

## CHAMPION PUB RULES

WATCH DISPLAY FOR INSTRUCTIONS AND PROMPTS.

*OBJECTIVE* - Win five fights to become Pub Champion.

Train on the heavy bag, speed bag, and jump rope to increase your LIFE BAR.  
A full LIFE BAR lights START FIGHT.

*\*\* Use flipper buttons to make the ball jump in the jump rope  
or to operate fists in speed bag area. \*\**

*SKILL SHOT* - Press launch button and hold, release to collect highlighted award.

*EXTRA BALL* - Win second fight to light extra ball.

*MULTIBALLS*      *MULTI BRAWL* - Lock three balls

*RAID* - Win third fight

*FISTICUFFS* - Hit heavy bag to spell out BARFLY FISTICUFFS

*JACKPOTS* - Lit Return lanes light Jackpots.

WHEN IN DOUBT SHOOT FOR THE FLASHING LIGHT.  
CHECK [WWW.WMS.COM](http://WWW.WMS.COM) FOR A COMPLETE SET OF RULES.

16-10630

Font used: Bookman Old Style

**Cards status:**

16-10630 confirmed.

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun,

Peter

[www.inkochnito.nl](http://www.inkochnito.nl)