

VULCAN

INSTRUCTIONS

ONE, TWO, THREE OR FOUR PLAYERS — 3 BALLS PER PLAYER

INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE. REPEAT FOR ADDITIONAL PLAYERS.

1 THRU #5 NUMBERED SEQUENCE SCORES 3000 POINTS, LIGHTS WHITE TARGETS FOR TRIPLE BONUS ADVANCE AND LIGHTS CORRESPONDING STAR ROLLOVER BUTTONS. HITTING #1 THRU #5 NUMBERED SEQUENCE LIGHTS "SPECIALS".

MAKING "SPECIAL" GIVES ONE EXTRA BALL.

COMPLETING GREEN TARGETS LIGHTS "EXTRA BALL WHEN LIT".

MAXIMUM ONE EXTRA BALL PER BALL IN PLAY.

COMPLETING WHITE TARGETS RESETS TARGETS AND LIGHTS "2 X BONUS VALUE".

BONUS IS SCORED UPON COMPLETION OF BALL IN PLAY. BONUS VALUE DOUBLES ON LAST BALL IN PLAY.

VULCAN

INSTRUCTIONS

ONE, TWO, THREE OR FOUR PLAYERS — 5 BALLS PER PLAYER

INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE. REPEAT FOR ADDITIONAL PLAYERS.

#1 THRU #5 NUMBERED SEQUENCE SCORES 500 POINTS, LIGHTS WHITE TARGETS FOR DOUBLE BONUS ADVANCE AND LIGHTS CORRESPONDING STAR ROLLOVER BUTTONS. COMPLETING NUMBERED SEQUENCE LIGHTS "SPECIALS".

MAKING "SPECIAL" GIVES ONE EXTRA BALL.

COMPLETING GREEN TARGETS LIGHTS "EXTRA BALL WHEN LIT".

MAXIMUM ONE EXTRA BALL PER BALL IN PLAY.

COMPLETING WHITE TARGETS RESETS TARGETS AND LIGHTS "2 X BONUS VALUE".

BONUS IS SCORED UPON COMPLETION OF BALL IN PLAY. BONUS VALUE DOUBLES ON LAST BALL IN PLAY.