

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 CREW & THE ENTERPRISE** • **FREE PLAY** • **BOLDY 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.