

MAIN RULES

The objective of the game is complete the 6 main games.
Shoot the upper scoop to choose the game (Right button moves down and Left button moves; press both buttons to select the game)

- **3PT CONTEST**

- This game consist in collect the 5 shooting positions
- First hit the 3 point targets and then the basket to collect the positions
- If hit the target blinking in 2 colors increase the score and reward with a Jackpot if is done the 5 times

- **SLAM DUNK**

- Shoot 8 times the 2 ramps
- If completed in order, rewards with a Jackpot

- **21**

- Score more than 21 points to win the game
- Hit any target in the playfield to get the points
- Basket adds the points to the score
- If hit the bank of targets blinking in 2 colors, scores double or triple

- **SKILLS**

- Collect 4 skills to complete the game: Run & Gun, Pick & Roll, Assist and Crossover
- Shoot each skill 2 times
- If collect 4 skills in order, reward with a Jackpot
- Shoot basket of left ramp to win the game

- **HORSE**

- Shoot the blinking shoots to collect 5 letters and win the game
- If completed in order (light blinking in 2 colors) rewards with a Jackpot

- **SUPER STARS**

- Complete 8 shoots to win the game
- If completed in order, reward with a Jackpot



SKILL SHOT

Launch the ball to the upper flipper and shoot left ramp to collect the skill shot.

SUPER SKILL SHOT

After complete the skillshot, shoot again the left ramp to get the Super Skillshot

MULTIBALL

- Shoot the multiball lock (Assist) 2 times to lit the lock
- Lock 3 ball to start multiball
- Collect jackpots (Right ramp and basket shoot)
- Collect super jackpot shooting left ramp
- Reload jackpots in the multiball lock

ALLEY OOP MULTIBALL

- Complete 3 upper loops in a row to start a 2 balls multiball
- Collect jackpots in the left ramp

MULTIPLIER

Ball completed, Pick & Roll, Run & Gun and Rebound increase the value of the multiplier to 5x

KISSCAM

When get enough spins of the spinner, start the kisscam. A target starts blinking in 2 colors, after a few seconds the target "moves" and when hit it, collect "kisscam"



EXTRA BALL

- Complete 5 shooting positions to lit extra ball
- Left loop moves left and Right loop moves right
- Shoot the basket to collect the position
- After collect the 5 positions, shoot left ramp to get the "Extra ball"

REBOUND

Lit the 2 upper lanes and shoot the basket with the 2 upper controlled slingshots to collect the rebound.

RUN & GUN

Shoot 3 times the lower scoop to start countdown to collect Run & Gun, shoot the basket before the countdown ends

FASTBREAK

Shoot the basket in the next 3 seconds after starts the countdown for Run & Gun

PICK & ROLL

Shoot 3 times the upper scoop to start countdown to collect Pick & Roll, shoot the basket before the countdown ends

ASSIST

Shoot 3 times the multiball lock to lit Assist, just have a few seconds to shoot left ramp to collect it.

CROSSOVER

Shoot 3 times the right ramp to start countdown to collect Crossover, shoot the basket before the countdown ends



ALLEY OPP

Complete 3 upper loops to complete Alley opp and 5 loops for "Super Alley Opp"

SUPER SMASH

After enough left ramps, "Smash" and "Super Smash" lits, that are collected shooting the basket

