

INSTRUCTIONS

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Making 1-2-3 Lights 2x, Making 1-2-3-4 Lights 3x.
- Making 3 Bank Drop Targets Advances Thru Thunder, Lightning, Tempest, And Super Flash.
- Making 5 Bank Drop Targets 1st Time Advances Hole Kicker Value, 2nd Time Lights Extra Ball, 3rd Time Lights Outline Specials.
- Tilt Penalty – Ball In Play – Does Not Disqualify Player
- Special Scores _____ 1 Credit
- Beating Highest Score Awards _____ 3 Credits
- Matching Last Two Score Digits With Match Numbers _____ 1 Credit

For
Amusement
Only

FLASH

One To Four
Players

280,000 SCORES 1 CREDIT
370,000 SCORES 1 CREDIT
490,000 SCORES 1 CREDIT

**3 BALLS
PER GAME**

1 PLAY - QUARTER

Cards Recreated
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