MULTIBALL Bash the Live Fire Assault Range Warrior until “Multiball” lights. During Multiball, shoot either Ramp for Jackpot. Complete “Hits” on the Live Fire Assault Range Warrior or collect Jackpots to light Super Jackpot at the Live Fire Assault Range.

PLANETS The game begins on the first planet. Clearing all bugs qualifies the Left Hole for “Arm Nukes” (Planet Multiball) and the Center Hole for “Advance Planet”. Shooting “Advance Planet” or “Arm Nukes” collects the Hurry-Up Value and advances to the next planet. Shooting Arm Nukes begins Planet Multiball.

STRATEGY Shooting “Advance Planet” increases NUKE values for next Planet Multiball. The more planets saved, the higher the Nuke values!!!


RECON Completing both Ramp Shots qualifies the Center Hole for Recon. Shooting Recon when it awards a Mystery Feature. Note: Each time this feature is qualified, the possible awards are increased.

ORBITS The Return Lanes (6x flippers) light the “Orbit” Feature. Completing four Orbit Shots LOCKS one ball. Locking two balls awards Orbit Multiball. During Orbit Multiball, shoot Orbit Shots for Jackpots.

FREE PLAY

“KILL ‘EM ALL!!!”

JOIN NOW!