# BARB WIRE

• ALL OF THIS GAME’S MAIN FEATURES ARE EXPLAINED IN “PLAYER CON-  
 TROLLED HELPFUL HINTS”. DURING GAME OVER, PRESS AND HOLD THE  
 RIGHT FLIPPER BUTTON, WHILE USING THE LEFT FLIPPER BUTTON TO  
 STEP THROUGH EACH OF THE HINTS.

• OBJECT: SHOOT FLASHING ARROWS TO LIGHT THE CORRESPONDING  
 TRIANGLE LAMP. COMPLETE ALL TRIANGLE LAMPS FOR THE FIREFIGHT  
 ROUND. WATCH FOR THE OPPORTUNITY TO SCORE 100M FROM THE  
 FIREFIGHT TRIANGLE.

• EXTRA BALL: THE RETINAL SCAN (MYSTERY) OR MIND READ FEATURES MAY  
 LIGHT EXTRA BALL IN THE BOTTOM LANES. THE CONSOLATION FEATURE MAY  
 LIGHT AN EXTRA BALL LANE. HIDEOUT AND HAMMERHEAD BAR ROUNDS

PROVIDE THE OPPORTUNITY TO WIN AN EXTRA BALL.

• SPECIAL: THE MIND READ OR CONSOLATION FEATURES FEATURE MAY QUALIFY  
 THE RETINAL SCAN FEATURE FOR SPECIAL. A SPECIAL MAY BE AWARDED FOR  
 HIGH BALL TO DATE. IF YOUR MATCH NUMBER IS REVEALED, WATCH FOR THIS  
 NUMBER, THEN LET THE BALL DRAIN.

32184

Fonts used: Helvetica, Helvetica75, Helvetica 55 Roman, Eras Bold ITC, Wingdings.

**Cards status:**

32184 instruction card confirmed.

Score cards are available in a separate file called: Score cards for System 3 games.

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun,

Peter

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