

# PinPal Mini: World Cup Soccer

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**Goal** - Goal scores 10M, adds 5M to bonus and starts an Ultra Round. Make all 4 rollover buttons to relight Goal. **Note:** Every 2 Goals during normal play advances MB JP value.

Game is heavy on end of ball bonus. Be mindful of the tilt!

## World Cup Final Multiball

Making ramps when lit for 'Buy Ticket' and completing both rollover lanes (above pop bumpers) will light the left orbit for 'Travel.' Shooting orbit will advance to the next city. Each city traveled to scores 5M in bonus. Advance through all cities, then shoot Scoop to play World Cup Final MB.

## TV Scoop

Locks 2nd ball to start multiball. Every 4th goal made lights scoop which scores 25M & starts a TV Mode.

## Skill Shot

Plunge ball so that it falls into each of the 3 lit holes. Making all 3 advances your city and scores 30M.

## Multiball

Shooting ramps, orbit and Striker Scoop when lit for 'Build' will spot soccer ball insert. Light all 5 then shoot either ramp to lock first ball. Shoot TV Scoop to lock 2nd ball. Plunge to start 3-ball MB.

Jackpot starts lit. Shoot Goal to score JP then either ramp to relight. Rinse and repeat.

## Ultra Rounds

Every Goal scored during normal game play starts an Ultra Round: Spinner, Jets, Ramps and Goalie. Modes last for duration of ball or until you score 30M in the mode. If you complete the mode, you're given a 10M completion bonus. Points awarded in bonus, don't tilt!

## Magna-Save

Button just above left flipper button activates a magnet which can help to save SDTM drains. Few players do this well.

