

PINBALL POOL

INSTRUCTIONS

5 BALLS PER PLAYER

HITTING AN EVEN NUMBERED DROP TARGET DROPS OPPOSITE CORRESPONDING TARGET.

COMPLETING THE 15 BALL SEQUENCE LIGHTS HOLES FOR "SCORES BONUS".

THE 15 BALL SEQUENCE RESETS WHEN BONUS IS SCORED.

COMPLETING A-B-C LIGHTS 8 BALL ROLLOVER FOR "EXTRA BALL".
COMPLETING A-B-C AND 8 BALL ROLLOVER LIGHTS HOLES ALTERNATELY FOR "SPECIAL".

MAKING "SPECIAL" ADDS ONE EXTRA BALL. MAXIMUM ONE EXTRA BALL PER BALL IN PLAY.

POP BUMPERS SCORE 100 POINTS.

A TILT DOES NOT DISQUALIFY A PLAYER.

PINBALL POOL

INSTRUCTIONS

3 BALLS PER PLAYER

HITTING A DROP TARGET DROPS OPPOSITE CORRESPONDING TARGET.

COMPLETING THE 15 BALL SEQUENCE LIGHTS HOLES FOR "SCORES BONUS".

THE 15 BALL SEQUENCE RESETS WHEN BONUS IS SCORED.

COMPLETING A-B-C LIGHTS 8 BALL ROLLOVER FOR "EXTRA BALL".
COMPLETING A-B-C AND 8 BALL ROLLOVER LIGHTS HOLES FOR "SPECIAL".

MAKING "SPECIAL" ADDS ONE EXTRA BALL. MAXIMUM ONE EXTRA BALL PER BALL IN PLAY.

POP BUMPERS SCORE 1000 POINTS.

A TILT DOES NOT DISQUALIFY A PLAYER.