* Game Modes
  + Starting Mode
    - Enter: Game start
    - Gameplay:
      * Light all Lanes and hit the scoop to advance
      * Full DT bank (left, center, right) adds a missing lane letter
        + Blinking when unhit
        + Locks on when hit
        + Return to blinking on bank reset
  + Discover the Cygnus / Attempt Contact
    - Enter: Light all lanes, hit scoop
    - Gameplay:
      * Drop all target banks
    - MGs Available:
  + Escape the Gravity / Air Leak / Landing (Ordered hits / Scoop Hit / ?)
    - Enter: finish previous mode
    - Gameplay:
  + Laser Contest w/ STAR (Accuracy Challenge)
  + Meteor Strike (Timed Run)
  + Corridor Battle / VINCent vs. Maximillian (Target Challenge?)
  + Into the Black Hole (Scoop Activation & Hit)
  + In, Through, and Beyond (Wizard mode)
* General Rules
  + Finishing a drop bank awards 3 bonus
  + Outlane rollovers award 3 bonus
  + Inlane rollovers award 1 bonus (x mode level?)
* Mini Games