

1 TO 4 CAN PLAY

CENTAUR

FOR AMUSEMENT ONLY

1 REPLAY FOR EACH SCORE OF 1,400,000 POINTS

1 REPLAY FOR EACH SCORE OF 3,000,000 POINTS

5 BALLS PER GAME

3 REPLAYS FOR BEATING HIGH SCORE TO DATE
1 REPLAY FOR MATCHING LAST TWO SCORE NUMBERS WITH MATCH NUMBERS

5 BALLS PER GAME

1 TO 4 CAN PLAY

INSTRUCTIONS

FOR AMUSEMENT ONLY

- ★ LIGHTING TOP ROLLOVER LANES ADVANCES OUTHOLE BONUS MULTIPLIERS. FLIPPER BUTTONS ROTATE LIT LANE LIGHTS.
- ★ CAPTIVE ORB LIGHTS INDICATE THE NUMBER OF CAPTIVE BALLS. CAPTIVE BALLS ARE RELEASED BY HITTING EITHER LIT RELEASE TARGET.
- ★ DROPPING 1-4 TARGETS IN SEQUENCE ADVANCES SCORE VALUE AND LIGHTS THE RIGHT RELEASE TARGET.
- ★ LIGHTING THE 4 BOTTOM ROLLOVERS RELEASES 1 BALL.
- ★ MAKING THE ORBS TARGETS IN ORDER RELEASES 1 BALL. TARGETS NOT MADE IN ORDER ADVANCE NEXT ORB LIGHT.
- ★ DROPPING THE 1-4 TARGETS LIGHTS THE RIGHT RELEASE TARGET TO COLLECT BONUS.
- ★ 1 EXTRA BALL OR 50,000 POINTS BY HITTING CHAMBER TARGET OR DROPPING ORBS TARGETS WHEN SPECIAL IS LIT.
- ★ TILT PENALTY – BALL IN PLAY
- ★ **MAXIMUM – 1 EXTRA BALL PER BALL IN PLAY**

Cards created by
Cody Chunn
Cody@cpsinet.com