

# THE INCREDIBLE HULK™

## INSTRUCTIONS

5 BALLS PER PLAYER

DROP TARGETS SCORE 500 POINTS. COMPLETING DROP TARGETS SPOTS "C", SCORES 5000 POINTS AND RESETS TARGETS.

COMPLETING 1-2-3 SEQUENCE LIGHTS "EXTRA BALL" ROLLOVER AND SPINNING TARGET.

COMPLETING A-B-C SEQUENCE LIGHTS "SPECIAL" ROLLOVERS.

POP BUMPERS AND ROLLOVER BUTTONS SCORE 100 POINTS.

A TILT DOES NOT DISQUALIFY A PLAYER.

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

433 SS

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# THE INCREDIBLE HULK™

## INSTRUCTIONS

3 BALLS PER PLAYER

DROP TARGETS SCORE 3000 POINTS. COMPLETING DROP TARGETS SPOTS "C", SCORES 5000 POINTS AND RESETS TARGETS.

COMPLETING 1-2-3 SEQUENCE LIGHTS "EXTRA BALL" ROLLOVER AND SPINNING TARGET.

COMPLETING A-B-C SEQUENCE LIGHTS "SPECIAL" ROLLOVERS.

POP BUMPERS AND ROLLOVER BUTTONS SCORE 1000 POINTS.

A TILT DOES NOT DISQUALIFY A PLAYER.

MAKING "SPECIAL" SCORES ONE EXTRA BALL. MAXIMUM ONE EXTRA BALL PER BALL IN PLAY.

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