

PINBALL MAGIC™ by **CAPCOM®** COIN-OP, INC.

SKILL SHOT -Drop ball in hat or complete loop to enter Realm of Magic.

MAGICIAN'S CHALLENGE -Complete 3 rounds of Challenges from the 6 magicians to defeat **MATRA MAGNA**.

CAPTIVE BALL -Awards lit value.

SHOWTIME -Enter **STAGE** 5 times to float the ball.

PRESTO CHANGO -Hit **COLOR BALL** target to match current Magician's color.

CRITIC'S TRIANGLE -Shoot **STAGE**, then shoot left ramp to **SILENCE CRITICS**.

MAGIC MAYHEM -Complete 3 Bank **MORPH CHAMBER** to light ramp for **BALL LOCK**.
Shoot **VANISHING ACT** to escape to **MAGIC MAYHEM**.

EXTRA BALL -Lit by **CAPTIVE BALL** or **GENIE BOTTLE**, hit lit target to collect.

JACKPOT -Shoot left ramp during **MAGIC MAYHEM** to collect **JACKPOT**.

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