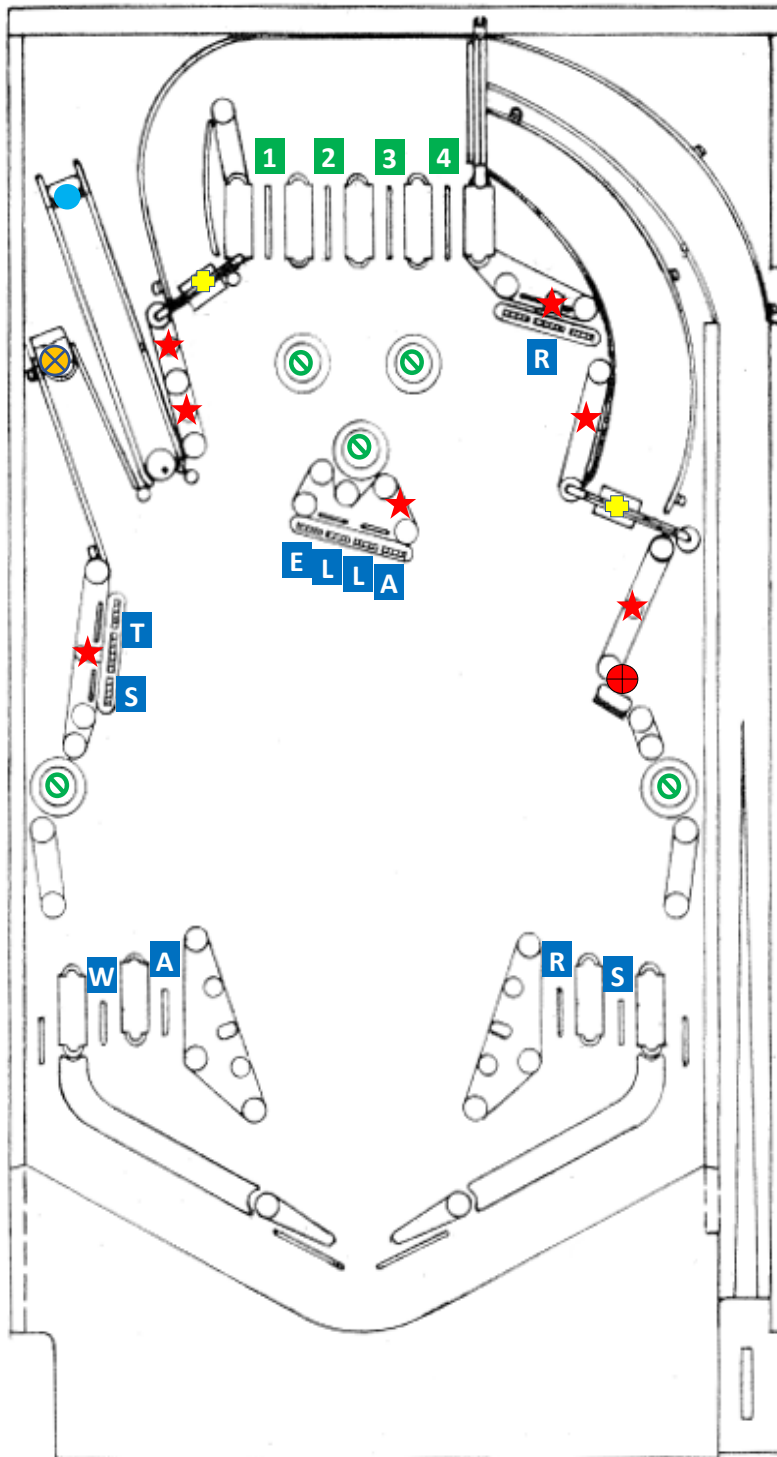


Stellar Wars 2022 - Rules



★ Neutral Zones

⊙ Bases

● Captive Ball

⊗ Saucer

⊕ Spinner

⊗ Bullseye Target


■ Stellar Wars Letters


■ Upper Rollovers


GOALS

Goal 1 – Build Shields (Drop Targets and In-lanes )

Goal 2 – Beat an Invasion

Goal 3 – Visit 5 bases  (Pop Bumpers)

Goal 4 – Visit 7 Neutral Zones  (10 point stand-ups)

Goal 5 – Spinners 250 Spins  (Between 2 spinners)


Goal 6 – Combos

Goal 7 – Complete a Battle


BATTLES


Start Battle by hitting saucer 



Battles are a timed mode

The aim of a battle is to hit the flashing letter 

Battles will only start in letters that have not been collected in your shield

If your shield is full (i.e. all letters  have been collected) then hitting any target or rollover will finish the battle

One of the letters  will flash and that is the enemy that needs to be destroyed

If you go into the saucer  a second time whilst in a battle a second enemy  will be added along with more time to complete the battle













The time left to complete battle is displayed on the score displays

COMBOS


There are 6 combo's in the game

If you achieve 2 combos your bonus multiplier will be held over, get 4 combos and your bonus will be held over and completing combo 4, 5 & 6 will achieve Goal 6.

Combos are:

- Hit  or  and then hit the other one while flashing (i.e. if you hit  then  will start flashing and must be hit before it stops and visa versa)
- Do the opposite of the first combo
- Hit  and then the spinner 
- Hit  and then the bullseye target 
- Hit  and then hit the spinner 
- Hit  and then hit the captive ball 

INVASION


Invasions start when none of the  have been hit for 25 seconds. One of the lanes will light up and every 10 seconds the invasion will then advance (move down the playfield). You will see additional components flash to show how advanced the invasion is.

If the invasion gets to the bottom of the playfield all shields that have been built will be destroyed

To beat the invasion all flashing shots must be hit.


WIZARD MODE - Orbit Enemy Planet



The wizard mode is qualified by completing 5 of 7 goals

Start Wizard mode by hitting saucer 

It is a timed mode

Wizard Bonus is built up by hitting different switches whilst in the mode and it is cashed out:

100% - Hit saucer 

50% - Hit Captive ball  or bullseye 

10% - Draining or running out of time

Switch value for Wizard mode:

Switch 4 in toplanes	5000
Pop Bumpers	100 per pop
Spinner	2000 per spin
Stellar Wars letters	10000 per letter