



CONGO

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 o light Lock lamps. Capture three balls to start.

Super Multi-Ball™ (2 Level, 5 balls) – Collect 100 diamonds to star

Map Feature – Shoot when lit to relight diamonds and collect Map awards.