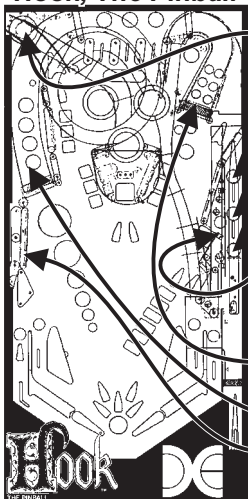


Hook, The Pinball



Jackpot Collect *Jackpot* on *Lit Baseball* or *Windcoaster Ramps*. Shooting *Weapon Targets* increases *Value*.

Multiball Shoot all **targets** (*Top Left Clock Shop* also spots *Targets*) to *lite lock*, lock one ball to *lite Plunger Skill Shot*. Plunging to *lit holes* starts **3-Ball play**.

Skill Shot Shoot **ball** into *flashing hole* to collect *award* (see *Ramp Values 1-2-3*).

Bangerang Shoot **Skull** to *lite Value*. Shoot **Scoop** to collect *Value*. Completing all six *Values* *lites Bangerang*. Completing **Bangerang** awards *50 Million* & *lites all features*.

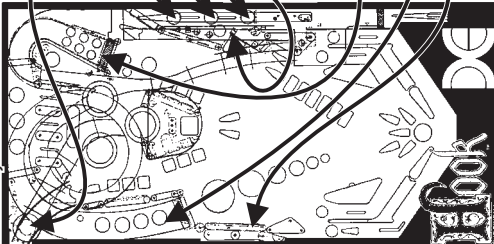
Baseball Ramp Shooting ramp twice *lites award* for *5 Million points*.

Windcoaster Ramp Shooting ramp collects *lit Value* and advances toward *3 Million Plus*.

Pirate Town Special Completing *Drop Targets* collects *Value* when *lit*.

Hook, The Pinball (RECREATION)

Hook, The Pinball



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Baseball Shooting ramp twice lites award for 5 Million Ramp points.

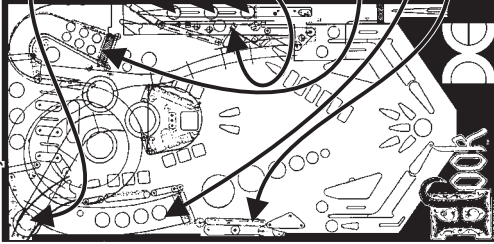
Windcoaster Shooting ramp collects lit Value and advances Ramp toward 3 Million Plus.

Pirate Town Special Completing Drop Targets collects Value when lit.

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Hook, The Pinball



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Baseball Shooting ramp twice lites award for 5 Million Ramp points.

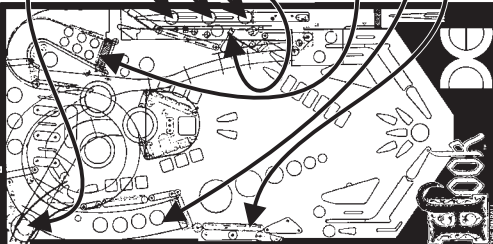
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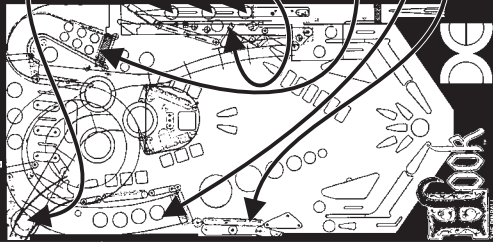
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Cutting Instructions: Trim side edges to leave 5-7/16" Wide Card (5.44") from center line.
Trim top edges to leave 2-15/16" Height Card (2.94") from equator line.