

INSTRUCTIONS FOR « HOT WHEELS »

- When the ball completes one complete lap of the race track on the upper playfield, the lamp at the start of the race track is lit.
- When this lamp is lit, each button on the track advances bonus when hit. Hitting every button when lit advances hole score.
- Hitting the ten numbered fixed targets increases the hole score and advances the race position light in front of the swinging target.
- When the first position lights is lit, the swinging target is special.
- When the swinging target is special and it is hit, the score on the right and card is awarded.
- Hitting all four dropping targets on the left hand side of the playfield the first time multiplies the bonus score by 2, the second time by 3 and the third time by 5, and, in addition, extinguishes one of the fixed targets.
- When the bottom left and right rollovers are lit and the ball passes through, the hole score advances.
- When the out hole special is lit and the ball enters out hole, an extra ball is awarded.
- When the ball leaves the playfield, the score lit on the lower race track is awarded.
- If a score of 999,990 is exceeded, the right and digit will blink as an indication.

HAVE FUN!