

THUNDER MAN

BERSAGLIO ROTANTE

Il punteggio conquistato dipende dalla velocità con cui viene colpito il bersaglio bersaglio rotante.

CANALI DI ENTRATA E DI RECUPERO

Quando tutte le lampade TH-UN-DE-RM-AN vengono spente con il passaggio della pallina, lampeggia il canale STARS FLASHING ADVANCE MULTIPLIER. Passando nel tunnel con la pallina aumenta il punteggio delle stelle sul canale stesso.

CANALE MOLTIPLICATORE

Quando abbiamo portato al massimo il punteggio delle stelle facendo passare la pallina nel tunnel avanza il BONUS MULTIPLIER.

BONUS MULTIPLIER

Quando la pallina esce dal campo di gioco, tutti i punti accumulati sul bonus saranno moltiplicati *10, *20, *50.

BERSAGLI GIALLI CADENTI

Ogni bersaglio vale 30.000 punti. Quando tutti i bersagli sono caduti, avanzano le luci del THUNDER SPECIAL (special giallo).

ADD'MAN SPECIAL

Facendo entrare la pallina nella buca il punteggio aumenta di 100.000 punti, inoltre avanzano le luci del MAN SPECIAL (special rosso).

CALCIATORE

50.000 saranno sommati al punteggio ogni volta che la pallina viene colpita dal calciatore. Inoltre l'espulsione farà compiere alla pallina un passaggio sul STARS FLASHING ADVANCE MULTIPLIER.

THUNDER MAN

SPINNING TARGET

Earn larger scores by hitting the spinning target quickly.

ENTRY AND RECOVERY CHANNELS

When all TH-UN-DE-RM-AN lights are turned off by the passage of the ball, the STARS FLASHING ADVANCE MULTIPLIER channel will flash. Shooting the ball through the tunnel increases the channel's star score.

CHANNEL MULTIPLIER

When the star score has maxed out, shooting the tunnel advances the BONUS MULTIPLIER.

BONUS MULTIPLIER

At end of ball, all points accumulated on the bonus will be multiplied by *10, *20, or *50.

DROPPING YELLOW TARGETS

Each target is worth 30,000 points. Dropping all targets advances THUNDER SPECIAL (yellow special).

ADD'MAN SPECIAL

Shooting the hole earns 100,000 points and also advances the MAN SPECIAL (red special).

KICKER

Shooting the kicker earns 50,000 points each time.

In addition, the kicker will eject the ball through the channel and advance STARS FLASHING ADVANCE MULTIPLIER.

Helvetica Regular,
Helvetica Bold

3,500,000 POINTS
8,500,000 POINTS

1 REPLAY
1 REPLAY

SPECIAL YELLOW

1 EXTRA BALL

SPECIAL RED

1 REPLAY

WHEN HIGH SCORE IS OVERCOME

1 REPLAY

MATCHING LAST NUMBER

1 REPLAY

THUNDER MAN

SPINNING TARGET

Earn larger scores by hitting the spinning target quickly.

ENTRY AND RECOVERY CHANNELS

When all TH-UN-DE-RM-AN lights are turned off by the passage of the ball, the STARS FLASHING ADVANCE MULTIPLIER channel will flash. Shooting the ball through the tunnel increases the channel's star score.

CHANNEL MULTIPLIER

When the star score has maxed out, shooting the tunnel advances the BONUS MULTIPLIER.

BONUS MULTIPLIER

At end of ball, all points accumulated on the bonus will be multiplied by *10, *20, or *50.

DROPPING YELLOW TARGETS

Each target is worth 30,000 points. Dropping all targets advances THUNDER SPECIAL (orange special).

ADD'MAN SPECIAL

Shooting the hole earns 100,000 points and also advances the MAN SPECIAL (red special).

KICKER

Shooting the kicker earns 50,000 points each time.

In addition, the kicker will eject the ball through the channel and advance STARS FLASHING ADVANCE MULTIPLIER.

Helvetica Regular,
Helvetica Bold

3,500,000 POINTS
8,500,000 POINTS

1 REPLAY
1 REPLAY

SPECIAL ORANGE

1 EXTRA BALL

SPECIAL RED

1 REPLAY

WHEN HIGH SCORE IS OVERCOME

1 REPLAY

MATCHING LAST NUMBER

1 REPLAY