

RACKET PINBALL GUIDE

PIRATES ARENA



Game Scoring Overview

1. Standard Gameplay Duration

- ☐ The game lasts 15 minutes.

2. End-of-Game Bonuses

- ☐ Remaining Balls: Each ball left at the end of the game adds 20% to your final score.
- ☐ Time with Multiballs: Additional points are awarded for the duration of multiball play.
- ☐ Hit Speed: The speed of hitting the ball contributes to the final score.

3. Final Score Composition

- ☐ Your total score is the sum of points earned through **adventures** (page 2), **multipliers** (page 5), **multiballs** (page 8), **mini-games** (page 12), **remaining balls**, and bonus factors like hit **speed** and **multiball duration**.

ADVENTURES

1. How to activate ADVENTURES.



On the left, there are adventure targets. Hitting one allows the player to choose which adventure to activate first. The remaining adventures will trigger in a preset order. Play through adventures to keep increasing your points!

2. How to use the WHIRL mechanic.



To activate the WHIRL mechanic, aim and hit the targets that spell out WHIRL on the left side of the arena. Each successful hit lights up a corresponding letter. Once all the letters in WHIRL are lit, the cyclone effect will activate. The cyclone creates turbulence, affecting ball movement and making gameplay more challenging but you earn 3x points for hitting basic targets.

3. How to use the CHEST mechanic.



To activate the CHEST mechanic hit the targets labeled CHEST to light up all the letters. Once CHEST is fully lit, a treasure chest will appear in the arena. Hit the lock on the chest four times within a set time to unlock it.



After the chest opens, skeletons appear and try to steal the gold inside. Hit the skeletons to stop them and earn extra points. Hitting a skeleton without gold earns 5,000 points, while hitting one with gold awards 20,000 points. Letting a skeleton escape shortens the time the chest remains open.

4. How to use the SALVO mechanic.



To activate the SALVO mechanic, aim and hit the targets that spell out SALVO on the left side of the arena. Each successful hit lights up a corresponding letter.

Once SALVO is fully lit, 4 barrels are fired onto the deck. Hitting them breaks them open, releasing three bottles from each. Bottles have different point values: blue (1,000 points), green (2,000 points), and red (5,000 points).

MULTIPLIERS

5. How to use the STEERING WHEEL and LANTERN mechanic.



LANTERN:

The lantern on the left side must be hit to light it up. While it remains lit, the multiplier increases by +1. If the lantern goes out after 100 seconds, hit it again to relight it and reactivate the multiplier. When the multiplier is active, an image of the lantern is illuminated, and a progress bar surrounding it indicates how much time is remaining.

STEERING WHEEL:

You can also increase the multiplier by keeping the ship on course. Steering wheels are mounted on the ramps on both sides, and hitting the ramps adjusts the ship's direction. Additionally, a blue hologram near the player indicates the course, and below it, a graphic of a steering wheel with +1 is displayed, which lights up to show that the multiplier is active.

6. How to use the JOLLY mechanic.



To activate the JOLLY mechanic, hit the targets labeled JOLLY on the left to light up all the letters. Lighting JOLLY starts the adventure of Jolly's party. Three ghosts appear, and hitting each ghost extends the +2 multiplier by 30 seconds.

7. How to use the FULL SAIL mechanic.



On the right side of the arena, hit four targets representing famous pirates to recruit your crew, then collect map targets to activate a multiplier for 1 minute. Once you have a full crew and all maps, "Full Sail" mode activates, increasing the multiplier by +2 for 1 minute. If you call the crew on board within 30 seconds of activating "Full Sail", the +2 multiplier extends for an additional 3 minutes.

8. How to use the MAP mechanic.



The map on the left side permanently increases the multiplier by guiding the ship icon to new ports. Activating different adventures or mini-games causes the central skull to glow in various colors, with each adventure or mini-game lighting the skull only once. Hitting the glowing skull opens the map or moves the ship icon to the next port. Reaching new ports permanently increases the multiplier.

MULTIBALL

9. How to use the NAVAL BATTLE mechanic.



Hit the crow's nests on the left and right to raise them. Once fully raised, the Naval Battle mode will begin. Sink all ships by hitting them to activate MULTIBALL. Hurry up! You must complete this within the time limit before the wheel's light goes out. Each sunken ship adds 1,000 points to your score.

10. How to use the CRAB ISLAND mechanic.



Raise the crow's nests on the left and right to trigger Crab Island mode, which becomes available only after completing the Naval Battle. When both are fully raised, the Crab Island mode will begin. Activating Crab Island mode causes the crabs to appear as targets. Hitting the crabs spawns new balls, and hitting all three crabs transforms them into ADDITIONAL BALLS. In this task, you can hold an additional 3 balls.

11. How to use the FIGHTERS mechanic.



The inner ramp is the fencing training ramp. Sending the ball to the ramp activates spinners with images of pirates. Hitting the spinners causes fencers to appear (three at a time on each side, at different heights). Activate the fencers simultaneously on the right and left sides. Hit the targets with the fencers to bring them closer to each other. When two fencers at the same level meet, an ADDITIONAL BALLS appears. In this task, you can hold an additional 3 balls. Additionally, lighting all the blue and red lamps on the ramp freezes time for 3 minutes.

12. How to use the QUEST mechanic.



Activate QUEST by hitting the first 3 pirates who briefly pop up from below deck shouting, "WHERE IS MY RUM?" When activated, the sequence of targets is displayed. Try to remember this sequence and hit the question-marked targets in the correct order, earning an EXTRA BALL as a reward.

13. How to use the PLUNDER mechanic.



Open all the shutters, then hit the targets with the plundering symbols. A carousel will appear, featuring 8 items—6 loot items and 2 skulls. Hit the remaining loot items to earn points. Be careful! Hitting one of the two skulls will end the mode.

JACKPOT!!!

Activate the loot carousel and hit all 6 loot items without hitting the skull. Doing so will win the JACKPOT. The JACKPOT starts at 25,000 points, and an additional 25% of the points you earn are added to it.

14. How to use the SHARK ATTACK mechanic.



Whenever an adventure (CHEST, JOLLY, SALVO, WHIRL) is triggered, the shark's fin appears. Hitting it 5 times starts a special task: the shark itself appears, and players must hit it with the ball to score points. The faster the ball hits the shark, the more points are earned.

15. How to use the JOURNEY mechanic



Light all the letters in the word JOURNEY to unlock JOURNEY mode, which allows you to multiply your current score. To start the JOURNEY, complete several tasks:

Light J - gather the crew

Light O - activate crab island

Light U - activate the cyclone

Light R - activate the glowing skull

Light N - activate plundering

Light E - open the chest

Light Y - start the swordfight

Once all the letters are lit, congratulations—you're in JOURNEY mode!

Now, hit the indicated targets in sequence. During JOURNEY, hitting specified targets increases the multiplier by 5%, while opening the chest adds an additional 20%. However, hitting the skulls on the carousel decreases the multiplier by 5%.

At the end of JOURNEY, your score will be multiplied by the collected percentage.

MINI-GAMES

16. How to start the CATACOMBS mini-game.



Hit the four shields on both sides with the catacomb symbols to activate an extra adventure (mini-game). You will be transported to the catacombs, where skeletons roam. Hitting skeletons earns you 50 points per hit. It takes three hits to kill a skeleton, which will award you an additional 1,000 points.

17. How to start the SEA BATTLE mini-game.



Activate the SEA BATTLE mini-game by hitting the ball with enough speed so it reaches the end of the left and right ramps and is fired through the cannons at the top. Repeat this 10 times to fully charge the sea battle gauge (subsequent sea battles will require a higher number of ball launches from the cannons). Once fully charged, the extra adventure (mini-game) begins. Maneuver between enemy ships to collect treasure chests (5,000 points each) and fire cannon salvos to hit enemy ships (2,000 points per hit). Remember, after each salvo, the cannons require time to reload.

ACHIEVEMENTS



ALL SECRETS UNEARTHED

Objective: Uncover almost every detail of the story by completing at least 20 out of 23 scenario missions.

Bonus: Unlocks a bonus feature where one random letter in "JOURNEY" lights up for free in subsequent games.



GOLDEN SKELETONS

Objective: After the chest opens, hit 4 skeletons in a row that have stolen gold.

Bonus: From now on, hitting a skeleton with gold awards 30,000 points instead of 20,000.



HUNTER OF UNDEAD

Objective: Defeat a total of 100 skeletons across all mini-games.

Bonus: Start each game with an extra 20,000 points.



PIRATES FIVE BALLS

Objective: Keep three or more balls in play simultaneously for 30 seconds.

Bonus: Successfully completing this challenge increases the scoring multiplier during *Multiball Time*, boosting it from 200 points per second to 300 points in the final tally.



TENFOLD TREASURE

Objective: Achieve a multiplier of 10 and prove your skill.

Bonus: Boost your starting JACKPOT to 50,000 points in future games.



TREASURE LIFETIME

Objective: Score a cumulative 5 million points during your Pirate Arena adventures.

Bonus: Increases the final score multiplier for game time from 100 to 150 during the end-of-game tally.



TWIN SURVIVORS

Objective: Finish the game timer with no fewer than 2 balls remaining.

Bonus: Extend game time from 15 to 18 minutes in future games.



TWO JOURNEY

Objective: Win two naval battles in a single game to prove your mastery of the seas.

Bonus: Start each game with two balls on the field.



UNSTOPPABLE CANNONEER

Objective: Hit enemy ships 100 times across all sea battle mini-games.

Bonus: Extend your SAVE BALL time from 20 to 30 seconds.

SPACE ARENA



Game Scoring Overview

1. Standard Gameplay Duration

- ☐ The game lasts 15 minutes.

2. End-of-Game Bonuses

- ☐ Remaining Balls: Each ball left at the end of the game adds 20% to your final score.
- ☐ Time with Multiballs: Additional points are awarded for the duration of multiball play.
- ☐ Hit Speed: The speed of hitting the ball contributes to the final score.

3. Final Score Composition

- ☐ Your total score is the sum of points earned through **mechanics** (page 17), **multipliers** (page 23), **multiballs** (page 24), **mission** (page 26) **mini-games** (page 27), **remaining balls**, and bonus factors like hit **speed and multiball duration**.

MECHANICS

1. ROULETTE mechanic



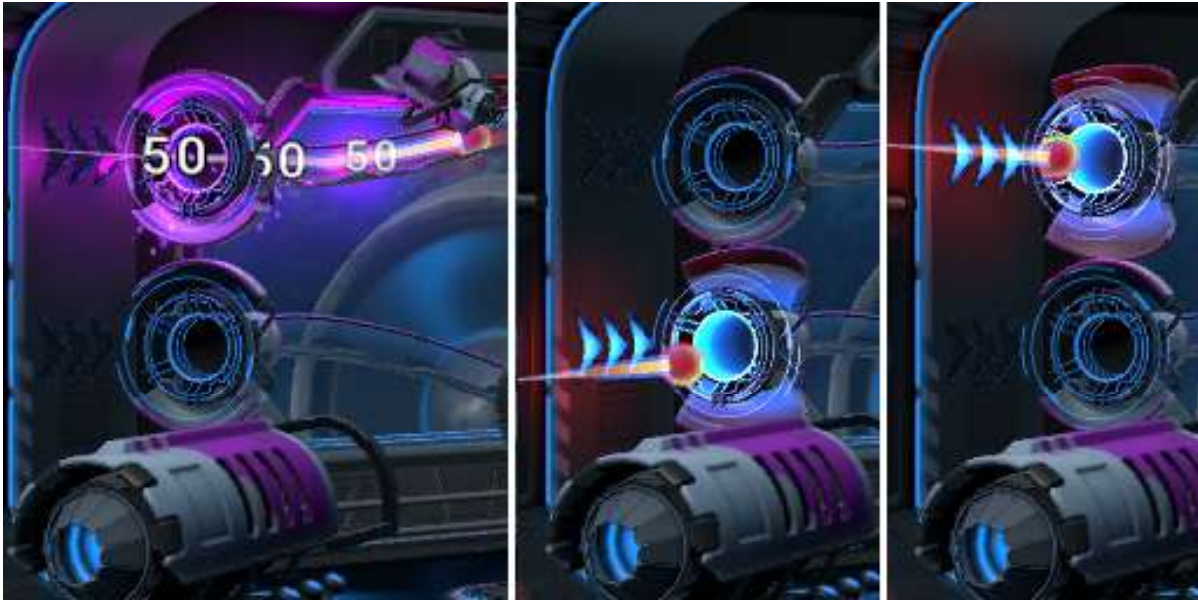
Each hit on any target on the SPACE ARENA awards points ranging from 500 to 100. The roulette with the fighter on the right side indicates the current point value for hitting the target. The initial value of 500 points decreases over time to 100. Hitting the fighter rotates the roulette, allowing for higher point scores.

2. WALKERS mechanic



Four drones move across the floor in front of you. Hitting and activating all four increases the roulette on the right, which displays the point value, to its maximum of 500 points.

3. RAMPS mechanic



In the upper left corner of the arena, there are two ramps: an upper ramp and a lower ramp. Rolling the ball through either ramp awards points in a cascade, with several bursts of 50 points. Additionally, passing the ball through one ramp temporarily illuminates the other. If you manage to send the ball into the illuminated ramp in time, you'll earn a higher-value cascade – several bursts of 200 points,

4. LOOP mechanic



In front of you at the top, there are markers with letters forming the word "LOOP." Lighting up all the letters activates LOOP, which opens an additional loop on the upper ramp. The ball moving through this additional loop scores double points.

5. REBEL DRONES mechanic



The lower ramp features a speed meter. Send high-speed balls to the lower ramp to light up all the arrows. Lighting all the arrows triggers a drone rebellion, during which quadrupeds score higher points when hit (2500 pts).

6. SWARM DRONES mechanic



The upper ramp features a speed meter. Send high-speed balls to the upper ramp to light up the five arrows. Lighting all the arrows triggers a flying drone attack, during which hitting each drone awards 2500 points.

7. ASTEROIDS mechanic.



In the central area of the arena, clusters of asteroids interfere with hitting targets. Clearing all the asteroids from the center activates a special bonus, awarding +10 points per second for as long as the arena remains asteroid-free.

8. FIGHTER mechanic



In the distant right corner stands a large spaceship model. Light up all its elements by successfully hitting all five parts. Once the spaceship is fully illuminated, a smaller ship located closer to you on the right will launch into a reconnaissance flight. Hitting the flying fighter rewards you with a **10,000-point bonus**.

9. BLASTER mechanic



In the upper corners on both sides are blasters. Hitting them lights up lamps in the central circle. Lighting all the lamps activates the shield in the center. Hitting the blasters while the shield is active awards 2000 points for each hit.

10. ENGINES mechanic



On both sides of the arena, there are engines. Prepare the engines for launch by hitting them. Once prepared, the engines initiate an acceleration test. During this test, the ball moves more aggressively and scores additional points.

11. DOCKS “JACKPOT” mechanic



At the end of the arena, directly in front of you, are the docks. Placing a ball in a dock opens the gripper. Opening all the grippers in both docks enables JACKPOT scoring. This can be achieved by simultaneously placing two balls in the docks. Prepare the docks by opening all the grippers, and score the JACKPOT by placing two balls in the docks at the same time.

MULTIPLIERS

12. EFI mechanic



On the left side of the arena, there are targets with the EFI inscription. Lighting up the inscription increases the multiplier by +1. After lighting up the inscription three times (two times in later gameplay), EFI transforms into 777.

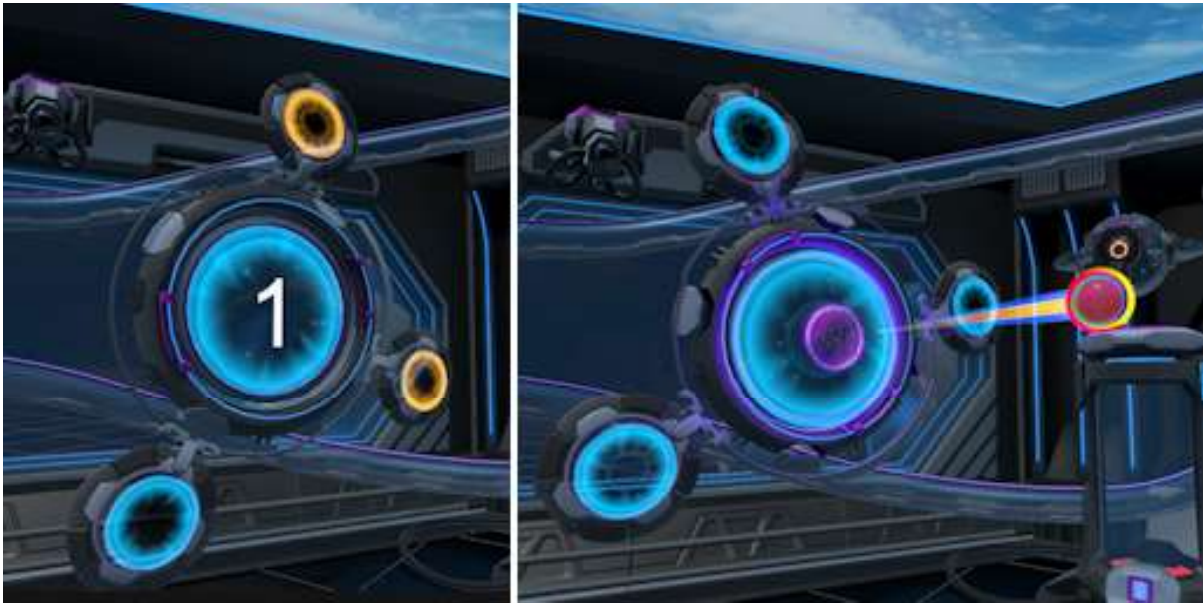
13. TANK mechanic



At the end of the arena, on the left, there is a fuel tank. Hitting the tank or the drone above it refuels the tank. When the tank is full, the drone performs a patrol flight. Hitting the flying drone increases the multiplier by +1.

MULIBALLS

14. STARGATE mechanic



On the left side of the arena, there is a stargate. Hitting three targets around the stargate introduces an additional ball into play.

15. OPEN GATE mechanic



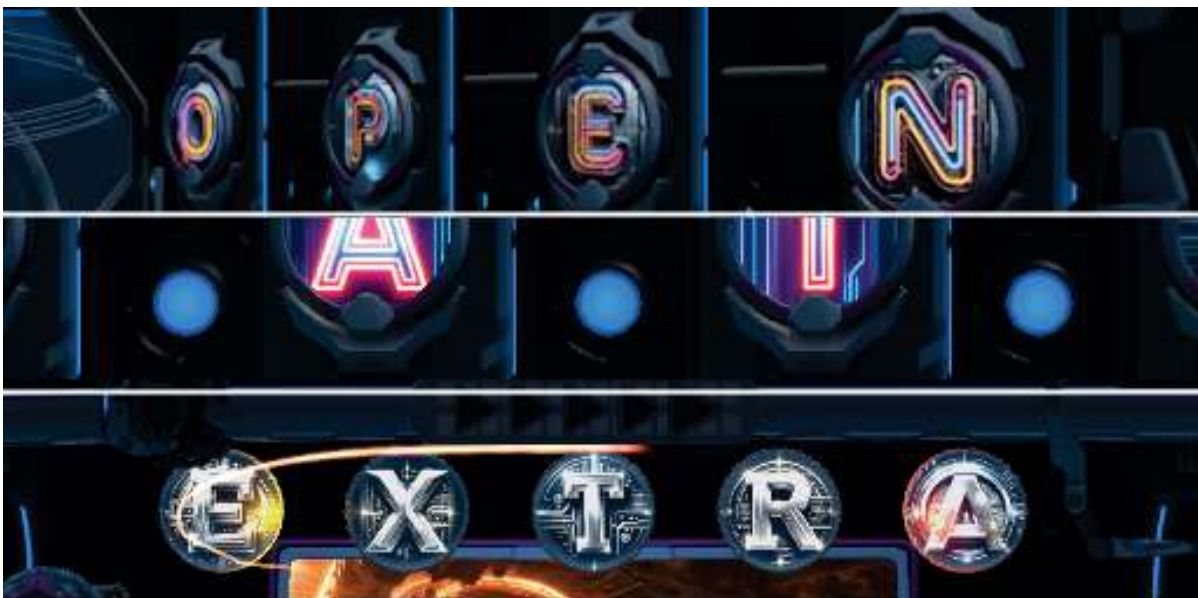
Lighting up OPEN, then GATE activates the gate. Additional balls stored in the container in front of you will be introduced into the game through the space gate.

16. 777 mechanic



After several hits on EFI and increasing the multiplier, the EFI inscription transforms into 777. Lighting up 777 awards either a point bonus or an additional ball. When you hear "All sevens," the 777 points are added to your overall score. When you hear "All sevens. Luck is on your side," you receive an additional ball in the lower container. (Additional balls stored in the container in front of you are introduced into the game through the OPEN GATE mechanic.)

17. EXTRA BALL mechanic



On the right side of the arena, there is an OPEN inscription. Lighting up OPEN opens 6 airlocks on both sides. Hitting the blue buttons closes the airlocks. Closing all the airlocks changes the LOOOP inscription (located in front of you) to EXTRA. Quickly extinguishing all the letters in the EXTRA inscription rewards you with an EXTRA-BALL.

MISSION

18. MISSION mechanic



MISSION mode multiplies the current score. To activate MISSION, you need to light up all the letters in the word "MISSION." Light M - Activate lasers (letter M);

Light I - Fuel and launch drone (first letter I);

Light S - Launch drone swarm on upper ramp (first letter S);

Light S - Launch a drone rebellion on the lower ramp (second letter S);

Light I - Activate fighter flyby (second letter I);

Light O - Activate shield through blasters (letter O);

Light N - Activate acceleration test (letter N);

Depending on the percentage you achieve in MISSION mode, your current score will be multiplied by that many times. Each completed mission phase increases the score by 20%. During the return or escape phase after a failed mission, we lose 4 points per second until hitting the ramp.

MINIGAMES

19. LASERS mini-game



Activate the mini-game by lighting up three lasers (yellow, red, and blue) located on the upper left side. You will be transported to a mini-game where you must shoot down flying drones. The first destroyed drone awards 50 points, and each subsequent drone increases the reward by an additional 50 points.

20. CASCADE mini-game



At the end of the arena, on the right at the top, there is a spinner. Lighting consecutive lamps on it awards 1000, 2000, 3000, and 5000 points respectively. After this, the CASCADE mini-game is activated. In this mini-game, you pilot a spaceship navigating through a cascade of laser rings. You must control the fighter and pass through the Stargate Cascade. Each gate the ship passes through is rewarded with an additional 1000 points.

ACHIEVEMENTS



ASTEROID ANNIHILATOR

Objective: Destroy a total of 200 asteroids over the course of your games.

Bonus: The clean-space bonus increases from 10 points per second to 15 points per second while the arena remains free of asteroids.



COSMIC CONQUEROR

Objective: Complete at least 22 out of 25 scenario-based tasks across the game.

Bonus: Start all future missions with an extra 10% bonus points.



COSMIC DUALITY

Objective: Achieve a moment where both the shield and the acceleration test are active while at least two balls are in play at the same time.

Bonus: Start every game with a 2x multiplier.



COSMIC SPELLER

Objective: Light up the letters in the word G-A-T-E in the correct order, one at a time. Avoid hitting targets out of sequence and don't hit any other letters in between.

Bonus: The starting JACKPOT pool increases from 25,000 points to 40,000 points.



DOCKING ACE

Objective: Score the JACKPOT three times in a single game.

Bonus: The portion of your earned points funneled into the JACKPOT increases from 25% to 30%.



GALACTIC CHAOS CONTROL

Objective: Get five balls on the arena at once and keep them in play for at least 1 second.

Bonus: Increases your score multiplier during *Multiball Time* mode, boosting it from 200 points per second to 300 points in your final score.



MAXIMUM EFFICIENCY

Objective: Raise the multiplier to 15x by activating EFI targets, filling the fuel tank, and striking the flying drone during its patrol.

Bonus: Improved fuel reserves and engine efficiency increase your game time from 15 minutes to 18 minutes.



MISSION MILESTONE

Objective: Accumulate a total of 1000% mission progress across multiple games.

Bonus: At the final score calculation, the points awarded for achieving maximum ball speed increase from 200 to 300.



QUAD RAMP RUN

Objective: Hit three lit-up ramps in a row. After the ball passes through a ramp, the entrance to the next ramp lights up for a few seconds, offering double points.

Bonus: Start your next games with 4 balls instead of 3.

WILD WEST ARENA



Game Scoring Overview

1. Standard Gameplay Duration

- ☐ The game lasts 20 minutes.

2. End-of-Game Bonuses

- ☐ Remaining Balls: Each ball left at the end of the game adds 20% to your final score.
- ☐ Time with Multiballs: Additional points are awarded for the duration of multiball play.
- ☐ Hit Speed: The speed of hitting the ball contributes to the final score.

3. Final Score Composition

- ☐ Your total score is the sum of points earned through MULTIPLIERS (page 32), EVENTS (page 34), MULTIBALLS (page 45), JACKPOT (page 47), WANTED (page 49), MINIGAMES (page 50), and bonus factors like hit **speed and multiball duration**.

MULTIPLIERS

1. MULTIPLIER ICONS



Lighting the icons on the floor in front of you increases your score multiplier:

- **Blue icons** – at the top – add +1
- **Green icons** – in the middle – add +2
- **Red icons** – at the bottom – add +3

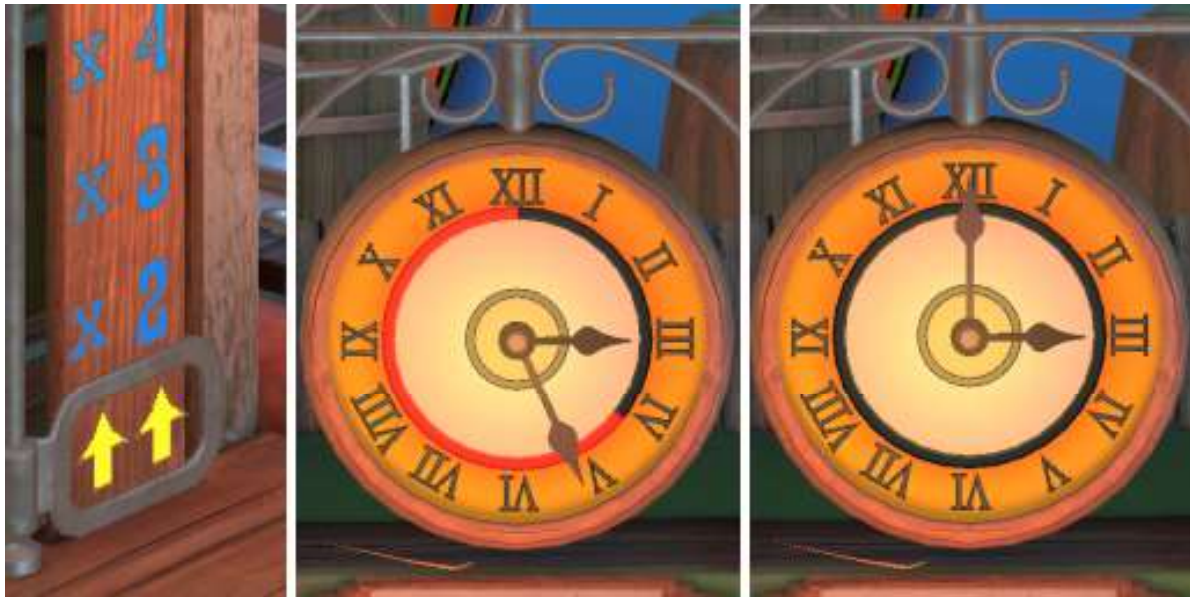
Your current multiplier is displayed on the **gauge to your right**.

Completing all icons within a group resets that group, allowing for continuous multiplier progression.

Be careful, and keep an eye on the clock above the tunnel entrance — it can reduce your multiplier.

Complete tasks and slow the CLOCK to push your multiplier all the way up to a maximum of 12.

2. CLOCK



Above the tunnel entrance, you'll see the **CLOCK**, which plays a key role in managing your **score multiplier**.

The in-game clock advances steadily, and **each time the minute hand completes a full circle (reaches 12), the multiplier drops by 1**. That's bad news — so you'll need to slow it down!

Around the clock face, there's a **glowing red ring** that represents the **speed of time**.

- The **more filled** the red ring is, the **faster** the minute hand moves — meaning time passes quickly.
- You can **reduce this speed** by **hitting the clock** — each hit decreases the fill of the red ring.
- When the red ring **completely disappears**, time is fully slowed down.

Your **current multiplier** is shown on the wooden panel next to the clock. It can go as high as **x12**, and you can increase it by **lighting up the icons in front of the player** (+1, +2, +3 multipliers). But be careful — if you ignore the clock and the in-game hour advances, your multiplier will start to drop quickly.

Your goal: Keep the clock slow and your multiplier high to maximize your score!

EVENTS

3. OIL LAMPS



Light up all **four oil lamps** scattered around the arena to earn **2,000 points** and boost your multiplier.

Once all lamps are lit, an **additional icon in group N** (the multiplier icons on the floor in front of you) is activated, instantly **increasing your multiplier by +1**.

4. HANGING BOTTLES



On the right side of the arena, bottles are hanging. Light up all three hanging bottles on the arena to earn **1,000 points** and boost your multiplier.

Once all bottles are lit, an **additional icon in group D** (the multiplier icons on the floor in front of you) is activated, instantly **increasing your multiplier by +2**.

5. BULL FURY



Hitting the bull standing on the roulette platform in the arena fills a progress bar on the floor in front of you. Once the bar is full, **BULL FURY mode** is activated.

During this mode, a bull will roam around the arena. With each successful hit on the bull, the **base point value of all arena targets increases—from 100 up to 500 points.**

But beware: **overcharging the bull** will end the mode early. Keep your aim sharp and your timing tighter!

Once **BULL FURY mode** is activated, **an additional icon in group D** (the multiplier icons on the floor in front of you) is lit, instantly **increasing your multiplier by +1.**

6. LONE RANGER PATROL



To the right side of the arena, in front of the Water Tower, you'll find a series of markers with rider symbols. Hitting these markers changes their color—from blue (calm) to green, then orange, and finally red (galloping).

Set all markers in this exact order and light them up to activate the **LONE RANGER PATROL mode**.

During this mode, a lone rider will ride across the arena. Hitting the passing rider on horseback awards **2,000 points**.

Once **LONE RANGER PATROL mode** is activated, **an additional icon in group D** (the multiplier icons on the floor in front of you) is lit, instantly **increasing your multiplier by +1**.

7. REAR TUNNEL & BANDIT TRAIN



On the right side of the arena, you'll find the **REAR TUNNEL**.

Throwing the ball into the rear tunnel 5 times activates the **TUNNEL & BANDIT TRAIN** mode. *(Hitting the bell makes tunnel shots easier.)*

After the fifth tunnel shot, a bandit train arrives. Each time you hit a train window, a bandit appears in the arena. The more bandits appear on stage, the more points you'll earn for hitting them with the ball — 1,000 points per bandit, so up to 4,000 points with all four active.

Bandits can only be hit when they lean out and aim at your ball. If they shoot it first, your ball gets knocked off course, adding some chaos and making gameplay more challenging. So strike fast for big points and control of the arena!

Additionally, shooting the ball into the REAR TUNNEL five times lights up the letter "T" in the word "**WANTED**", bringing you closer to the WANTED mission mode.

8. WELL



Off to the left, you'll see a **WELL**. Hitting the spinner next to the well fills its gauge.

Once the gauge is full, a bucket with a gold nugget rises from the well. Hitting the bucket awards **1000 points per hit**.

Once **WELL** is activated, **an additional icon in group N** (the multiplier icons on the floor in front of you) is lit, instantly **increasing your multiplier by +2**.

9. BANDIT HUNT



Beneath the **gold nugget markers** scattered across the arena hide the most notorious outlaws of the Wild West.

Hitting and lighting all **6 gold nugget markers** activates the **BANDIT HUNT mode**. Quickly shoot the indicated bandits to score increasingly higher points.

Each successive bandit hit rewards you with more: **500, 1000, 2000, 5000, 10,000**, and finally **20,000 points**.

Once **BANDIT HUNT** is activated, **an additional icon in group N** (the multiplier icons on the floor in front of you) is lit, instantly **increasing your multiplier by +1**.

10. WINDMILL RAMP



Located on the left side of the arena, the **WINDMILL RAMP** pumps water each time the ball passes through it, gradually filling its gauge. Depending on which lamps are lit, this rewards you with **5,000, 10,000, or 15,000 points**.

Lighting **all three lamps** grants a chance to earn an **EXTRA BALL** — starting at 50% probability, though the chance is halved each time an extra ball is awarded.

Note: This ramp also activates the **CACTUS lights**, which are required for the **CACTUS CANYON minigame**. (see point 21 in this document).

Once **WINDMILL RAMP** is activated, **an additional icon in group E** (the multiplier icons on the floor in front of you) is lit, instantly **increasing your multiplier by +3**.

11. MINE CART



To your left, you'll see four icons representing the stages of gold mining. Hitting and lighting up all four activates the moving **MINE CART mode**.

Each time you hit the moving cart, you score points — and with every consecutive hit, the points get higher and higher.

Once **MINE CART** is activated, **an additional icon in group E** (the multiplier icons on the floor in front of you) is lit, instantly **increasing your multiplier by +1**.

12. AMMO DEPOT



At the top of the building in front of you hangs a bull skull. Each time you hit the bull skull, it loads one unit of ammo (displayed to the right of the skull). Filling the ammo depot activates a dynamite toss. You earn **2,000 points** for every dynamite hit.

Additionally, loading the full ammo depot lights up the letter **"A"** in the word **"WANTED"**, bringing you closer to the WANTED mission mode.

13. WATER TOWER



At the top right side of the arena, you'll see the **WATER TOWER**. Hitting the WATER TOWER fills its gauge and awards 5,000 points.

Additionally, shooting the ball into the rear tunnel five times lights up the letter **"T"** in **"WANTED"**, bringing you closer to the WANTED mission mode.

14. CASINO



On the left side of the arena, you'll find **card markers displayed as circular icons**. Hitting one of these markers starts the **roulette wheel beneath the bull**, which randomly lands on either a red or black chip.

If you hit an icon with black cards and the roulette stops on black, you earn bonus points and light up the corresponding chip just ahead, deeper into the arena. Red markers work the same way—matching the red color earns a point and lights a chip.

Lighting all the chips (for a total of 880 points) activates **POKER mode**. A poker hand is dealt, and you'll earn points based on the best hand you manage to complete in time:

PAIR (4,400 pts), TWO PAIR (8,800 pts),

TRIPS (10,000 pts), or FULL HOUSE (15,000 pts).

15. STOP THE ROBBERY



On the right side of the arena, below the score display, there's a **"STOP THE ROBBERY"** sign. Under it, an image of a target appears.

Find and hit the matching targets on the arena to fill the meter on the sign.

Once the meter is full, the **"STOP THE ROBBERY"** mode begins.

The sign drops down, revealing bandits hiding behind it. Hit the bandits with balls to score points. **Each bandit hit is worth 1,000 points.**

MULTIBALL

16. RATTLESNAKE RAMP



On the right side of the arena, just before the bottles, you'll find the **Rattlesnake Ramp**. Sending the ball into this ramp fills the green progress gauge located beneath it. Once the gauge is full, a **shotgun appears** in the arena.

Load the shotgun by quickly hitting both shotgun shells to activate **MULTIBALL mode**. From that moment on, you'll be playing with **three balls at once**. Try to keep them in play as long as possible—don't lose them!

*Multiball will be needed to get **WHISKY JACKPOT** (See the 19 WHISKY JACKPOT.)*

Once **RATTLESNAKE RAMP** mode is activated, an **additional icon in group D** (the multiplier icons on the floor in front of you) is lit, instantly **increasing your multiplier by +3**.

17. REVOLVER RAMP



The ramp located on the left side features a track switch.

Activating the switch engages **REVOLVER RAMP**, which begins loading bullets into the chamber (*top right corner of the arena*).

Once fully loaded, **MULTIBALL mode** is activated, releasing **3 additional balls** onto the arena.

JACKPOT

18. SALOON & WHISKY



On the building in front of you, there is the word **WHISKY**.

Your goal is to light up all the letters in the word.

To do this, shoot the ball into the **SALOON** – this will cause one letter to flash. Hit the flashing letter with the ball while it's blinking to light it up. Repeat for all letters to complete the challenge.

Once **SALOON & WHISKY** is activated, **an additional icon in group N** (the multiplier icons on the floor in front of you) is lit, instantly **increasing your multiplier by +3**.

Additionally, once all letters are lit, the **SALOON** sign on the doors will change to **JACKPOT**. From this point on, you can score the **WHISKY JACKPOT** (see point 19 in this document).

19. WHISKY JACKPOT



Lighting up the **WHISKY** sign (see 18. *SALON & WHISKY*) transforms the **SALOON** into a high-stakes **JACKPOT** opportunity.

To hit the **JACKPOT**, you'll need perfect timing—send two balls into the SALOON simultaneously during **MULTIBALL**. (see 16. *RATTLESNAKE RAMP* and 17. *REVOLVER RAMP*)

Pull it off, and you'll be handsomely rewarded with **25,000 points**, plus a bonus of **25% of your total score** earned so far. Now that's a toast-worthy win!

WANTED

20. WANTED



On the floor in front of you, the word **WANTED** is displayed. Light up all the letters to activate **WANTED mode**, a high-stakes challenge where you can earn **score multipliers**.

To start the WANTED mission, you must complete several key actions:

- **W** – Fill the Water Tower by hitting it multiple times.
- **A** – Load the Ammo Depot by striking the bull skull mounted on the building.
- **T** – Trigger the Train Event by sending the ball into the rear tunnel multiple times.
- **E, N, D** – Light up the multiplier group icons by completing actions on the playfield that activate bonus lights.

Once all six letters are lit, **WANTED mode** begins. Your current score is multiplied, and each action you take during this mode boosts your rewards. Keep your eyes sharp and your aim steady – the West pays well, but only to those brave enough to chase what they're *wanted* for.

MINIGAMES

21. CACTUS CANYON mini-game.



Passing through the WINDMILL ramp briefly lights up one of the cacti in the arena. Hitting the lit **CACTUS** activates the next floor light to the left — **CACTUS CANYON**. Once all four lights on the floor are lit, **a minigame begins**.

You'll be transported to a ranch-themed minigame where you **collect diamonds** while riding a horse and jumping over fences. Explore the area and grab as many diamonds as possible to rack up points before the game ends. But be careful — angry bulls are on the loose!

Small diamonds are worth **500 points**,

medium ones **1,000 points**,

and large diamonds give you **2,500 points**.

22. GUARD POST mini-game.



A strong hit to the **GUARD POST**, located at the upper left side of the arena, causes the guard to pop out and fire a shot toward the sheriff's star on the opposite side. After six shots, the **shooting minigame** begins.

You'll face off against bandits in a classic town shootout. Each **bandit you hit earns you 1,000 points**.

But watch out – they shoot back! You'll need to physically dodge their bullets by leaning, ducking, or sidestepping to stay alive.

You have 5, 3, or 1 life, depending on your chosen difficulty level: *Beginner*, *Regular* or *Expert*.

The minigame ends either when you lose all your lives or when the bell chimes – survive until then and take down as many bandits as you can!

ACHIEVEMENTS



DIAMOND SEEKER

Objective: Get a haul worth at least 10,000 points in the *Cactus Canyon* diamond minigame.

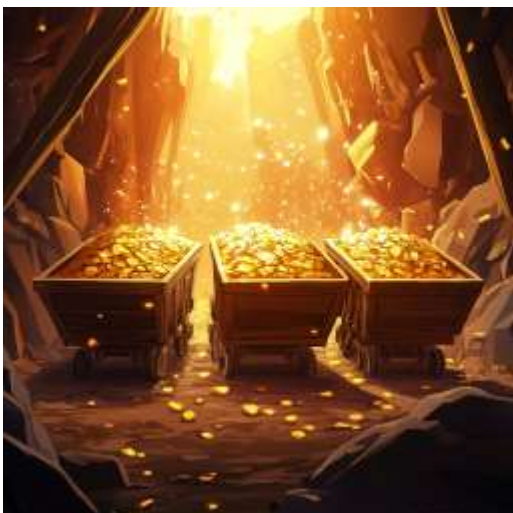
Bonus: Start future runs with two *Cactus* lamps pre-lit, speeding up your next expedition.



FOUR HORSES

Objective: Keep four or more balls in play simultaneously for 15 seconds, like a wild herd running free.

Bonus: Double your points earned per second during Multiball Time, boosting it from 200 to 400.



GOLD RUSH

Objective: Trigger the Saloon Jackpot three times in a single game, hitting the motherlode.

Bonus: Boost the starting Jackpot value in future games from 25,000 to 50,000 points.



GUNSLINGER

Objective: Take down 15 bandits during the Guard Post shooting minigame.

Bonus: Start future games with your revolver fully loaded, instantly ready for a 3-ball multiball.



LONG DAY

Objective: See the day through – survive until the game timer runs out with at least two balls remaining.

Bonus: Start your next games with 4 balls instead of 3.



NIGHT RIDER

Objective: Achieve a moment where all icons in the E, N, and D multiplier groups are simultaneously inactive.

Bonus: Gain a head start when WANTED mode activates, beginning with an extra 10% progress.



NOON

Objective: Reach the peak intensity of the day by achieving a 12x score multiplier.

Bonus: Begin future games with a helpful 3x starting multiplier instead of the standard 1x.



POKER CHEAT

Objective: Reveal a Full House twice during the poker minigame in a single session.

Bonus: Increase the score awarded for a Full House from 15,000 to 20,000 points in future games.



RIDER

Objective: Trigger a moment where 4 train bandits and the Lone Rider are present simultaneously, then hit the Lone Rider 3 times during this mayhem.

Bonus: Start future games with the advantage of two balls from the outset.