

D E V I L R I D E R

● « 5.000 PTS » DROP TARGETS BANKS

When all the target of a bank are hit, the move ramp goes down, « ORANGE SPECIAL » advances and the « REACT » feature lights.

● « ADVANCE RED SPECIAL » TARGETS

If they are hit while flashing, « RED SPECIAL » advances and score on the head wheel increases.

● « 20.000 PTS » TARGETS

If hit while lighting, they score 20.000 points and increase the score on the head wheel.

● « ORANGE SPECIAL » TARGET

If it is hit when lighting, the value indicated on the right label is obtained.

● « RED SPECIAL » TARGET

If it is hit when lighting, the value indicated on the right label is obtained.

● RIDER ON THE HEAD

When the ball bounces to the upper level, the rider goes round and collects the scores indicated by the lit lamp.

● « SPOT MOVE RAMP » FIXED TARGETS

Hitting a lit target, you cause the fall of one of the target in the corresponding bank, and the « REACT » lamp lights.

● SIDE TUNNELS

Flinging the ball into the tunnels, the bonus multiplies advances.

● REACT

The ball can be regained even in the loss canals, pushing the flipper button, if the REACT lamp is lit.