

# Mini PinPal: Total Nuclear Annihilation

Learn more: [Instruction Cards](#) | [IPDB](#) | [Pinball Videos](#) | [Pinburgh Bank Reveal](#) | [Pinside](#) | [PinTips](#) | [PinPals](#)

Upper PF slings increase value of Reactor.

During Reactor Battle, shoot orbits (Spinner best). **This numeric display will show how many switch hits you have.** 100 switches will light stand-up(s) on the main PF level to destroy Reactor.

**Scoop** starts Reactor and awards Mystery when lit.

Spell RAD to light Mystery

Spell SAVE at in/outlanes to award instant ball save. Light 3 letters as per usual - the 4th letter needed will begin to flash, rollover that one to start ball save.

**Skillshot** (handsfree will instantly light your next reactor) and regular (move the lit insert). Spell CORE to increase Bonus X

In MB, upper scoop is 5x SJP and AAB

**Drop targets** are the ball locks and the JPs during MB. 3-ball MB = 3x PF, 2-ball = 2x PF

**Complete keypad** to light Scoop for Start Reactor. During Reactor Battle, complete keypad to score Reactor JP

## Strategy

**Destroy Reactors** - complete Keypad, shoot Scoop to start Reactor, shoot either orbit (Spinner is best), get 100 switch hits to light stand-up target(s) on Main PF and make lit target(s) to destroy Reactor. Tip: doing this in MB will multiply Reactor value.

