

PINBALL POOL

INSTRUCTIONS

3 BALLS PER PLAYER

HITTING A DROP TARGET DROPS OPPOSITE CORRESPONDING TARGET.

COMPLETING THE 15 BALL SEQUENCE LIGHTS HOLES FOR "SCORES BONUS".

THE 15 BALL SEQUENCE RESETS WHEN BONUS IS SCORED.

COMPLETING A-B-C LIGHTS 8 BALL ROLLOVER FOR "EXTRA BALL".
COMPLETING A-B-C AND 8 BALL ROLLOVER LIGHTS HOLES FOR "SPECIAL".

POP BUMPERS SCORE 1000 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.

PINBALL POOL

INSTRUCTIONS

5 BALLS PER PLAYER

HITTING AN EVEN NUMBERED DROP TARGET DROPS OPPOSITE CORRESPONDNG TARGET.

COMPLETING THE 15 BALL SEQUENCE LIGHTS HOLES FOR "SCORES BONUS".

THE 15 BALL SEQUENCE RESETS WHEN BONUS IS SCORED.

COMPLETING A-B-C LIGHTS 8 BALL ROLLOVER FOR "EXTRA BALL".
COMPLETING A-B-C AND 8 BALL ROLLOVER LIGHTS HOLES ALTERNATELY FOR "SPECIAL".

POP BUMPERS 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.

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