

## How to Score

Top lanes light corresponding colored Pop-Bumpers and Roll-Overs

Pop-Bumpers and Roll-Overs score 10 points When Lit

Bulls-eye Melon Targets score 5 points for side hits, 50 points for center hits

Bulls-eye Melon Targets score 200 points for center hits When Lit

Any 5 or 50 point score rotates lit 200 point shot

Gobble Hole scores 50 points or 200 points When Lit

Gobble Hole carries over all Lit Values to next ball

All balls in Gobble Hole awards an Extra Ball

1 REPLAY FOR EACH SCORE OF 900 POINTS.

1 REPLAY FOR EACH SCORE OF 1000 POINTS.

1 REPLAY FOR EACH SCORE OF 1900 POINTS.

1 REPLAY FOR EACH SCORE OF 2000 POINTS.

1 REPLAY FOR EACH SCORE OF 2900 POINTS.

1 REPLAY FOR EACH SCORE OF 3000 POINTS.

Replays continue in this pattern.

**TILT ENDS BALL IN PLAY**



Myriad Pro, Helvetica.

**SIGNBOARD**

# Insiders Gone Outsider Custom Pinball by



The game you are playing is driven by a Solid State modular hybrid system called "PinKit", developed for Whizbang Pinball by Kerry Imming.

3 of the 4 games in this series will include the PinKit System.

If you are interested in owning one of these exclusive pieces of Pinball Art, please let us know.

Talk to us today or Contact Greg & Dennis by email at [whizbangpin@comcast.net](mailto:whizbangpin@comcast.net)

