

$E=mc^2$

# FREEPLAY



**OBJECT** Explore the strange world of the Twilight Zone. **BATTLE THE POWER** using **MAGNA-FLIP™**. Try to **Unlock THE DOOR** by lighting all of the **DOOR PANELS**. Stop **TIME** by using **THE CLOCK**.



**EXTRA BALL** Shoot the ball multiple times around **The LEFT RAMP** to light extra ball.



**POWER BALL** Get the **POWER BALL** out of the **GUMBALL MACHINE** by shooting up the right side of the game when the **GUMBALL ARROW** is flashing. When the **WHITE POWER BALL** is on the playfield **RETURN IT** to the **GUMBALL MACHINE** to begin **POWER BALL MANIA**. In **POWER BALL MANIA** shoot at the right ramp to **BATTLE THE POWER!**



**MULTI-BALL™** Spell **GUM-BALL** by shooting the **LEFT** and **RIGHT** ramps. **LOCK** balls by shooting into the **LOCK AREA** located above the **PLAYER PIANO**.

**THE DOOR** Shooting the **LEFT RAMP** lights the **PLAYER PIANO**. Shooting the **RIGHT RAMP** lights the **SLOT MACHINE**. The **PLAYER PIANO** awards the current **FLASHING DOOR PANEL**. The **SLOT MACHINE** awards a **RANDOM DOOR PANEL**.



**BATTLE THE POWER** Shooting **HITCH-HIKER TUNNEL** multiple times lights **BATTLE THE POWER**.



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**BUY EXTRA BALL** At the end of a game you may buy 1 extra ball for 1 credit. All features and score remain as they were at the end of game!

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# ZONE TWILIGHT

