

INSTRUCTIONS

- Insert coin and wait for machine to reset before inserting coin for next player.
- Each player shoots one ball at a time as indicated on back glass.
- Tilt penalty — ball in play. Tilt does not disqualify player.
- Making 1-2-3-4-5 rollover buttons increases values of two side eject holes.
- Making "A" & "B" targets, scores 300 points, advances 1 to 5 three times and opens gate. Gate will not open if same player shoots again lite is on.
- Top center rollover lane and center eject hole increase value of center eject hole. When 10,000 points are made on center eject hole, value returns to 1000 points.
- Maximum — 1 extra ball per ball in play.
- 1 replay for each player matching last two numbers on score reels to lited number that appears on back glass when game is over.

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For Amusement
Only

HONEY

One to Four
Players

3 BALLS PER GAME

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