

PANTHERA

INSTRUCTIONS

5 BALLS PER PLAYER

COMPLETING 1-2-3 SEQUENCE AFTER YELLOW-BLUE-WHITE-GREEN ROLLOVER SEQUENCE IS COMPLETED LIGHTS HOLE ALTERNATELY FOR "SPECIAL".

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

DROP TARGET VALUE IS 500 POINTS OR 3000 POINTS AND ADD BONUS WHEN LIT. COMPLETING THREE DROP TARGETS OF THE SAME COLOR WHEN LIT ADVANCES MULTIPLIER.

POP BUMPERS SCORE 100 POINTS.

MAXIMUM ONE SPECIAL PER GAME AND ONE EXTRA BALL PER BALL IN PLAY.

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.

PANTHERA

INSTRUCTIONS

3 BALLS PER PLAYER

COMPLETING YELLOW-BLUE-WHITE-GREEN ROLLOVER SEQUENCE LIGHTS HOLE ALTERNATELY FOR "SPECIAL".

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

DROP TARGET VALUE IS 500 POINTS OR 5000 POINTS AND ADD BONUS WHEN LIT. COMPLETING THREE DROP TARGETS OF THE SAME COLOR WHEN LIT ADVANCES MULTIPLIER.

POP BUMPERS SCORE 1000 POINTS.

MAXIMUM ONE SPECIAL PER GAME AND ONE EXTRA BALL PER BALL IN PLAY.

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.