

## CHAMPION PUB RULES

WATCH DISPLAY FOR INSTRUCTIONS AND PROMPTS.

**OBJECTIVE** - Win five fights to become Pub Champion.

Train on the heavy bag, speed bag, and jump rope to increase your LIFE BAR.  
A full LIFE BAR lights START FIGHT.

*\*\* Use flipper buttons to make the ball jump in the jump rope  
or to operate fists in speed bag area. \*\**

**SKILL SHOT** - Press launch button and hold, release to collect highlighted award.

**EXTRA BALL** - Win second fight to light extra ball.

**MULTIBALLS**      **MULTI BRAWL** - Lock three balls

**RAID** - Win third fight

**FISTICUFFS** - Hit heavy bag to spell out BARFLY FISTICUFFS

**JACKPOTS** - Lit Return lanes light Jackpots.

WHEN IN DOUBT SHOOT FOR THE FLASHING LIGHT.  
CHECK WWW.WMS.COM FOR A COMPLETE SET OF RULES.

16-10630

Font used: Bookman Old Style

### Cards status:

16-10630 confirmed.

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun,

Peter

[www.inkochnito.nl](http://www.inkochnito.nl)

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