

PinPal Mini: Sky Jump

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Red center pop changes which drop is lit for 10x value (red inserts)

Drop Targets

The key to this game is to light as many drops as you can, then shoot the lit drop targets. Numbered rollovers will light the drops.

Unlit drops are worth 50. Lit drops (yellow inserts) are worth 500. There will always be one drop worth 10x its value (either 500 or 5000), indicated by the red insert.

Completing drop target bank scores 5000 and resets the drops.



Plunge for 4 lane to light the #4 drop target and hopefully get the ball to enter 1-2-3 rollovers to light more targets. The 6 rollover lane often drains SDTM on many machines! Instead shoot 6 from the left flipper.

Numbered rollover lanes are worth 1k and light drops for 500 and yellow stand-up targets for 500.