

Figure 2-1 Attract Mode Display

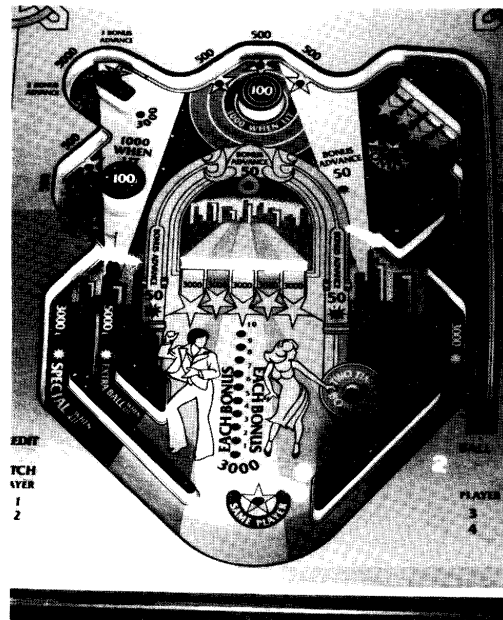


Figure 2-2 Play Mode Display

## b. attract mode

The attract mode begins after game power-up, when exiting from the self-test, and after the end of a previous game. The red LEDs in the playfield PCB flash in a repeated sequence to attract the attention of potential players. The coins required per player are displayed, as is the *BONUS FOR—*(points) phrase. (See the replay level settings in Table 1-2, Operator Option Settings, for details on the four possible phrases that could appear.)

After inserting the proper number of coins, the *PRESS START* phrase will appear and flashes. If at least one game has been played since the unit was powered up, then you will also see the phrase *HIGH SCORE \_\_\_\_\_* on the screen. This represents the highest game score attained since power was last applied to Video Pinball™ or since the last self-test.

## c. play mode

The player(s) now press the start button for the appropriate number of players, and all these phrases disappear. The scoring system is described on the silk-screened Plexiglas shield.

1. Complete lower 5 drop targets once—*EXTRA BALL* light lights up.
2. Complete lower 5 drop targets twice—*SPECIAL* light lights up.
3. Roll over all 5 rollovers—*TWO TIMES BONUS* light lights up.
4. Hit all 3 targets behind either thumper bumper—that thumper lights up.
5. Complete all 4 upper drop targets—bonus advance lights up LED labeled "1". Each subsequent completion of these drop targets increments the series of bonus LEDs to the next number. When bonus #10 has been completed, it stays lit and the sequence continues with 1 thru 9 again, representing bonus #11 thru 19.

Note that the "special" and extra ball are each awarded in two different ways, depending on the option switch settings on the PCB. The special is either one replay or 80,000 points; the extra ball is either exactly that or 50,000 points. See Table 1-2 for details on how to set the switches for these results.