

ATTACK from MARS

Bally

Playfield

1. Left Orbit: Feeds bumpers; lights *Capture* if not complete; if complete loops round
2. Left Ramp: Lights *Big-O-Beam* and feeds left flipper
3. Middle Orbit: Ball Lock when lit. Otherwise return to right lane and light Lock
4. Flying Saucer: Knock down forcefield to access targets
5. Scoop: Start *Martian Attack* and *Rule the Universe*. Award Stroke of Luck or Extra Ball when lit
6. Right Ramp: Feed right flipper and light *Tractor Beam*
7. Right Orbit: Feed bumpers. Lights *Atomic Blaster* if not lit

Super Skill Shot Hold left flipper when launching ball



Gameplay

Attack Phase

Hit all three forcefield targets in front of *Flying Saucer*, then hit any of the targets inside. Each target does damage to the saucer until the drop target in the back stays down and a shot in the hole will destroy the saucer. First saucer is 200M and goes up 100M each time. Destroying a saucer saves a country (France, Italy, Germany, US, England); saving all countries starts *Attack Mars*. Drop forcefield, then hit ball into hole at rear of saucer. 10 shots destroys Mars and awards 2.5B.

Multiball

Use **Middle Orbit** to lock balls. In Multiball all ramps and orbits score jackpot. Hitting every jackpot lights super jackpot which jumps around the playfield every few seconds.

Stroke of Luck

Light all the outlanes and return lanes to light. Collect in **Scoop**. Awards a random award including **Video Mode**, **Strobe Multiball** and **Sneak Attack**

Video Mode

Shoot flying saucers and don't let any land. Hit 30 saucers then shoot the Extra Ball

Strobe Multiball

Hit force field as many times as possible

Sneak Attack

Hurry Up. Hit lit target bank (one of **M-A-R-T-I-A-N**). Awards Hurry Up value and lights **Martian Attack** and gives you two **Martian Bombs**.

Martian Attack

Lit either by hitting all **M-A-R-T-I-A-N** targets or from **Sneak Attack**. Collected from **Scoop**. All 4 martians (toys above playfield) must be hit within time limit by hitting a target in the bank below. If you have **Martian Bombs**, use Launch to activate and kill a martian. Once all 4 martians are hit, **Martian Multiball** starts – just hit **M-A-R-T-I-A-N** targets as often as possible

Total Annihilation

Collect *Capture* (left orbit), *Big-O-Beam* (left ramp), *Tractor Beam* (right ramp) and *Atomic Blaster* (right orbit) by shooting each ramp/orbit 3 times. Once this achieved, a hurry-up starts and you have to hit *Flying Saucer* targets. Once all 4 awards are completed, **Total Annihilation** 4-ball multiball starts. **Middle Orbit** scores jackpot

Rule the Universe (Wizard Mode)

To start, get >1 Super Jackpot, have achieved Super Jets, done **Martian Attack**, **Total Annihilation**, destroyed Mars in **Attack Phase** and completed a 5-way combo!