

WATERWORLD

ALL OF THIS GAME'S MAIN FEATURES ARE EXPLAINED IN "**PLAYER CONTROLLED HELPFUL HINTS**." DURING "**GAME OVER**," PRESS AND HOLD THE RIGHT FLIPPER BUTTON WHILE USING THE LEFT FLIPPER BUTTON TO STEP THROUGH EACH OF THE HINTS.

- WHEN "AWARD WINDOW" IS FLASHING, **DIVE HOLE** AWARDS FLASHING ITEM ON GRID.
- **BERSERKER** OR **WATCHTOWER** SHOTS QUALIFY "AWARD WINDOW" LAMP.
- COMPLETING **FOUR CORNERS** (5 DIRT, BIG SCORE, HURRYUP, AND ADVANCE SUPER JACKPOT) AWARDS **SUPER JACKPOT**.
- COMPLETING **BIG SCORE** ON GRID ALSO QUALIFIES THE **BERSERKER** SHOT FOR **MAP SEGMENT**.
- COMPLETING ALL **MAP SEGMENTS** QUALIFIES **DRYLAND**.
- **DIRT** MAY BE TRADED FOR ITEMS AT THE **TRADIN' POST** OR SAVED FOR A BONUS.
- COMPLETING **HYDRO**, **FOUR CORNERS** AND **DRYLAND** QUALIFIES **SUPER MULTIBALL**.
- DURING **SUPER MULTIBALL**, THE **SUPER JACKPOT** SHOT REMAINS ACTIVE.

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