

THUNDER MAN

ROTARY TARGET

Score depends on the velocity with which you hit the rotary target

CHANNELS ENTERED

When all the lamps TH-UN-DE-RM-AN are extinguished with the passage of the ball, it flashes the channel STARS FLASHING ADVANCE MULTIPLIER. Passing in the tunnel with the ball increases the score of stars on the channel

MULTIPLYING CHANNEL

When star score is maximum, ball through the tunnel advances BONUS MULTIPLIER

BONUS MULTIPLIER

When the ball exits from the game field, all the points accumulated will be multiplied by the value of BONUS MULTIPLIER

YELLOW DROP TARGETS FALLING

Every target is worth 30,000 points. When all the targets have fallen, they advance the lights of THUNDER SPECIAL (Yellow Special)

ADD'MAN SPECIAL

Making the ball in the hole scores 100,000 points, and advances the lights of MAN SPECIAL (Red Special)