

pinball

AMSTRAD CPC

INSTRUCTION
MANUAL



Mr. Q. A. R.

21ST CENTURY
ENTERTAINMENT

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CONTENTS OF THE BOX

Inside the game box you should find:

A) The game disk in three versions:

One 3" disk for internal/external 3" floppy drives.

One 3.5" disk for 3.5" floppy drives and emulators like HxC and Gotek.

One dsk file for M4 Board.

B) An instruction manual.

SYSTEM REQUIREMENTS

Pinball Dreams will run on any Amstrad CPC or 100% compatible machine with the following specification or higher:

128Kb of RAM

Floppy Disk Drive or M4 Board

Original Hardware and Monitor required for a full experience.

RUNNING THE GAME

For the 3" disk version, insert disk side A and type run"disc , then insert the side B when prompted.

For the 3.5" disk version, insert disk and type run"disc.

For the M4 Board, copy the dsk to the microSD then access the dsk with | cd and type run"disc.

Do not remove the disk from the drive while playing.

If you want to save hi-scores make sure the disk is always write-enabled.

MAIN MENU

To load a table use F-keys 1 to 4:

F1 – IGNITION TABLE


F2 – STEEL WHEEL TABLE

F3 – BEAT BOX TABLE

F4 – NIGHTMARE TABLE

The space-bar toggles the hi-score screen.

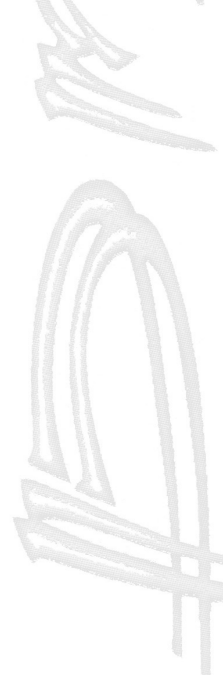
GAME CONTROLS



F1-F8	– Number of players (maximum 8 players).
CURSOR DOWN	– Pull back spring (release to shoot ball).
PERIOD	– “
CONTROL	– Flip left flipper and cycle lit/unit lights clockwise.
LEFT SHIFT	– “
Z	– “
CURSOR LEFT	– “
ENTER	– Flip right flipper and cycle lit/unit lights anti-clockwise.
BACKWARD SLASH	– “
M	– “
CURSOR RIGHT	– “
SPACE BAR	– Push the table.
CURSOR UP	– “
P	– Pause (P again or flipper keys restarts).
ESC	– Quit current game when ball is in the chute or back to menu during demo.

If at the end of a game you have a hi-score, simply type your name (3 letters allowed) when prompted. The delete key can be used to correct mistakes. If you want to save hi-scores make sure the disk is always write-enabled. The hi-scores are saved on disk when you return to the menu.

GENERAL INFORMATION



The JACKPOT is a score counter which is built up by all participating players together during the game. It is reset each time a JACKPOT is awarded to a player.

Many of the lights on the tables have letters written on them which enable special features as follows:

XB	– Extra Ball
DB	– Double Bonus
SB	– Score Bonus
HB	– Hold Bonus
xxx	– Score xxx thousands
xM	– Score x millions

A flashing light is often a hint as to where you can raise your score and collect the bonuses.

Most bonuses are not immediately added to your score. When you lose a ball, they are added up and your score is updated.

We will be using the following terms when describing each Pinball table's features:

Roll-Overs - This is a small switch which pokes through the surface of a Pinball table. It is shown as a vertical metal-coloured line and usually has a light above or below it. You enable its light and pick up points or a bonus whenever the ball rolls over it.

Target - This is a simple switch which is built-in to solid sections (such as walls) of a Pinball table. It usually has a light in front of it. Hitting the switch with the ball turns on the light and may award points or a Bonus.

Drop-Target - There are basically the same as normal Targets.

Passage - This is a channel that the ball can roll through.

Ball-Trap - This is like a small, dead-end Passage. When the ball enters into a Ball-Trap, it will be held there for a short time while you pick up a Bonus Score. Ball-Traps can be covered over (where you cannot see the ball) as well as being open (where you can see the ball).

Letters - These are actually lights in the shape of letters. They make up words on each Pinball table and once you have lit up the whole word, you score a Bonus.

Ramps - These are like raised Passages. They carry a ball from one position in a Pinball table to another. They are shown with solid grey entrances which change to wire-frame guides half-way along the Ramp. You can also shoot the ball under them.


Tunnel - A Tunnel is a passage that goes underneath a Ramp or another raised section of a Pinball table.

Multi-Bonus - A Bonus which when collected multiplies your Bonus Score. You can collect Multi-Bonuses of X2, X3, X4, X5, X6, X7, X8 or X10 depending on the table.

Mushroom - A circular bumper which awards points when hit.

CREDITS

Pinball Dreams CPC was written by BG Games:



Programming	- Rhino.
Disc loader	- Arnoldemu.
Graphics	- Mac, Rhino and Toni Gálvez.
Sound	- SuTeKH, Raft and McKlain.
Support	- Batman.
Testers	- QueenofMaps, Higgy, Kukulcan, Dredd, SuTeKH, MaV, Raft, Mac, The Broth3rs, Batman, Maxit and Alejandro Valdezate.

Original Pinball Dreams Amiga designed and written by Digital Illusions.

IGNITION

The following guidelines refer to the diagram below. Going from top to bottom of the table, we have:

MULTI-BONUSES

WARP ROLL-OVERS

LEFT PASSAGE

500 DROP TARGETS

LIGHT TARGETS

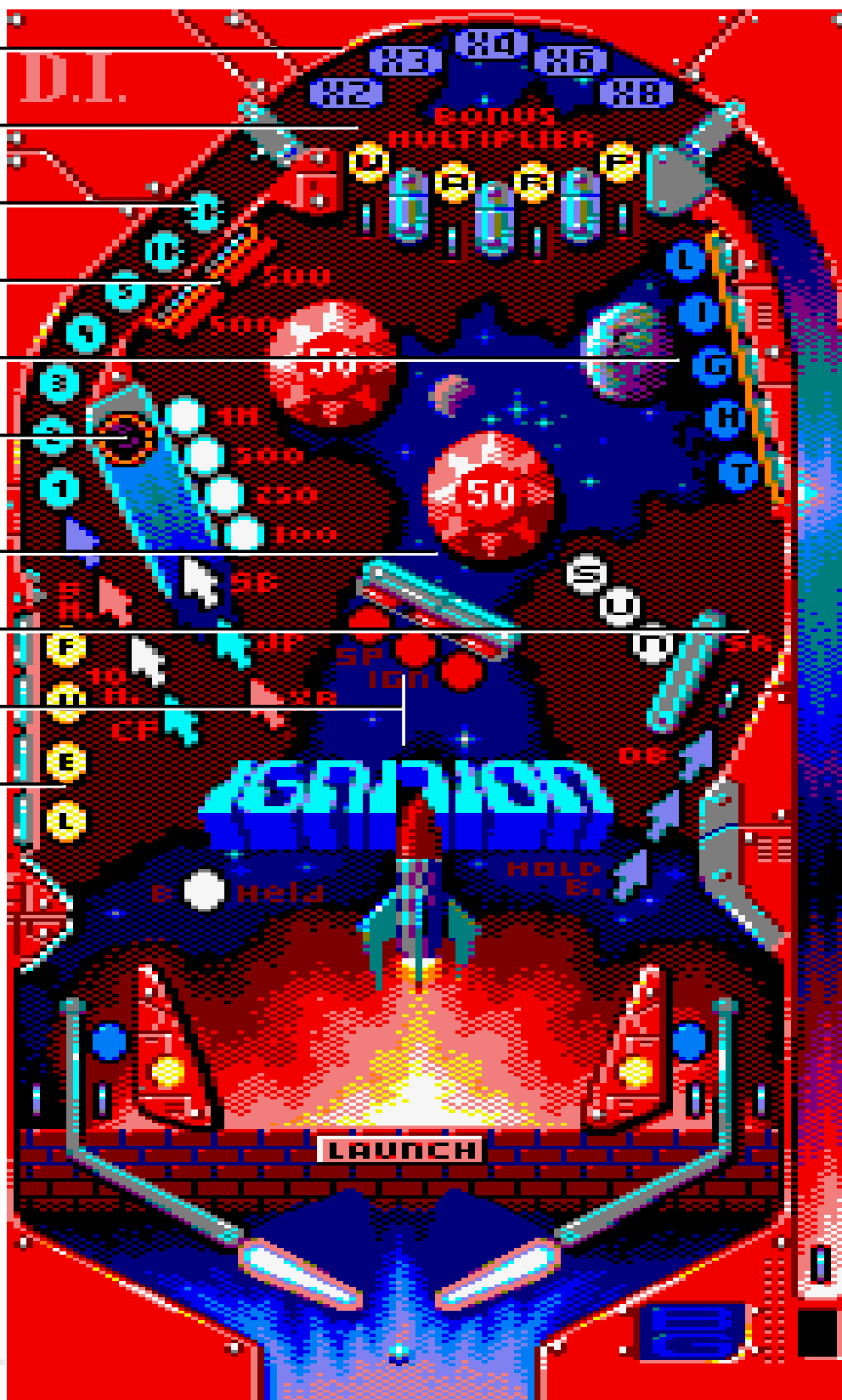
BALL-TRAP

MUSHROOM
BUMPERS

SUN RUN

SPELL IGNITION

FUEL TARGETS



THE W-A-R-P ROLL-OVERS AND MULTI-BONUSES

When you shoot a ball into the table one of the W-A-R-P lights will be flashing. If the ball travels over the flashing light's Roll Over then you will automatically collect the first Multi-Bonus (X2).

Each time you spell WARP by lighting up the four letters with the WARP Roll Overs, you collect a Multi-Bonus. You can enable Multi-Bonuses of X2, X3, X4, X6 and X8 (in this order).

Each time you spell WARP after collecting all the Multi-Bonuses you are awarded 1 Million points.

This light set can be cycled clockwise using the left and right flipper keys.

THE L-I-G-H-T TARGETS

Each time you spell LIGHT by lighting up the five letters you enable a special Bonus. There are three Bonuses:

XB (Extra Ball) - This Bonus is enabled the 1st time you spell LIGHT. To collect it, shoot the ball into the Ball-Trap. Whenever an Extra Ball has been collected the "Launch Again" light will be lit.

5M (5 Million) - This Bonus is enabled the 2nd time you spell LIGHT. To collect it, shoot the ball through the Left Passage.

10M (10 Million) - This Bonus is enabled the 3rd time you spell LIGHT. To collect it, shoot the ball through the Left Passage.

After you have collected all three Bonuses, the 5 Million and 10 Million point will then "cycle" - i.e. the 4th time you spell LIGHT, you enable 5 Million points and so on.

THE LEFT PASSAGE

Each time you shoot the ball through the Left Passage you collect the lit score and enable the next score. The Passage starts with a score value of 50,000 points and can go up to 2,500,000 points.

Every 20 seconds the highest enabled score value will become unavailable, so be quick to collect the points as soon as you have enabled them.

You can also collect other Bonuses here when you've enabled them elsewhere on the table (such as 5 Million points). Flashing arrows at the entrance to the Passage indicate available Bonuses.

THE 500 DROP-TARGETS

Each time you hit one of these you are awarded 50,000 points. Once both Drop-Targets have been enabled and you've collected their score values they reset so that you can collect them again.

THE MUSHROOM BUMPER

Each time you hit a Mushroom Bumper with the ball you are awarded 521 points.

THE BALL-TRAP

The Ball-Trap has four Score Bonuses to be collected: 100,000 points, 250,000 points, 500,000 points and 1,000,000 points. To collect the points simply shoot the ball into the Ball-Trap. Doing this automatically enables the next available Score Bonus. Once you have collected all four Score Bonuses the Ball-Trap will reset back to 100,00 points.

You can also collect other bonuses here when you've enabled them elsewhere on the table (such as Extra Ball). Flashing arrows at the entrance to the Ball-Trap indicate available Bonuses:

- | | |
|-------------------------|-------------------------------|
| XB (Extra Ball) | - Awards an Extra Ball. |
| JP (Jackpot) | - Awards Jackpot. |
| SB (Score Bonus) | - Awards the current Bonuses. |

THE IGNITION DROP-TARGETS AND IGNITION TEXT

Each time you enable the three "Speel Ignition" lights you add a letter to the IGNITION text. When you have lit up the whole word IGNITION you can collect the JACKPOT by shooting the ball into the Ball-Trap.

THE F-U-E-L TARGETS

Each time you spell FUEL by lighting up the four letters you enable the Collect Fuel Bonus. Shoot the ball through the Left Passage to collect the FUEL and fly to a new Planet. The more Planets you visit, the more points you can collect.

THE SUN-RUN AND SUN LIGHTS

Each time you shoot the ball through the SUN-RUN you enable a SUN light. Each time you spell SUN a Bonus is enabled:

HB (Hold Bonus) - This is enabled the first time you spell SUN. To collect it, shoot the ball through the SUN-RUN again. When you have collected the Hold Bonus the "Bonus Held" light will be lit to indicate it.

SB (Score Bonus) - This is enabled the second time you spell SUN. To collect it, shoot the ball into the Ball-Trap.

DB (Double Bonus) - This is enabled the third time you spell SUN. To collect it, shoot the ball through the SUN-RUN again.

You also score 1 Boost (10,000 points) each time you shoot the ball through the SUN-RUN.

Once you have enabled and collected all three Bonuses, they are reset. You can then enable and collect the Score Bonus and Double-Score Bonus again, time after time.

STEEL WHEEL

The following guidelines refer to the diagram below. Going from top to bottom of the table, we have:

ARROW ROLL-OVERS

TOP BALL-TRAP

THE TUNNEL

LEFT RAMP

THE WHEEL

CENTRE RAMP

MUSHROOM

BUMPERS

RIGHT BALL-TRAP

RIGHT DROP
TARGETS

STEAM TARGETS

GREEN BONUSES

CARRIER VALUES

TICKET VALUES



THE ARROW ROLL-OVERS

Each time you shoot a ball into the table one of the three Arrow lights will be flashing. If the ball travels across the flashing Arrow's Roll-Over you will be awarded a Score Bonus. There are six Score Bonuses to be collected, in this order:

1,000,000 points, 2,000,000 points, 3,000,000 points, 5,000,000 points, 10,000,000 points and 20,000,000 points.

Each time you enable all three Arrow lights you collect a Multi-Bonus. You can collect Multi-Bonuses of X2, X3, X4, X5, X6 and X7 (in this order).

Each time you light up all three Arrows after collecting all the Multi-Bonuses you are awarded 1 Million points.

This light set can be cycled clockwise using the left and right flipper keys.

THE LEFT RAMP AND TICKET VALUES

Shooting the ball up the Left Ramp awards the current Ticket Value. The current Ticket Value is shown by one of the flashing blue Ticket lights in the stack above the Left Flipper.

If you shoot the ball up the Left Ramp repeatedly (time after time) you will be awarded 1,000,000 points.

Each time the ball travels the Ramp you are awarded 1 Bonus Mile (100,000 points).

THE CENTER RAMP AND CARRIER VALUES

Shooting the ball up the Centre Ramp awards the current Carrier Value. The current Carrier Value is shown by one of the flashing yellow Wagon lights under the Centre Ramp.

If you shoot the ball up the Centre Ramp repeatedly (time after time) you will be awarded 1,000,000 points.

Each time the ball travels the Ramp you are awarded 1 Bonus Mile (100,000 points).

THE TOP BALL-TRAP

The Top Ball-Trap is covered and lies just under the Left Ramp.

If you shoot the ball into the Ball-Trap you can collect the Bonuses which are shown as flashing triangular lights below it (e.g. if HB is flashing you will collect the Hold Bonus).

Collectable Bonuses are:
Double Bonus, Score Bonus, Hold Bonus and Spin the Wheel.

If there are no Bonuses flashing when you put the ball into the Ball-Trap you will increase the Jackpot value by a random amount.

THE TUNNEL

The Tunnel is the Passage going under the Left Ramp and its entrance is to the left of the Ball-Trap.

If you shoot the ball through the Tunnel you will enable the Wheel and the Extra Carrier features. You can also collect an Extra Ball here when the XB light is lit or the Jackpot when the JP light is lit. When you have collected the Extra Ball the “Back On Track” light will be lit to indicate it.

THE MUSHROOM BUMPER

Each time you hit a Mushroom Bumper with the ball you are awarded 521 points.

THE WHEEL

You can spin the Wheel by shooting the ball through the Tunnel and then into the Top Ball-Trap. On the Wheel are six Bonuses:

XB (Extra Ball)	- Awards an Extra Ball.
1M (1 Million)	- Awards 1 Million Points.
JP (Jackpot)	- Awards Jackpot.
2M (2 Million)	- Awards 2 Million Points.
TK (Tiket)	- Enables the next Ticket value.
3M (3 Million)	- Awards 3 Million Points.

Each Bonus on the Wheel has a light on its left-hand side. These lights will be shown one after the other very rapidly and after a short while they will slow down and one will be left lit – this indicates your Bonus.

THE S-T-E-A-M TARGETS

Each time you spell STEAM by lighting up the five letters you enable the next Ticket value for the Left Ramp.

THE RIGHT DROP-TARGETS

Each time you light up all three white Drop-Targets you enable the next available Green Bonus.

The following Bonus features are also enabled from the Right Drop-Targets:

- HB** (Hold Bonus) - The first time all three lights are lit.
- SB** (Score Bonus) - The second time all three lights are lit.
- DB** (Double Bonus) - The third time all three lights are lit.
- JP** (Jackpot) - The fourth time all three lights are lit.

These four Bonus features are then cycled i.e. the fifth time all three lights are lit you enable the Bold Bonus and so on.

THE RIGHT BALL-TRAP AND GREEN BONUSES

The Right Ball-Trap is covered and lies in-between the ball chute and the Right Drop-Targets. Shooting the ball into the Right Ball-Trap awards the flashing Green Bonus feature. The Bonuses are:

- XC** (Extra Carrier) - Enable the next Carrier Value.
- 1M** (1 Million) - Awards 1 Million points.
- TP** (Ticket Price) - Enable the next Ticket Value.
- 5M** (5 Million) - Awards 5 Million points.
- XB** (Extra Ball) - Awards an Extra Ball.

If there are no Green Bonuses lit then you will increase the Jackpot value by a random amount.

BEAT BOX

The following guidelines refer to the diagram below. Going from top to bottom of the table, we have:

STAR ROLL-OVERS

MUSHROOM
BUMPERS

LEFT RAMP

MIDDLE LEFT
TUNNEL

RIGHT RAMP

MIDDLE TARGET
MIDDLE RIGHT TUNNEL


LEFT PASSAGE
RIGHT TUNNEL

RIGHT TARGET

DOLLAR DROP
TARGETS



THE STAR ROLL-OVERS



Each time you enable all three red Star lights you collect a Multi-Bonus. You can enable Multi-Bonuses of X2, X3, X4, X5, X6 and X7 (in this order).


Each time you light up the three Star lights after collecting all the Multi-Bonuses you are awarded a Double Bonus.

This light set can be cycled clockwise using the left and right Flipper keys.

THE MUSHROOM BUMPERS

Each time you hit a Mushroom Bumper with the ball you are awarded 521 points.

THE LEFT RAMP AND THE TOUR BONUSES




Shooting the ball up the Left Ramp awards the current Tour Bonus. There are three Tour Bonuses to collect:

- | | |
|------------------------------|----------------------------|
| EU T (Europe Tour) | - Awards 500,000 points. |
| US T (USA Tour) | - Awards 1,000,000 points. |
| BG T (Big World Tour) | - Awards 2,000,000 points. |

The current Tour Bonuses is shown by a flashing circular blue light at the entrance to the Left Ramp. You do not have to enable and collect the Bonuses one at time – it is possible to light all three Bonuses in any order and then collect them.

Collecting the Big World Tour Bonus enables the Jackpot.

THE LEFT PASSAGE AND THE BONUS SCORE ARROWS



Shooting the ball into the Left Passage awards the current flashing red Arrow Bonus Score. There are six Arrow Bonuses to collect:

- | | |
|--------------------------|--|
| SB (Score Bonus) | - Awards the current Bonuses. |
| DB (Double Bonus) | - Doubles the current Bonuses. |
| HB (Hold Bonus) | - Enables the Bonus Held feature. |
| XB (Extra Ball) | - Awards an Extra Ball. |
| JP (Jackpot) | - Awards the Jackpot. |
| MH (Mega Hit) | - Awards the increasing score value shown. |

If no bonuses are lit then shooting the ball into the Left Passage increases the Jackpot by a random amount.

If the Extra Ball is collected the “Hit The Charts” light will enable to indicate it.

THE MIDDLE LEFT TUNNEL AND THE GREEN ARROW LIGHTS

Each time you shoot the ball up the Middle Left Tunnel you enable one of the three green Arrow lights. Each time you light all three Arrow lights you enable the LP/CD/MC Bonus and one of the following:
Hold Bonus, Double Bonus and Score Bonus.
These three Bonuses cycle so that the fourth time you light all three Arrows you enable LP/CD/MC and Hold Bonus, and so on.

THE MIDDLE TARGET

Hitting the Middle Target with the ball enables The Europe Charts. The blue arrow below the Target will flash and you will collect 10,000 points. Shooting the ball into the Middle Tunnel will now award you the next number in the Europe Charts.
Note that you have to enable the target for each number in the chart (i.e. 6 times).

THE MIDDLE RAMP AND THE FORMAT BONUSES

Shooting the ball through the Middle Ramp awards the current Format Bonus. The current Format Bonus is shown by a flashing circular green light from the set under the entrance to the Middle Ramp. There are five Format Bonuses to collect, as follows:

SI (Single)	- Awards 100,000 points.
VI (Video)	- Awards 250,000 points.
MA (Maxi 12° Single)	- Awards 500,000 points.
CD (CD/LP/MC)	- Awards 750,000 points.
MV (Movie)	- Awards 1,000,000 points.

Shooting the ball here will also award you the next number in either the Europe or USA Charts if you have enabled them (numbers 6, 5, 4, 3, 2 or 1). Reaching number 1 in any Chart awards 5,000,000 points.

THE RIGHT TUNNEL AND THE WHITE ARROW LIGHTS

Each time you shoot the ball into the Right Tunnel you enable one of the three white Arrow lights. Light all three Arrows to enable the Movie Bonus and one of the following:

Double Bonus, Extra Ball and Mega Hit.

These Bonuses cycle so that the fourth time you light up all three Arrow lights you enable Movie and Double Bonus, and so on.

THE MIDDLE RIGHT TUNNEL AND THE BLUE ARROW LIGHTS

Shooting the ball into the Middle Right Tunnel enables the Single bonus. Also, each time you shoot the ball into the Right Tunnel you enable one of the three blue Arrow lights just under the Tunnel entrance.

Each time you light all three you enable a Format Bonus, as follows:

VI (Video) - Enabled the first time you light all three Blue Arrows.

MA (Maxi 12° Single) - Enabled the second time you light all three Blue Arrows.

These Format Bonuses cycle, so that the third time you light up all three blue Arrow lights you enable the Video Bonus, and so on.

Once the ball has gone through the Tunnel it will reappear in the Mushroom Bumpers area.

THE RIGHT TARGET

Hitting the Right Target with the ball enables the USA Charts. The blue arrow to the left of the Target will flash and you will collect 10,000 points. Shooting the ball into the Middle Ramp will now award you the next number in the USA Charts.

Note that you have to enable the target for each number in the chart (i.e. 6 times).

THE DOLLAR DROP-TARGETS

Each time you light up all three white Dollar Drop-Targets you enable a Tour Bonus, as follows:

EU T (Europe Tour) - Enabled the first time all three lights are lit.

US T (USA Tour) - Enabled the second time all three lights are lit.

BW T (Big World Tour) - Enabled the third time all three lights are lit.

These Bonuses are cycled so that lighting up all three lights for a fourth time enable Europe Tour and so on.

NIGHTMARE

The following guidelines refer to the diagram below. Going from top to bottom of the table, we have:

TOP RIGHT BALL-TRAP

DIE ROLL-OVERS

TOP MIDDLE

BALL-TRAP

LEFT RAMP

MUSHROOM

BUMPERS

RIGHT PASSAGE

MUSHROOM

DROP TARGETS

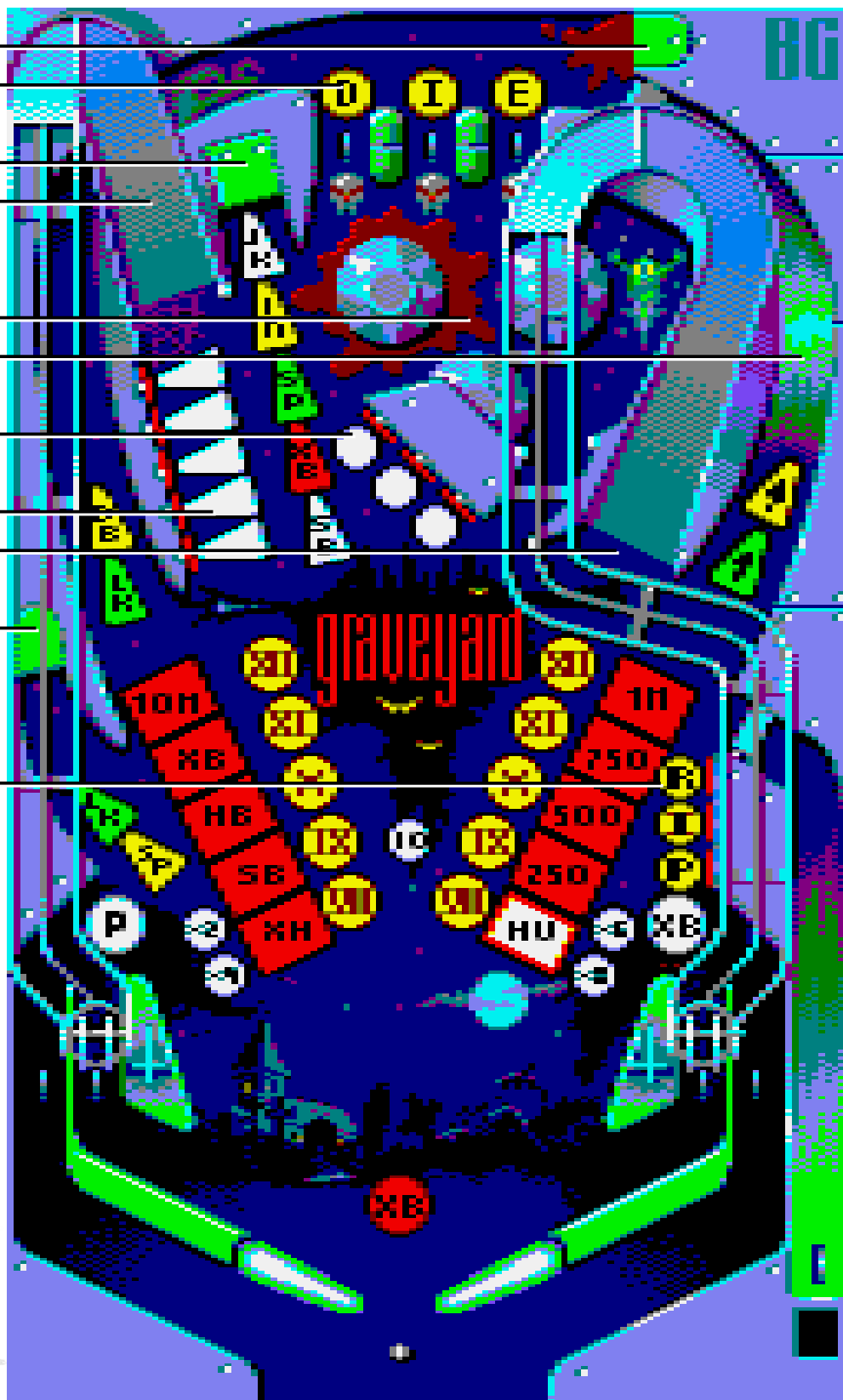
WHITE TRIANGLE

DROP TARGETS

RIGHT RAMP

LOWER BALL-TRAP

RIP TARGETS



THE TOP RIGHT BALL-TRAP

Shooting the ball into the Top Right Ball-Trap awards you the flashing red Bonus from the Cross stack on the left-hand side of the table. You can also collect the Double Bonus here when it's enabled (the triangle DB light will be lit).

There are five red Bonuses to collect:

- XH** (Extra Hour) - Awards an extra Roman Numeral Score.
- SB** (Score Bonus) - Awards the current Bonuses.
- HB** (Hold Bonus) - Enables the Bonus Held feature.
- XB** (Extra Ball) - Awards an Extra Ball.
- 10M** (10 Million) - Awards 10,000,000 points.

When the Lock light is lit shooting the ball into the Ball-Trap causes another ball to be replaced in the chute ready for you to try and collect the Multi-Jackpot in the Middle Ball-Trap.

THE D-I-E ROLL-OVERS

Each time you spell DIE by lighting up the three letters with the DIE Roll-Overs, you collect a Multi-Bonus. You can enable Multi-Bonuses of X2, X4, X6, X8 and X10.


Collecting the X6, X8 and X10 Multi-Bonuses also enables the Double Bonus feature. Collecting X10 Multi-Bonus enables the Double Bonus and Extra Ball features.

THE TOP MIDDLE BALL-TRAP

This Ball-Trap is situated under the Left Passage. Shooting the ball into the Top Middle Ball-Trap awards you the following Bonuses if they are enabled (indicated by the flashing triangle lights underneath the Ball-Trap) in this order:

Score Bonus, Extra Ball, Jackpot, Super Jackpot.

When an Extra Ball is awarded the XB light will enable to indicate it. You can also enable the Ball-Lock by shooting the ball into the Top Middle Ball-Trap three times. The first time you shoot it will enable Init (initiate) light. The second time will fix the Init light. The third time you shoot it will activate the Ball-Lock. The fourth time you shoot it will collect the Jackpot




and enables the Super Jackpot for 7 seconds. The fifth time you shoot it will collect the Super Jackpot if enabled.

When Ball-Lock is activated (the Lock lights for the Top Right Ball-Trap and Lower Left Ball-Trap will be lit), shoot the ball into either of these Traps to put a new ball in the chute. Now aim for the Middle Ball-Trap to collect the Multi Jackpot (Jackpot X2 or X3).

THE MUSHROOM BUMPERS

Each time you hit a Mushroom Bumper with the ball you are awarded 521 points.

THE LEFT RAMP AND ITS ROMAN NUMERALS



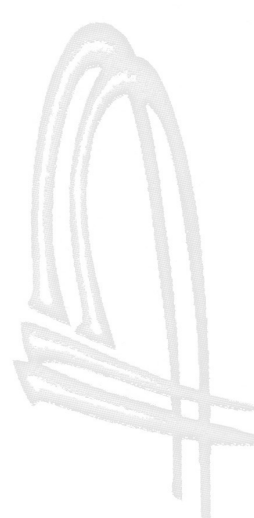
Shooting the ball up the Left Ramp awards 50,000 points and increases the Jackpot by a random amount.

If one of the Roman Numerals in the left stack is flashing then shooting the Left Ramp will enable it. Enable all the Roman Numerals (in both left and right stacks) to reach Midnight.

When Midnight is active you will be awarded 5,000,000 points on the Ramp for a limited time period. Reaching Midnight also activates the Hurry-Up (HU) feature on the Right Passage.

If you shoot the ball up the Left Ramp eight seconds or less after shooting the Right Ramp you are awarded 1,000,000 points.

THE RIGHT RAMP AND ITS ROMAN NUMERALS



Shooting the ball up the Right Ramp awards 50,000 points and increases the Jackpot by a random amount.

If one of the Roman Numerals in the right stack is flashing then shooting the Right Ramp will enable it. Enable all the Roman Numerals (in both left and right stacks) to reach Midnight.

When Midnight is active you will be awarded 5,000,000 points on the Ramp for a limited time period. Reaching Midnight also activates the Hurry-Up (HU) feature on the Right Passage.

If you shoot the ball up the Right Ramp eight seconds or less after shooting the Left Ramp you are awarded 1,000,000 points.

THE WHITE TRIANGLE DROP-TARGETS

Each time you light up all five white Triangle Drop-Targets you enable one of the following Bonus features:
Score Bonus and Extra Ball.

These Bonuses are collected in the Middle Ball-Trap and once enabled their indicator lights will flash under the Trap.

These Bonuses cycle, so that when you light up all five Triangle Drop-Targets for the third time you will enable Score Bonus, and so on.

THE MUSHROOM DROP-TARGETS AND THEIR BONUSES

Each time you light up all three Mushroom Drop-Targets you enable a red Bonus feature. There are five red Bonuses:
Extra Hour, Score Bonus, Hold Bonus, Extra Ball and 10 Million.

These red Bonuses are collected in the Top Right Ball-Trap and once they are enabled their indicator lights will flash (these lights are shown in the Cross stack on the left-hand side under the entrance to the Left Passage).

Lighting all three Mushroom Drop-Targets also you will light up a letter of GRAVEYARD. When you have spelt the complete word you will double your score.

THE RIGHT PASSAGE

Shooting the ball through the Right Passage awards the current red Bonus from the Coffin stack on the right-hand side of the table.

Shooting the ball through the Right Passage when Hurry-Up has been enabled (upon reaching Midnight) awards the score as shown in the score panel.

If you shoot the ball through the Right Passage so that it travels up and over the DIE Roll-Overs and then down the Left Passage (a "Loop") you are awarded 1,000,000 points and the next red Bonus in the Coffin stack is enabled.

THE LOWER LEFT BALL-TRAP

Shooting the ball into the Lower Left Ball-Trap raises the Jackpot by a random amount.

If the Spin light is lit then shooting the ball into the trap will rapidly cycle through the Mystery spin Bonuses. The cycling will slow down and you will collect one of the following Bonuses:

100,000 points	- Awards 100,000 points.
Hold Bonus	- Enables the Bonus Held feature.
3 Million	- Awards 3,000,000 points.
10 Million	- Awards 10,000,000 points.
Return-Lanes lit	- Enables the Hurry-Up and Extra Ball features.
Extra Ball	- Awards an Extra Ball.
Double Score	- Doubles your score.
Jackpot	- Awards the Jackpot.

When an Extra Ball is awarded the XB light will enable to indicate it.

When the Lock light is lit, shooting the ball into the Ball-Trap will hold it there and place a new ball in the chute ready for you to try and collect the Multi-Jackpot from the Middle Ball-Trap.

THE R-I-P TARGETS

Lighting Rip enables the Spin feature in the Lower Left Ball-Trap.

