

Lost in Space

6 player DMD - [Sega](#) 1998 - Design: [John Borg](#) - Code: [Neil Falconer](#), [Orin Day](#) - Art: ?

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Fighter Multiball (4-ball)
3 rollover lanes (obscured in photo) are located above pop bumpers. Complete these lanes 5x to automatically start multiball. **Note:** If 'B' Spinner is lit for Super Pops, it will credit one lane made

During MB, shoot the left and right orbits and the 'B' Spinner for JP. JPs start at 3M and pops raise value until made.

Mystery Saucer ('O') - lit via 'B' Spinner or Right Inlane

Condition Red Multiball
Green, Yellow, Red Target Banks
Complete each bank in order (G>Y>R) to light matching "Condition" insert (beneath WARNING)

Start MB at Right Orbit ('T')

Shoot Right Ramp repeatedly for Jackpot. JPs start at 5M. Completing all target banks raises JP by 10M. With ball save, shoot targets then go for ramp

ROBOT Multiball (4-ball)
Spell ROBOT to light multiball, then shoot Robot to start MB

Shoot each ROBOT shot (5M each) to light a letter in WARNING. Spelling WARNING will light the Robot for unlimited 20M Super JPs

Note: WARNING letters carry over between players AND between games

Don't forget the center post

Strategy - Robot, Condition Red and Fighter Multiballs

- This game has no modes
- **NOTE:** On Ball 3, if Condition Red MB has not been played, Mystery will award this MB. Though Mystery could award any of the 3 MBs at any time so if it's lit, you should probably shoot it.
- **TIPS:** May be able to backhand Robot, can definitely backhand 'B' Spinner. With two balls cradled on right, you can backhand Robot. Post pass R to L doesn't always work so use left rammp to transfer ball to left flipper.
- Playing all 3 multiballs in a single ball awards 25M in bonus at end of that ball
- Left inlane lights 'B' Spinner for Super Pops, Right Inlane lights Mystery for a few seconds, Mystery also lit via 'B' Spinner

LOST IN SPACE™

CONDITION RED MULTIBALL Shoot the "Green" Targets until Condition Green is reached. Then shoot the "Yellow" Targets until Condition Yellow is reached. Finally, shoot the "Red" Targets to light Multiball. During Multiball, shoot the Jupiter 2 Ramp to collect the Jackpot. Completing all Targets during Multiball increases the Jackpot.

ROBOT MULTIBALL Spelling R~O~B~O~T lights the Robot for Robot Multiball. During Robot Multiball, each Flashing Shot collects the Jackpot & adds one letter to WARNING. Completing W~A~R~N~I~N~G lights the Robot for unlimited Super Jackpots.

FIGHTER MULTIBALL Each Top Lane or lit Right Spinner Shot ("Super Pops") adds one Bumper for increased scoring. Completing all Bumpers as indicated begins Fighter Multiball. During Fighter Multiball, each Bumper Hit increases the Jackpot. Shoot any Flashing Shot to collect.

Note: Playing all three of above Multiballs during one ball awards "Enter Initials".

PLANETS Shooting the Ramp advances one Planet. Complete the indicated number of shots to receive an award. Extra Ball may be obtained from this feature.

MYSTERY The Right Return Lane lights Mystery for one Shot. Completing the Right Spinner when lit qualifies Mystery until collected. Mystery gives player a random award.

Note to Beginners: To score better, shoot at the ((FLASHING SHOTS)) !!
Be sure to LOOK UP at the Dot Display for instructions when possible.

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