

## **CLOSE ENCOUNTERS OF THE THIRD KIND**

### **INSTRUCTIONS**

**3 BALLS PER PLAYER**

HITTING A-B-C ROLLOVERS INCREASES INDICATED ROTO TARGET VALUE. COMPLETING A-B-C ROLLOVERS LIGHTS "EXTRA BALL" AND "SPECIAL" FEATURES.

STAR ROTO TARGET VALUE IS 500 POINTS. HITTING STAR ROTO TARGET SCORES INDICATED VALUE AND INCREASES BONUS MULTIPLIER.

BLACK DROP TARGETS SCORE 500 POINTS. COMPLETING DROP TARGETS INCREASES BONUS MULTIPLIER, ADDS 5 BONUSSES, LIGHTS "EXTRA BALL" AND "SPECIAL" FEATURES, SCORES 5000 POINTS AND RESETS TARGETS.

BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL.

A TILT DOES NOT DISQUALIFY A PLAYER.

MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS ON BACK GLASS AFTER GAME IS OVER SCORES ONE REPLAY.

## **CLOSE ENCOUNTERS OF THE THIRD KIND**

### **INSTRUCTIONS**

**5 BALLS PER PLAYER**

HITTING A-B-C ROLLOVERS INCREASES INDICATED ROTO TARGET VALUE AND YELLOW DROP TARGET VALUE. COMPLETING A-B-C ROLLOVERS LIGHTS "EXTRA BALL" FEATURE.

STAR ROTO TARGET VALUE IS 500 POINTS. HITTING STAR ROTO TARGET SCORES INDICATED VALUE AND INCREASES BONUS MULTIPLIER.

BLACK DROP TARGETS SCORE 500 POINTS. YELLOW DROP TARGETS SCORE 500 OR 5000 POINTS WHEN LIT. COMPLETING DROP TARGETS INCREASES BONUS MULTIPLIER, LIGHTS "SPECIAL" FEATURE, SCORES 5000 POINTS AND RESETS TARGETS.

BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL.

A TILT DOES NOT DISQUALIFY A PLAYER.

MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS ON BACK GLASS AFTER GAME IS OVER SCORES ONE REPLAY.