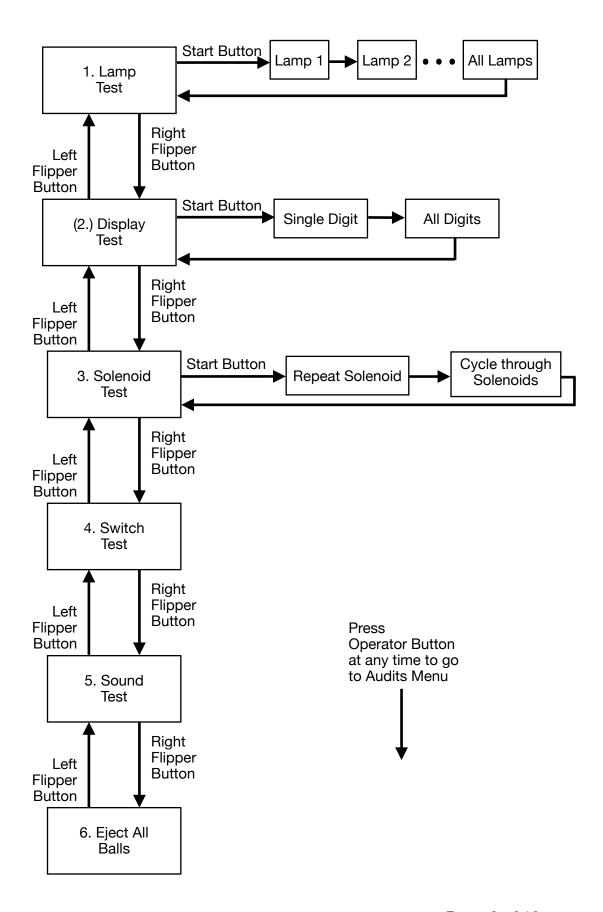
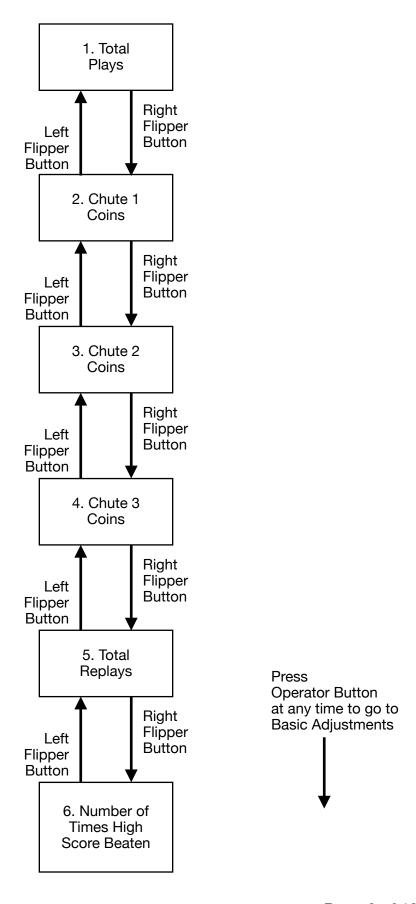
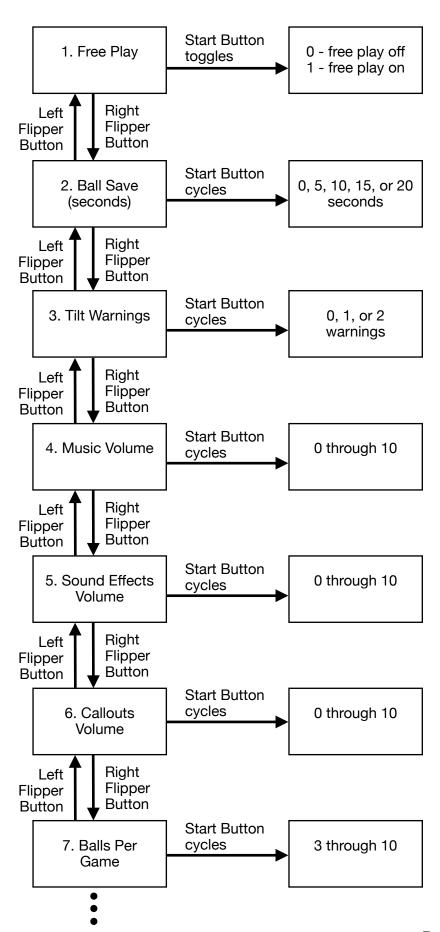
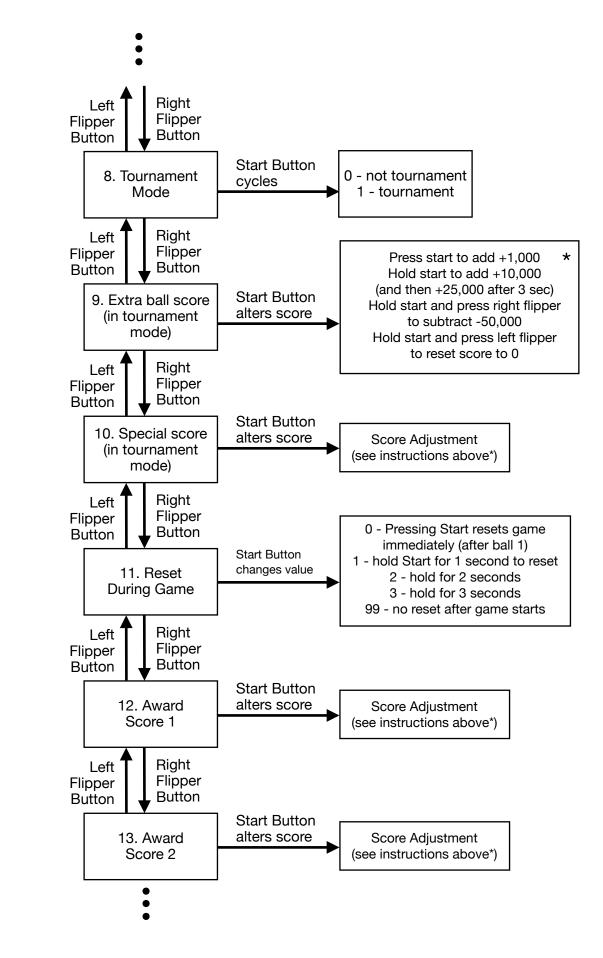


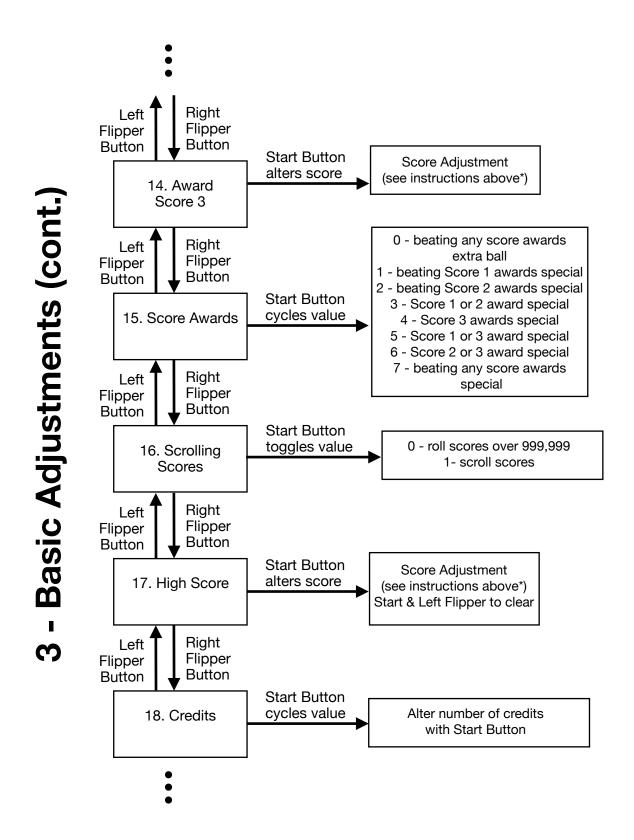
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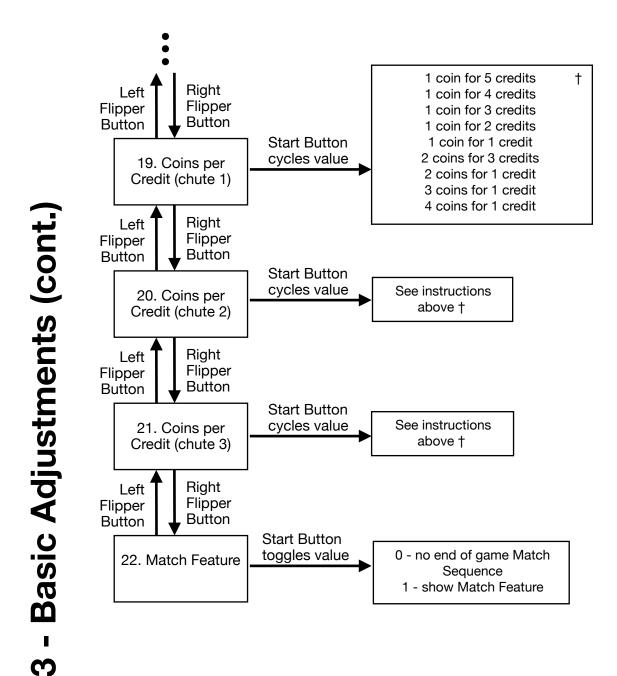




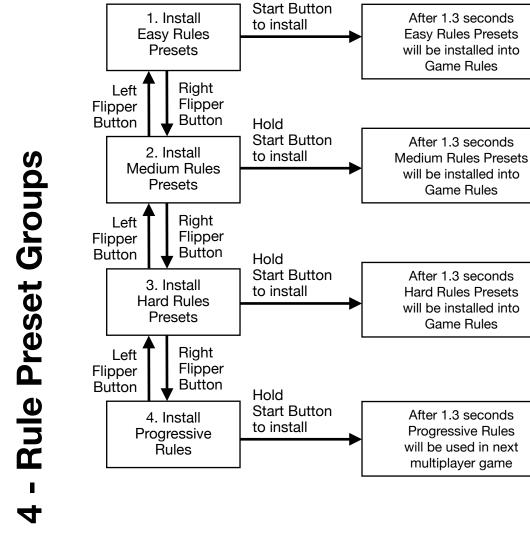






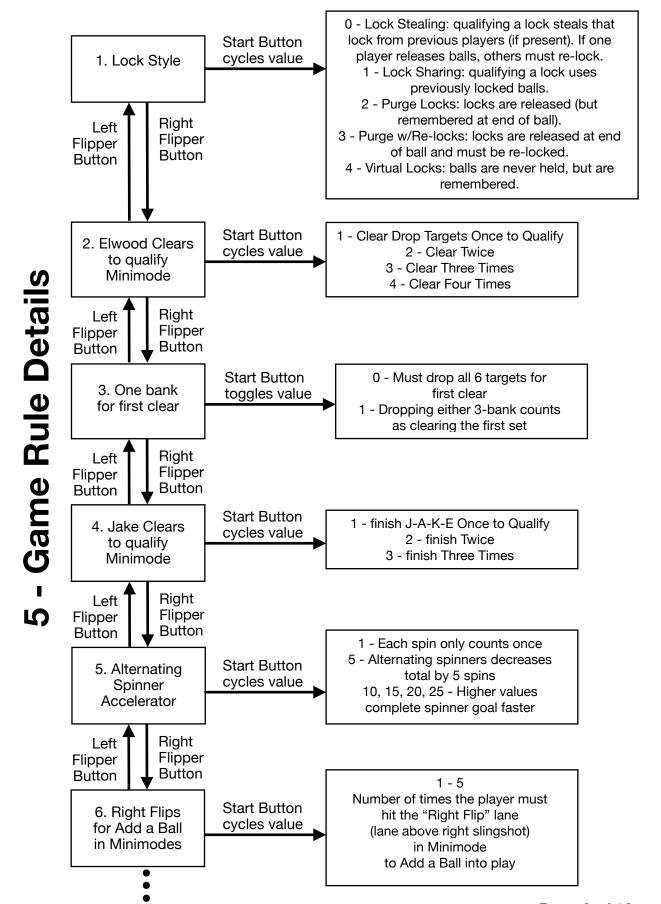


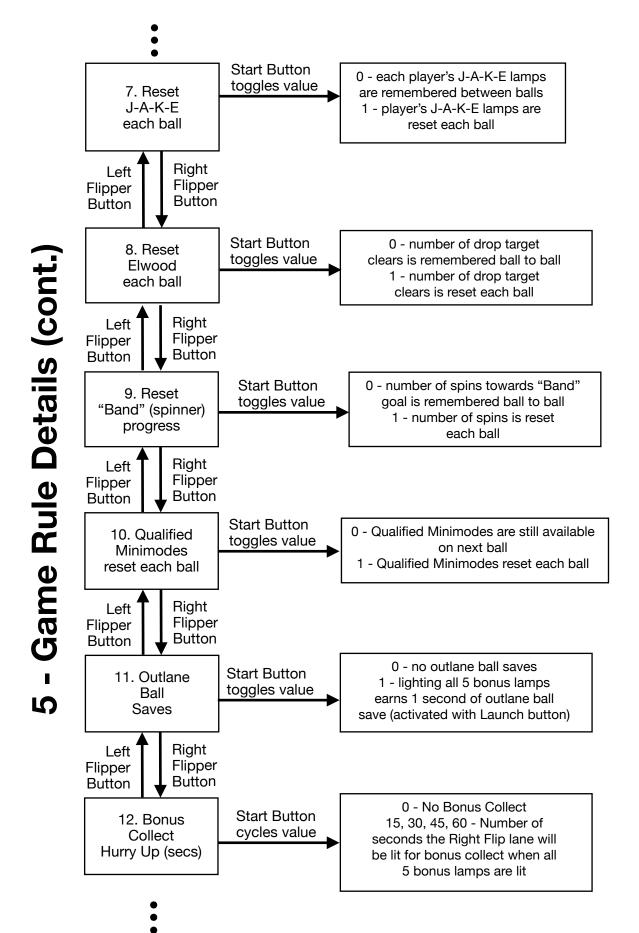
Press Operator Button at any time to go to Rule Preset Groups



Hold

Press Operator Button at any time to go to detailed Game Rules Menu





Start Button Hold Either Flipper 5, 7, 10, or 15 cycles value seconds to start status mode 13. Seconds (where alternate flipper cycles Until through status) Status 99 - no status mode Right Left Flipper Flipper **Button Button** Start Button 14. Ball Save 0 - no ball save for Minimodes Game Rule Details (cont.) cycles value (seconds) for Minimodes 5, 10, 15, or 20 seconds Right Left **Flipper Flipper** Button **Button** Start Button 15. Ball Save 0 - no ball save for cycles value (seconds) Rawhide Multiball or for Multiball 5, 15, 25, or 35 seconds Right Left **Flipper Flipper Button Button** Start Button 16. Ball Save 0 - no ball save for cycles value (seconds) Add a Ball or for Add a Ball 10, 20, 30, or 40 seconds Right Left Flipper Flipper **Button Button** Start Button 17. Ball Save 0 - no ball save for cycles value (seconds) Mini Wizard or for Mini Wizard 10, 20, 30, or 60 seconds Right Left **Flipper Flipper Button Button** Start Button 18. Ball Save 0 - no ball save for cycles value (seconds) Wizard or for Wizard 10, 20, 30, or 60 seconds

