

How to play **HAUNTED HOUSE**

5 BALLS
PER GAME

BONUS MULTIPLIER . Ball changing levels advances bonus multiplier except lower lever up-kicker and upper level ramp.

DOUBLE SCORING . .Completing lower level target bank twice or upper level target bank tghree times lights double scoring for middle level. Making 11 "hits" on upper level lights couble scoring for lower level. Making 11 "hits" on lower level lights double scoring on upper level.

DOUBLE BONUS . . . Three holes at entrance light double bonus when lit. Left hole lights upper level, center hole lights lower level, right hole lights middle level.

EXTRA BALL Completing targets 1-5 in order or completing any drop target bank lights **EXTRA BALL**.

SPECIAL Completing targets 1-5 in order or completing upper level target bank three times lights lower level hole for **SPECIAL**. Completing lower level target bank twice lights upper level bank for **SPECIAL**.

1 REPLAY FOR EACH SCORE OF 400,000 POINTS.

1 REPLAY FOR EACH SCORE OF 700,000 POINTS.

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.