

GAME RULES

MULTIBALL - 'LIGHT' and 'LOCK' targets enable LOCK on the left ramp. Lock 3 balls to start Multiball.

RUG MODE - Hit the Rug several times to unroll it. When completely unrolled, shoot the revealed hole to start a 'Rug Mode'.

BOWLING - Spell B-O-W-L-I-N-G to light 'LET'S GO BOWLING'. Beat your opponents to collect their bowling ball.

CAR MODE - Upper targets complete handicapped parking spot to light 'Car Mode'. Shoot upper-playfield-scoop to start a 'Car Mode'.

ZERO - Spell Z-E-R-O to light 'MARK IT ZERO' at the saucer.

CHARACTER MODE - Spell each character name to light their 'Character Mode' at the saucer.

WHITE RUSSIANS - Collect all White Russian ingredients to add a shot-multiplier.

THE DUDE ABIDES - Complete all 6 Wizard goals to light 'The Dude Abides'.

FREE PLAY

Just press 'START', Dude...