

Checkpoint Pinball

Skill Shot 1st shot into the **Ramp** from the **Plunger** awards *250K times the ball-in-play.*

Multiball *2 or 3 Ball Play* can be obtained by advancing the **Tachometer**. Advance the **Tachometer** by meeting or exceeding the **Lazermatic Speed Requirement** (See Instant Info.) **Pop Bumpers**, **Pit Stop Mystery** and completing **Carrera Targets** also advance the **Tachometer**.

Jackpot In *3 Ball* or in *2 Ball Multiball*, only after *3 Ball Play* has been achieved, shoot the **Checkered Flag Target** down and shoot the **Ramp** to collect.

Blue Light Special When the **Blue Light Special** is lit, knock down the remaining **Carrera Targets** for the *lit Value*.

Pit Stop Shoot the **Pit Stop Hole** for the *Mystery Value* or *2 Ball Multiball* with **Tachometer** at 7,000 RPM.

Spin & Win Shoot the **Spinner** and collect the *lit Value*. **Pop Bumpers** change *Value*.

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SPI Part No.: 755-5010-01 Updated

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Cutting Instructions: Trim side edges to leave 5-3/8" Wide Card (5.375") from center line. Trim top edges to leave 2-15/16" Height Card (2.937") from equator line.