THEN SCORE 10,000 WHILST THE RED TARGET IS LIT.
- 6) THE SPINNING TARGET SCORES 1000 POINTS WHEN LIT AND ADVANCES THE LIGHTS IN THE TOP LEFT CANAL.
- 7) THE TWO RIGHT HAND YELLOW TARGETS ADVANCE THE BONUS AND HOLE SCORES. MATCHING THE LAST NUMBER GIVES 1 REPLAY.
- 8) WHEN THE RED SPECIAL IS LIT HITTING THE TARGETS GIVES 1 REPLAY.

