

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:



Domino's



FREE PLAY

**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

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