

# PinPal Mini: 24

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## Suitcase MB / Center Ramp

Lights lock at R Ramp for Suitcase. Lock 3 balls to start. Also serves as SJP for all MBs.

## Safe House MB / Terrorists Drop Targets

Knock down drops and lock balls in Safe House to start.

## MOLE Targets / Shot Multipliers

Spell MOLE to light hurry-up at R Orbit. Collect hurry-up to be randomly awarded one shot multiplier (up to 5x).

## Save the President

Mini Wizard Mode (high scoring) where you shoot each shot twice. Shots are worth ~1M/ea.

## Qualifying STP:

Play each MB and complete 3 modes/scenes (by shooting white '24' inserts)

## Multiball Tips

MBs can be stacked in any order. Making SJP in any MB will AAB.

## Suitcase MB / Right Ramp

Lock 3 balls to start Suitcase MB

## Sniper MB / Inner R Loop

Shoot twice to start MB. First shot starts hurry-up, second collects and begins MB. Can be backhanded. Easiest MB to start.

## Escape

Can nudge ball back into shooter lane.

