

GAME DESIGN: CHARLIE EMERY
CONCEPT: ADAM GACEK
CODING: DAVID FAWZMA
ANIMATIONS: DAVID VAN ES
PLAYFIELD / TRANSLITE: SCOTT GULLICKS
CABINET / ART DIRECTION: BLAKE DUMESNIL
ASSEMBLED BY MINIONS IN
BENTON, WI



MANUFACTURED BY:



Skill Shot: Shoot Left Scoop

Mystery Award: Hit the 5 Pizza Tracker Targets to light Mystery at the Left Scoop.

Battle the Noid: Hit the 3 Target Bank shots to drop the bank and Battle the Noid. Hit the Noid a certain amount of times (it increases for each battle) or hit the Noid orbit to defeat the Noid.

Handle the Rush: Spell O-V-E-N with the inlane/outlane Roll Overs. Shoot the Right Over Ramp to lock a ball. Lock 3 balls to light Handle the Rush Multiball at the Right Scoop.

Career Track (Left): Advance your Domino's Career by collecting career points at the Left Scoop (+3) and the Pop Bumpers (+1). At each milestone the Left Scoop is lit for Multiball.

Operations Track (Right): Make the Corresponding shots 3 times to light the mode, shoot the Right Scoop for Multiball. **Make the Pizza** - hit the Left or Right Orbits. **Lost Topping** - hit the Noid Orbit. **Pizza Dispatch** - hit the Left/Center Ramp.

Mega Week: hit the 5 Pizza Tracker Targets to light Mega Week at the Right Oven Ramp. The ramp shot lights Mega Week Mode at the Right Scoop.

World's Fastest Pizza Maker: Complete either the Career or the Ops Track to light WFPM at the Right Scoop.

Global Conquest: Complete Both Career and Ops Tracks to light Global Conquest at the Left Scoop.

Pizza Wars: Complete 4 Noid Battles, Handle the Rush Multiball, the Career Track, and the Operations Track to light Pizza Wars at the Right Scoop.

Created by Brad Mackey

Based on code v5 rules

Print size: 5.125" x 2.375" (or 5 1/8" x 2 3/8")