**MULTIBALL:** Complete bowling targets to light ball locks. Lock 1 ball to start 2-ball play. In 2-ball play, lock both balls to start 3-ball multiball.

**JACKPOT:** In 3-ball play, complete the 3 bowling pins to light Jackpot. Shoot the ramp to score Jackpot. The longer you wait the more points it's worth.

**MYSTERY SCORE:** Shoot the ramp twice in a row on every ball to score 500k catch-up, bonus hold & 100k, extra ball, 5x or double score.

**SIMPSONS MILLIONS:** Ramp shot and top lanes light million for timed 1 million point ramp shot.

**NUCLEAR POWER VALUE:** Return lane to any ball lock collects respective left, center or right bumper power value.

**DOUGHNUT TOP LANES:** Top lanes advance doughnut multiplier value and advance simpsons millions.

**BART BALL SEYE BANK:** Completing the 5-bank of enemies lights bonus hold, extra ball & special.

**LASER KICK:** Complete kwike-mart targets to relight kwike-mart laser kick.

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**.50 - 1 PLAY**

**.75 - 2 PLAYS**

**BEST VALUE!**

**$100 - 3 PLAYS**

5 balls per game

For amusement only