

SPACE INVADERS

1 TO 4
CAN
PLAY

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 350,000 POINTS

1 REPLAY FOR EACH SCORE OF 700,000 POINTS

3 BALLS
PER
GAME











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

3 BALLS
PER
GAME

1 TO 4
CAN
PLAY

INSTRUCTIONS

FOR
AMUSEMENT
ONLY

-  BALL THRU 3 TOP BLUE INVADER LANES LITES CENTER LANE TO SCORE CLONE CHAMBER VALUE
-  MAKING ALL 5 BLUE INVADERS LITES BOTTOM EXTRA BALL ARROWS
-  MAKING 5 RED INVADERS:
 - 1ST TIME LITES 20,000 BONUS
 - 2ND TIME LITES 40,000 BONUS
 - 3RD TIME LITES 60,000 BONUS AND SPECIAL
 - 4TH AND EACH ADDITIONAL TIME SCORES SPECIAL
-  HITTING CAPTIVE BALL IN CLONE CHAMBER SCORES AND ADVANCES LIT VALUE
-  BALL THRU BONUS ACCELERATOR CIRCLE SCORES AND ADVANCES LIT VALUE
-  KNOCKING DOWN ALL DROP TARGETS SCORES AND ADVANCES LIT VALUE
-  MYSTERY SHIP DROP TARGET SCORES 500 AND ADVANCES BONUS. WHEN ARROW IS LIT TARGET SCORES 50,000 POINTS.
-  BALL THROUGH MYSTERY SHIP LANE SCORES BONUS VALUE AND 50,000 ADDITIONAL WHEN ARROW IS LIT
-  MAXIMUM 1 EXTRA BALL PER BALL IN PLAY
-  TILT PENALTY – BALL IN PLAY