



**SKILL SHOT** - Plunge lightly to feed **FLYNN'S ARCADE** or hold the left flipper button and plunge hard to make the *right ramp* from the *upper left flipper*.

**RECOGNIZER** - Shoot the *central 3-bank target* until it lowers to reveal the *spinning Disc*

**DISC MULTIBALL** - Shoot the *spinning Disc* to begin **Disc Multiball**, then shoot the *Disc shots* for jackpots.

**TRON** - Knock down all *drop targets* to light the timed **Double Scoring, Bumper, and Spinner** features to increase your scores.

**LIGHT CYCLE MULTIBALL** - Shoot the *Light Cycle* shots to qualify **Light Cycle Multiball**, then shoot the *Video Game shot* to begin.

**QUORRA MULTIBALL** - Make a number of shots to the *left inner (spinner) loop* to qualify, then shoot the *Video Game shot* to begin.

**Z-U-S-E** - Complete the targets to begin the timed **Zuse Fast Scoring** where all the switches score big.

**C-L-U HURRYUP** - Complete the *C-L-U return lane lights* to qualify **C-L-U**, then shoot the *Video Game shot* to start **C-L-U** feature.

**GEM HURRYUP** - Make a number of shots to the *right inner loop* to begin, then shoot the *loop* for awards.

**FLYNN'S ARCADE** - Shoot the *Video Game shot* for a mystery award.

**SEA OF SIMULATION** - Complete each of the first 9 *central feature lamps* (BLINKING or ON) to begin, then work each of the feature shots for bigger & bigger scores.

**PORTAL MULTIBALL** - Complete each of the first 9 *central feature lamps* (ON) with skillful play during all of the other features to qualify.

FREE PLAY

Disney  
**TRON**  
L E G A C Y  
**LIMITED EDITION PINBALL**

