

## STARSHIP TROOPERS

**MULTIBALL** Bash the *Live Fire Assault Range Warrior* until "Multiball" lights. During *Multiball*, shoot either *Ramp* for **Jackpot**. Complete "Hits" on the *Live Fire Assault Range Warrior* or collect **Jackpots** to light **Super Jackpot** at the *Live Fire Assault Range*.

**PLANETS** The game begins on the first planet. Clearing all bugs qualifies the *Left Hole* for "Arm Nukes" (*Planet Multiball*) and the *Center Hole* for "Advance Planet". Shooting "Advance Planet" or "Arm Nukes" collects the **Hurry-Up Value** and advances to the next planet. Shooting **Arm Nukes** begins *Planet Multiball*.

**STRATEGY** Shooting "Advance Planet" increases **NUKE** values for next *Planet Multiball*. The more planets saved, the higher the **Nuke** values!!!

**PLANET MULTIBALL** "Arm Nukes" *Hole* begins this **2-Ball Multiball**. Complete all **Nuke Shots** and the **Double Nuke Shot** to qualify the *Live Fire Assault Range Warrior* for **SUPER NUKE**.

**RECON** Completing both *Ramp Shots* qualifies the *Center Hole* for **Recon**. Shooting **Recon** when lit awards a **Mystery Feature**. **Note:** Each time this feature is qualified, the possible awards are increased.

**ORBITS** The *Return Lanes* (by flippers) light the "Orbit" Feature. Completing four *Orbit Shots* **LOCKS** one ball. Locking two balls awards **Orbit Multiball**. During **Orbit Multiball**, shoot *Orbit Shots* for **Jackpots**.

# FREE PLAY

## "KILL 'EM ALL!!!"

# JOIN NOW!