



Playfield

1. **S-H-A-R-K** targets
2. **Shark Hole**: sink hole
3. **Upper flipper**
4. **Left Orbit**: leads to bumpers or sometimes right flipper
5. **Tower Ramp**: spot G-U-A-R-D, Lifesaver then start *CPR*
6. **Venice Beach Ramp**: spot G-U-A-R-D, Lifesaver then start *Chopper Rescue*
7. **Centre Hole**: spot G-U-A-R-D, Lifesaver then start *Diver Rescue*
8. **Ironman Ramp**
9. **Tourist Ramp**: spot G-U-A-R-D, Lifesaver then start *Shark Cove*
10. **Spinner**: spot G-U-A-R-D, Lifesaver then start *Tidal Wave*

- a. **Left Outlane**: has kickback; relight with targets to the right of **Tourist Ramp**
- b. **Left Inlane**: lights Shark Flips

Each of the five lower-flipper shots: (the **Tower**, **Venice Beach**, **Centre Hole**, **Tourist Ramp** and **Spinner**) has three lights: a G-U-A-R-D letter (first shot), a Lifesaver (Mitch, C.J., Stephanie etc - 5 lifeguards) and a *Mode*.

The first shot spots a G-U-A-R-D letter; the second shot a Lifeguard, and third shot starts the appropriate *Mode*. If a certain shot has been completed (ie shot three times to light G-U-A-R-D letter, Lifesaver and *Mode*) it awards Baywatch Millions.





Gameplay

Modes

- **CPR (Tower Ramp):** hit three lit shots (red lifebuoys)
- **Chopper Rescue (Venice Beach Ramp):** hit 5 yellow standups to rescue survivors, then travelling lit shot to complete
- **Diver Rescue (Centre Hole):** shoot **Centre Hole** or **Shark Hole** to advance diver; end with **Centre Hole** to complete and get Extra Ball
- **Shark Cove ("Tourist" Ramp):** hit lit S-H-A-R-K targets
- **Tidal Wave (Spinner):** shoot **Spinner**, **Centre Hole** or **Left Orbit** to position a jet ski and send ball to upper flipper for shot on "**Ironman**" Ramp

Wizard Modes

- **Lifesaver Millions:** complete G-U-A-R-D to start; hit ramps, **Centre Hole** and **Spinner** as many times as possible
- **Tourist Season (3-ball multiball):** complete Lifesavers to start; shoot **Tourist Ramp** for jackpot
- **Earthquake (6-ball multiball):** complete all five *Modes*; shoot **Guard Tower** to score

Multiball

- Shoot drop targets below **Ironman Ramp** to light locks at **Tower Ramp**. Shoot the **Tower Ramp** when lock is lit and a little gate opens in the ramp and balls drop into the tower. Make three locks to start multiball. Shoot ramps, **Centre Hole** and **Spinner** for jackpots. Once all five are hit, Super Jackpot at **Shark Hole** which can be re-lit through **Ironman Ramp**.

Shark Flipper and Hole

- Left inlane lights Shark Flips; shoot **Spinner** for an automatic shot at **Shark Hole**
- Shoot unassisted **Shark Hole** shots for awards: *Video Mode, Super Laser Kick, Shark, Light Extra Ball, Big Points*

Search and Rescue

- Five yellow Equipment targets next to ramps light *Search and Rescue* at the **Spinner**; hit for random award including Extra Ball

Ironman

- Shots to **Ironman Ramp** light I-R-O-N-M-A-N; complete for *Ironman Video Mode*

Extra Balls: 1) *Diver Rescue* 2) **Shark Hole** awards 3) *Search and Rescue* 4) On 3rd ball if playing badly