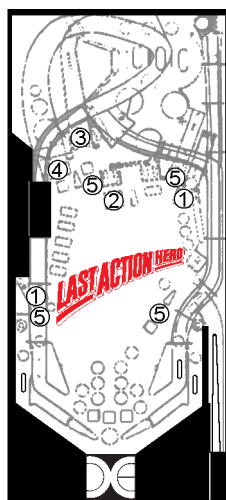


Last Action Hero Pinball

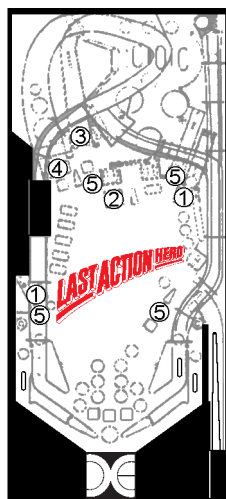
- M-BALL** Shoot **Captive Balls** ① to light **M-BALL** at the **Left Scoop** ②. Shoot the **Left Scoop** to start **M-BALL**.
- Jackpot** Shoot the **Crane** ③ during **M-BALL** to light **Jackpot**. Collect **Jackpot** at the **Ramp** ④, then **Double Jackpot** at the **Crane** to light **Shields**.
- Shields** Completing **Shields** ⑤ during **M-BALL** lights the **Crane**. Shoot the **Crane** to light **Super Jackpot** at the **Ramp**. Collecting **Super Jackpot** lights **Double Super Jackpot** at the **Crane**.
Hint: Locked balls increase Jackpot Values.
- Dynamite Values** Shoot the **Left Scoop** for **Dynamite Features**. Complete all **Features** to start **World Premiere**. Shoot the **Ramp** to re-light the **Scoop**.
- Smart Missile** One per game. Scores all lit **Features** when used.



Last Action Hero Pinball

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Hint: Locked balls increase Jackpot Values.
- Dynamite Values** Shoot the **Left Scoop** for **Dynamite Features**. Complete all **Features** to start **World Premiere**. Shoot the **Ramp** to re-light the **Scoop**.
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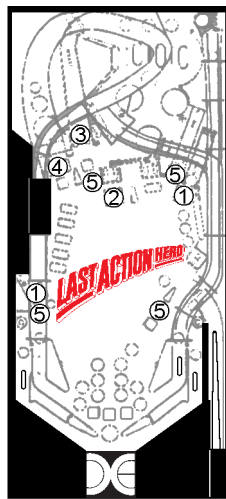
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Last Action Hero Pinball

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Hint: Locked balls increase Jackpot Values.
- Dynamite Values** Shoot the **Left Scoop** for **Dynamite Features**. Complete all **Features** to start **World Premiere**. Shoot the **Ramp** to re-light the **Scoop**.
- Smart Missile** One per game. Scores all lit **Features** when used.

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Last Action Hero Pinball

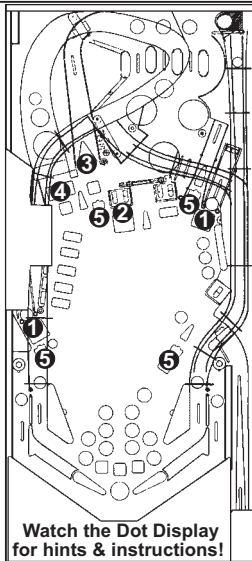
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Hint: Locked balls increase Jackpot Values.
- Dynamite Values** Shoot the **Left Scoop** for **Dynamite Features**. Complete all **Features** to start **World Premiere**. Shoot the **Ramp** to re-light the **Scoop**.
- Smart Missile** One per game. Scores all lit **Features** when used.

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Cutting Instructions: Trim side edges to leave 5-1/2" Wide Card (5.5").
Trim top/bottom edges to leave 2-15/16" Height Card (2.94").
x: 4.528 y: 5.494 for registration group layout

x: 4.25
y: 8.44
x: 4.25
y: 5.5
x: 4.25
y: 2.56

LAST ACTION HERO



MULTIBALL: Shoot the *Captive Balls* ① to light **Multi-ball** at the *Left Scoop* ②. Shoot the *Left Scoop* to start **Multiball (MBall)**.

JACKPOT: Shoot the *Crane* ③ during **MBall** to light the **Jackpot**. Collect the **Jackpot** at the *Ramp* ④, then the **Double Jackpot** at the *Crane* to light the *Shields* ⑤.

SHIELDS: Completing the *Shields* ⑤ during **MBall** lights the *Crane* ③. Shoot the *Crane* to light **Super Jackpot** at the *Ramp*. Collecting the **Super Jackpot** lights the **Double Super Jackpot** at the *Crane*.

(Hint: Locked balls increase the Jackpot Values.)

DYNAMITE VALUES: Shoot the *Left Scoop* ② for the **Dynamite Features**. Complete all **features** to start the **World Premiere**. Shoot the *Ramp* ④ to re-light the *Left Scoop*.

SMART MISSILE: Only one per game. Scores all lit features when used. **Watch the Dot Display!**