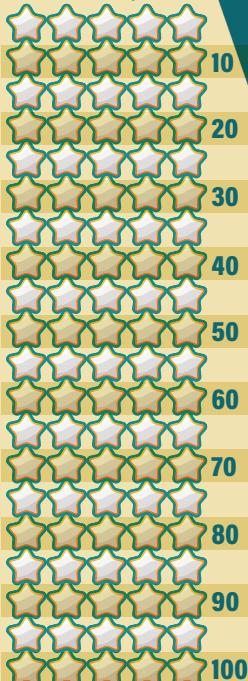




'TWAS THE NIGHT BEFORE

SCORE



NUDGE

NO NUDGE
OR SKILL SHOT
ON REINDEER GAMES

- | | |
|---|----|
| 1 | 1 |
| 2 | 2 |
| 3 | 4 |
| 4 | 6 |
| 5 | 8 |
| 6 | 10 |
| 7 | 15 |
| 8 | 20 |
| 9 | 30 |

START REINDEER GAMES



- NEXT SPINNER **x3**
- TREE BUMPERS **x3**
- MULTIBALL **x2**
- BONUS **3**
- ALSO GAIN



Milk

PER USED
RED FLIPPER
BOX



PER USED
YELLOW FLIPPER
BOX



SANTA

LIGHT THREE
FOR SKILL SHOT!

1 2 3 4 5 6



LIGHT STAR

x2 MULTIBALL

NEXT REINDEER

x2 BONUS

ALSO GAIN



FILL ALL 6 WITH **10**!



Cookies



2
1

Twas the Night Before

V 1.0

SPECIAL RULES

TWO ROUNDS

This table only has two rounds.

SANTA

When the three SANTA targets are complete, gain a Skill Shot. These targets can be reached from the Red Flipper.

CHRISTMAS TREE BUMPERS

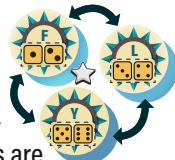
The ball may move from bumper to bumper following the lines in either direction. Each bumper scores one [star]. When all are complete, erase the set of six. If the STAR at the top is also Lit (see COOKIES Drop Targets), also score 10 [stars].

These Bumpers can be reached from either the red or yellow flippers.

FLY BUMPERS

Each bumper scores one [star]. When all of these bumpers are complete, begin the REINDEER GAMES minigame. See below for details. Note that these Bumpers are DASHED. This means they are not erased when complete - only at the end of the Round.

If you must or choose to leave the FLY Bumpers, the ball first moves to the Christmas Tree bumpers.



CHIMNEY SPINNER

Use normal Spinner rules.

DROP TARGETS

There are two sets of Drop Targets: Milk and Cookies. Each Drop Target scores one [star]. When the MILK or COOKIES set is complete, mark off a [GIFT] on the back glass and select one of the bonuses:



MILK BONUSES

NEXT SPINNER x3: The next time you score [stars] from the Spinner they are tripled.

TREE BUMPERS x2: Tree bumpers are worth 3x [stars] for the rest of the game.

MULTIBALL x2: Start Multiball. All [stars] are doubled while in Multiball. [NOTE: REINDEER GAMES is not doubled during multiball]

3 [star] Bonus: You may always take this bonus



COOKIES BONUSES

LIGHT STAR: The Christmas Tree Bumper Star is lit for the rest of the game

NEXT REINDEER GAMES x2: [Stars] from the next Reindeer Games are doubled

MULTIBALL x2: Start Multiball. All [stars] are doubled while in Multiball. [NOTE: REINDEER GAMES is not doubled during multiball]

GIFTS: Each time you complete MILK or COOKIES you gain a GIFT. After the dice are rolled you may choose to use a Gift to skip that roll. Erase a Gift, and your turn ends.

REINDEER GAMES



Completing the FLY targets

begins the REINDEER GAMES minigame. While you are playing the minigame your ball does not move (or balls, if you are in Multiball).

The objective of the minigame is to cross off all nine reindeer without going bust. At the start of the minigame make sure all Reindeer are erased. Each reindeer has a number, from 1-9. When the dice are rolled, you must cross off reindeer that exactly add up to either one of the two dice, or the total on both dice. You may cross off as many reindeer as you want, as long as the total is exactly equal to one of the dice, or the sum.

Example: The roll is 4-6. If you choose to match '4', you could cross off the 4, or the 1 and 3. If you choose the 6, you could mark off the 1, 2, and 3, the 2 and 4, or the 6.

If you choose to match 10, you have a lot of choices. For example, you could mark off 1/9, 1/2/3/4, or 2/3/5.

You cannot mark off a reindeer twice.

You cannot Nudge or use Skill Shots during Reindeer Games.

Before each roll, you may choose to continue or end Reindeer Games. If you end Reindeer Games, you score [stars] based on the number of reindeer you crossed off. For example, if you cross off six reindeer, you get 10 [stars]. If you cross off all nine you get 30 [stars]!

If you cannot cross off any reindeer, you bust and score zero [stars].