



Strategy - Right flipper: shoot spinner, left flipper: shoot ramp

- **Skill Shot** - Indicated by two illuminated guides flanking the skill shot lane and is worth 100k x ball number.
- **Multiball** - Shoot Spinner (or Ramp) and complete Top Lanes to spot targets and light locks. Green, yellow and red lamps on back panel in the upper left corner indicate which balls have been locked. Lock 3 balls on Ramp to start MB. During MB switch hits build JP to a max of 1M. Targets build value faster but better to shoot Spinner. Ramp scores JP, but wait for max value before doing so because once you collect the JP, it cannot be relit. Once JP collected the game wants you to shoot all the targets to light Special on the ramp but don't do that. Just keep shooting the spinner and ramp until you're down to one ball, then repeat.
- **Jump Ramp**: Locks balls, scores JP, progresses towards and starts Everything is Lit, awards Jumpmaster points (up to 500k I think) and various awards including double scoring (short timer). Feeds Top Lanes or Left Inlane.
- **Notes**: This is a super fast and deadly game. The plunge, Spinner and Ramp feed the Top Lanes and pops which sends the ball towards either outlane. There is no debounce so often your first warning also results in a tilt. Post passing is difficult at best. Bonus can yield decent points over a long ball. Game has no ball search and a ball can get stuck between the backside of the yellow target bank and the center pop bumper. This is not a lock stealing game but other players can empty the locked balls during their multiball causing you to relock those balls, though your locks will be lit.

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- Multiball** - Complete each Prime Directive (Green, Yellow, Red) to lite villains to be arrested. Shoot Ramp to arrest (Lock balls), 3rd arrest releases multiball and lites Jackpot.
- ED209 Million** - Complete lit target practice lites by targets to light ED 209 Million on the ramp.
- 2-0-9 Top Lanes** - Flashing Top lane scores 100k x ball in play plus advances bonus multiplier 2x, 3x, 4x, and 5x.
- Scanner** - Shoot the top right eject hole for mystery scanner value (watch displays) and to advance R-O-B-O-C-O-P for an extra ball.
- Jackpot** - While in Multiball shoot targets to advance Jackpot Value and shoot Ramp to score Jackpot.
- Special** - After Jackpot shoot targets to lite Special and complete the Ramp to score Special.

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