

# BARB WIRE

- **ALL OF THIS GAME'S MAIN FEATURES ARE EXPLAINED IN "PLAYER CONTROLLED HELPFUL HINTS". DURING GAME OVER, PRESS AND HOLD THE RIGHT FLIPPER BUTTON, WHILE USING THE LEFT FLIPPER BUTTON TO STEP THROUGH EACH OF THE HINTS.**
- **OBJECT:** SHOOT FLASHING ARROWS TO LIGHT THE CORRESPONDING TRIANGLE LAMP. COMPLETE ALL TRIANGLE LAMPS FOR THE FIREFIGHT ROUND. WATCH FOR THE OPPORTUNITY TO SCORE 100M FROM THE FIREFIGHT TRIANGLE.
- **EXTRA BALL:** THE RETINAL SCAN (MYSTERY) OR MIND READ FEATURES MAY LIGHT EXTRA BALL IN THE BOTTOM LANES. THE CONSOLATION FEATURE MAY LIGHT AN EXTRA BALL LANE. HIDEOUT AND HAMMERHEAD BAR ROUNDS PROVIDE THE OPPORTUNITY TO WIN AN EXTRA BALL.
- **SPECIAL:** THE MIND READ OR CONSOLATION FEATURES FEATURE MAY QUALIFY THE RETINAL SCAN FEATURE FOR SPECIAL. A SPECIAL MAY BE AWARDED FOR HIGH BALL TO DATE. IF YOUR MATCH NUMBER IS REVEALED, WATCH FOR THIS NUMBER, THEN LET THE BALL DRAIN.

32184

Fonts used: Helvetica, Helvetica75, Helvetica 55 Roman, Eras Bold ITC, Wingdings.

#### **Cards status:**

32184 instruction card confirmed.

Score cards are available in a separate file called: [Score cards for System 3 games.](#)

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

Enjoy and have fun,

Peter

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