



Gameplay

- Once started, play continues until the Clock reaches zero, with no limit on balls played in that time
- When time reaches 0, next drain will end game
- Stop clock by completing **S-T-O-P Targets**
- Add time at **Return Lanes, T-I-M-E-R- Targets, Saucers**

Playfield

- Left Return Lane:** awards +5 time units when **Right Return Lane** already made
 - Left Outlane:** stops *Clock*
 - Right Return Lane:** awards +5 time units when **Left Return Lane** already made
 - Right Outlane:** awards Special when lit; stops *Clock*
- T-I-M-E-R Targets:** complete to add 25 time; advance Playfield Bonus
 - Top Left Saucer:** collect Bonus when lit; add 5 time when lit
 - Top Saucer:** score saucer lit value, add 10 time units when lit (when **Multiplier Lane** target is down)
 - S-T-O-P Targets:** light all targets to stop the *Clock* until ball drains or activates a **Clock Start rollover**
 - Multiplier Lane:** increase multiplier for **Top Saucer** award value
- *. **Clock Start Rollovers:** re-start Clock when lit
- †. **A-B-C-D Lanes:** complete multiple times to light Playfield Double, Playfield Triple and then Special at **Outlanes** (first one **Outlane**, then both)

