Special Rollover

Ball crossing Inner Top Left Rollover, when Special is lit, scores Special. See Extra Ball Rollover at right.

Extra Ball Rollover

Ball crossing Inner Top Right Rollover, when Extra Ball is lit, delivers Extra Ball to shooter-tip. Special light and Extra Ball light alternate, after Bonus hits 15,000, continue to alternate, until Bonus is collected.

New Knockout Alley

Ball crossing Button at top of Center Lane, advances Bonus, lights Double Bonus, lights Left and Right Lanes to increase scoring and Bonus-building power of Lane Buttons. Center Lane values light at random, and one, two, three or all four values may be lit when ball wiggles through the Center Lane.

Variable Score Kickout Hole

Ball shot into Kickout Hole rings up score indicated directly below Hole. 30 lights before each ball is shot, remains lit until ball is shot into Kickout Hole, scoring 30. Then 300 lights, remains lit until ball is again shot into Kickout Hole, scoring 300. Then 3,000 lights, and each ball shot into Kickout Hole scores 3,000, until ball sinks in out-hole, when cycle repeats, from 30.

Out-Hole Bonus

Bonus starts at 1,000, advances as ball hits various skill objectives, including advance of 3,000 by ball in Kickout Hole. Highest lit Bonus remains lit, until collected by ball entering out-hole.

High Scoring Skill Objectives

Twin Spinner Gates, scoring 10 points per spin, and numerous other 100, 500, 1,000 points scoring objectives give players a crack at extra high scores, insure continuous repeat play.

Double Bonus

Bonus doubled if collected when Double Bonus is lit. See Knockout Lane.

SANDLER VENDING COMPANY

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—Call Collect Any Time—

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