

Kickback

Completing 3 top lanes (lane change available) lites left return lane (completing twice doesn't lite both left and right). Slingshots change lit return lane alternate left and right. Lit return lane lites left outlane for kickback, and return lane turns off. Using kickback makes left outlane unlit. It's expected that the ball kicked back may react 6 rollover buttons and captive ball, also may go into kick-out hole.

Ball Return Gate

Rollover button will be lit when a ball passes it. In another way, every 20 hits of bumpers will lite an unlit rollover button (priority given to the left side). When all 6 rollover buttons are lit, ball return gate at right outlane is opened. The gate will close when used, then all rollover buttons will be unlit.

Up Post

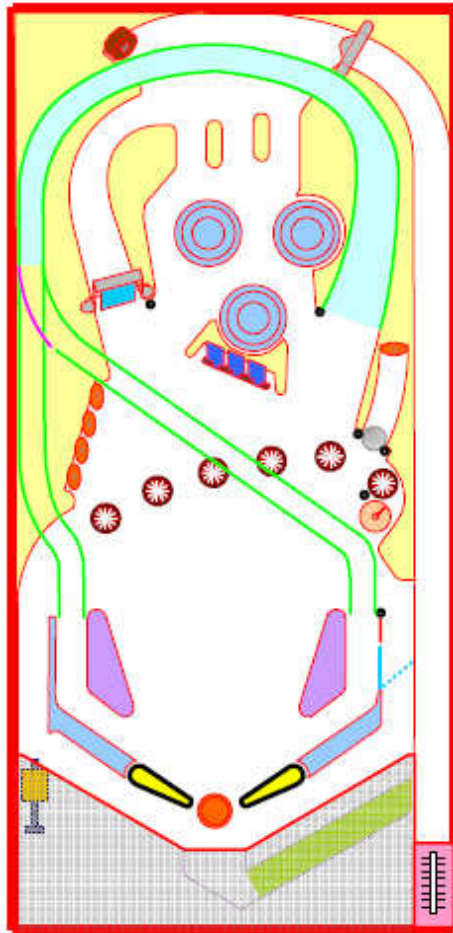
Shooting captive ball (needed to hit the target behind) makes post between flippers up. Activating any lit rollover buttons out of 6 makes the post down.

Special

When kickback, ball return gate and up post are all active (this is the invincible state), SPECIAL is always lit on the captive ball. SPECIAL can be got by every hit the target behind.

Value of Spinner and Ramp

Completing 4 standup targets increases spinner value. Completing 3 drop targets increases ramp value. Note that a ball from ramp during single ball always heads to right return lane for combo, but during multiball always heads to left return lane for aiming jackpots repeatedly.



Bonus

Each of drop target, standup target, captive ball (target behind), and kick-out hole adds a bonus. Completing top lanes advances bonus multiplier. Bonus is collected at the end of each ball, but is void by TILT penalty.

Multiball

Completing both 3 drop targets (timed reset) and 4 standup targets lites lock at kick-out hole. Lock a ball, then 2-ball multiball starts by shooting another ball appearing at shooter lane. Note that a fast ball aiming kick-out hole may pass through the hole and may hit captive ball. Drop targets are reset at the start of each ball, but the state of hitting standup targets is kept for ball to ball.

Jackpot

During multiball, shoot a ball to kick-out hole (lock is lit) and the ball stays there and countdown starts. Then shoot another ball to ramp for getting jackpot repeatedly until the locked ball is kicked out when the countdown ends. If another ball makes the rollover button behind kick-out hole while a ball already stays there, then the 2 balls switched and more seconds are added to the countdown. Jackpot value is always (even if not multiball) increased by the spinner. It resets to its initial value only when the countdown ends.

Extra Ball

During multiball, completing all of top lanes, drop targets and standup targets lites EXTRA BALL on captive ball. It'll be unlit when EXTRA BALL is got or when multiball ends. At the start of multiball, top lanes, drop targets and standup targets are reset. During multiball, drop targets are never reset after completed. After the end of multiball, drop targets and standup targets are reset.

Combo for Lock

During single ball, completing combo as below lites lock at kick-out hole. After lock is lit, combo makes jackpot value double (possible in multiball, but hard).

ramp (+ a return lane)

-> 10 spins of spinner

-> center of top lanes

-> 10 hits in a row on bumpers