

« TIME MACHINE »

TIME HOLE (MACHINE)

The moving bumper assembly will rise and fall every time the ball enters the time hole (machine). When the assembly falls, the game goes in to the world of the past and the play has the opportunity to score by hitting the top fixed targets.

TOP FIXED TARGETS (1-2-3-4-5-6-7)

When all targets are extinguished, the green special lights and advances the sequence of the special Hole (Machine).

DROPPING TARGETS AND MOVING BOMPER ASSEMBLY TARGETS (A-B-C-D-E-F)



Advance Red Special Sequence Lights
Advance Orange Special Sequence Lights
Advance Bonus Lights

TIME BRIDGE

The time bridge advances the bonus Multiplier

GREEN SPECIAL

If hit when lit scores 150,000

ORANGE SPECIAL

If hit when lit gives Special (as described on label on the right).

RED SPECIAL

If hit when lit advances the special hole sequence.

SPECIAL HOLE (MACHINE)

If the ball enters the Hole when the hole light is lit, special! (as described on label on the right).