

### **CONGO - RULES OF PLAY**

**EXTRA BALL:**

Light extra ball by exploring Map, Mystery Feature or shooting Volcano Ramp.

**MYSTERY FEATURE:**

Complete Z-I-N-J rollovers to light.

**SKILL SHOT:**

Hit lit target when Skill Shot lamp is flashing.

**LOWER LEVEL:**

Complete G-R-A-Y sequence to capture ball and start feature.

**HIPPO BONUS:**

Jet bumpers light H-I-P-P-O. When Hippo is lit, shoot Collect or 3X Collect to score.

**VOLCANO MULTI-BALL™(3-BALL):**

Collect four diamonds to light Lock lamp. Capture three balls to start.

**SUPER MULTI-BALL™(2 LEVEL, 5-BALL):**

Collect 100 diamonds to start.

**MAP FEATURE:**

Shoot when lit to relight diamonds and collect Map awards.

16-10202

Font used: Helvetica

**Cards status:**

16-10202 confirmed.

16-10167 confirmed (same text as 16-10202).

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)