

WATERWORLD

ALL OF THIS GAME'S MAIN FEATURES ARE EXPLAINED IN **"PLAYER CONTROLLED 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.

- WHEN “AWARD WINDOW” IS FLASHING, **DIVE HOLE** AWARDS FLASHING ITEM ON GRID.
- BERSERKER OR WATCHTOWER SHOTS QUALIFY “AWARD WINDOW” LAMP.
- COMPLETING **FOUR CORNERS** (5 DIRT, BIG SCORE, HURRYUP, AND ADVANCE SUPER JACKPOT) AWARDS **SUPER JACKPOT**.
- COMPLETING **BIG SCORE** ON GRID ALSO QUALIFIES THE BERSERKER SHOT FOR **MAP SEGMENT**.
- COMPLETING ALL **MAP SEGMENTS** QUALIFIES **DRYLAND**.
- **DIRT** MAY BE TRADED FOR ITEMS AT THE **TRADIN’ POST** OR SAVED FOR A BONUS.
- COMPLETING HYDRO, FOUR CORNERS AND DRYLAND QUALIFIES **SUPER MULTIBALL**.
- DURING **SUPER MULTIBALL**, THE **SUPER JACKPOT** SHOT REMAINS ACTIVE.

**SEE DISPLAY FOR REPLAY SCORE LEVEL.
2 REPLAYS FOR BEATING HIGH SCORE TO DATE.**

★ ★

- **HOLD RIGHT FLIPPER BUTTON TO DISPLAY STATUS REPORT.**
- **PUSH OPPOSITE FLIPPER BUTTON TO ADVANCE THE STATUS REPORT QUICKLY.**

SEE DISPLAY FOR REPLAY SCORE LEVEL.

★ ★

- **HOLD RIGHT FLIPPER BUTTON TO DISPLAY STATUS REPORT.**
- **PUSH OPPOSITE FLIPPER BUTTON TO ADVANCE THE STATUS REPORT QUICKLY.**

Fonts used: Helvetica, Helvetica75, Helvetica-Black, Eras Bold ITC, Wingdings.

Cards status:

31781 instruction card confirmed.

31632 score card (front and back) confirmed.

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

Enjoy and have fun,

Peter

www.inkochnito.nl