* **Mystic** - A Bonus/Multiplier heavy Bally scoring system. Assuming extra balls are off: First ball, shoot the captive ball for the bonus multiplier when you have a left flipper opportunity. On the right flipper shots shoot the left lane and send it up to the top for 1000 a spin. repeat as needed. you can tap pass but no real reason to. Once some random bounces have knocked down the center three drop targets, start going for rows on the bingo board and increased bonus with the side drop targets. It is just too dangerous to ever shoot the center drops directly. you can change the board positions from eye to pyramid until the arrow insert turns on for that bank. Once you get to 72k bonus you’re done, it is held for the rest of the balls. your multiplier goes back to 5x the first time you shoot the captive ball on ball 2 and 3.
* **Capt. Fantastic and The Brown Dirt Cowboy –** Left flippers, always dead flip if possible, right flipper drop catch possible. Hit down targets in the left side. Get both A and B to double bonus, so get ball all the way to the top a hope for the best.
* **Silverballl Manie –** Hit horseshoe in the middle to spell S-I-L-V-E-R-B-A-L-L-M-A-N-I-A, when M-A-N-I-A is spelled then lite spinner is worth 1000 point per spin.