

MULTIBALL: COMPLETE BOWLING TARGETS TO LIGHT BALL LOCKS. LOCK 1 BALL TO START 2-BALL PLAY. IN 2-BALL PLAY, LOCK BOTH BALLS TO START 3-BALL MULTIBALL

JACKPOT: IN 3-BALL PLAY, COMPLETE THE 3 BOWLING PINS TO LIGHT **JACKPOT**. SHOOT THE RAMP TO SCORE **JACKPOT**. THE LONGER YOU WAIT THE MORE POINTS IT'S WORTH.

MYSTERY SCORE: SHOOT THE RAMP TWICE IN A ROW ON EVERY BALL TO SCORE 500K, CATCH-UP, BONUS HOLD & 100K, EXTRA BALL, 5X OR DOUBLE SCORE.

SIMPSON'S MILLIONS: RAMP SHOT AND TOP LANES LIGHT **M-I-L-L-I-O-N-S** FOR TIMED 1 MILLION POINT RAMP SHOT.

NUCLEAR POWER VALUE: RETURN LANE TO ANY BALL LOCK COLLECTS RESPECTIVE LEFT, CENTER OR RIGHT **BUMPER POWER** VALUE.

DOUGHNUT TOP LANES: TOP LANES ADVANCE **DOUGHNUT MULTIPLIER** VALUE AND ADVANCE **SIMPSON'S MILLIONS**.

BART BULLSEYE BANK: COMPLETING THE 5-BANK OF **ENEMIES** LIGHTS **BONUS HOLD, EXTRA BALL & SPECIAL**.

LASER KICK: COMPLETE **KWIK-E-MART** TARGETS TO RELIGHT **KWIK-E-MART** LASER KICK.

.50 - 1 PLAY
.75 - 2 PLAYS
BEST VALUE!
\$1.00 - 3 PLAYS
5 BALLS PER GAME

FOR AMUSEMENT ONLY