

CONGO - RULES OF PLAY

EXTRA BALL:

Light extra ball by exploring Map, Mystery Feature or shooting Volcano Ramp.

MYSTERY FEATURE:

Complete Z-I-N-J rollovers to light.

SKILL SHOT:

Hir lit target when Skill Shot lamp is flashing.

LOWER LEVEL:

Complete G-R-A-Y sequence to capture ball and start feature.

HIPPO BONUS:

Jet bumpers light H-I-P-P-O. When Hippo is lit, shoot Collect or 3X Collect to score.

VOLCANO MULTI-BALL™ (3-BALL):

Collect four diamonds to light Lock lamps. Capture three balls to start.

SUPER MULTI-BALL™ (2 LEVEL, 5-BALL):

Collect 100 diamonds to start.

MAP FEATURE

Shoot when lit to relight diamonds and collect Map awards.