

CAPCOM
COIN-OP, INC.

BIG BANG

Playfield

- a. **Left Outlane:** has kickback (lit at **Cosmic Darts** saucer)
 - b. **Left Inlane:** qualify Mode at **Ramp** when lit
 - c. **Right Inlane:** qualify Mode at **Ramp** when lit
 - d. **Right Outlane**
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1. **4-Bank:** Complete for left lock for *Looped in Space Multiball*
 2. **Left Orbit:** feed bumpers or top-right flipper
 3. **Ramp:** start Mode; award Jackpot during *Tube Dancer*; feed locks
 4. **Inner Orbit:** feeds bumpers and/or hits **Doorman** drop target
 5. **3-Bank:** making lit target qualifies Mode; complete for right lock for *Looped in Space Multiball*
 6. **Doorman Drop Target:** collect Extra Ball; start *Big Bang*
 7. **Captive Balls:** spot B-R-A-W-L
 8. **Right Orbit:** normally loops to **Left Orbit**
 9. **Darts Saucer:** used during *Cosmic Dartz*; lights kickback
 - *. **Green Targets:** complete to light *Tube Dancer*



BIG BANG

Gameplay

Modes: qualify at lit **Inlane** or at **3-Bank**; current Mode will be flashing on playfield; bumpers rotate flashing mode; start Mode at **Ramp**

- Mash A Go-Go: aim for bumpers (via Orbits)
- Cosmic Dartz: make **Darts Saucer**
- Babescanner: make **Left** or **Right Orbit**
- Lunapalooza: make **Right Orbit**
- Tour the Bar: make **Orbits, Darts Saucer** and **Ramp**
- Happy Hour: make **Target Banks**, bumpers, **Darts Saucer** and **Green Targets**
- Chase the Waitress: in order, make **Darts Saucer, Right Orbit, Inner Orbit, Ramp, Left Orbit**
- Extra Ball: collect at **Doorman Drop Target**
- Get Lucky: mystery award

Multibrawl: complete B-R-A-W-L via **Captive Balls**; make ramp to lock 3 balls

- Collect Jackpots at **Ramp** (successive shots score Double and Triple Jackpot)

Ray's Ball Busters: get all **Captive Balls** onto correct side (indicated by flashing light)

Tube Dancer: hit all three **Green Targets** to light **Ramp** for Tube Dance.

- **Ramp** shots score Jackpot

Underground: start via multiple hits to **Doorman Drop Target**

- **Ramp** shots score Jackpot

Looped in Space Multiball: complete **4-Bank** to light left alien lock; complete **3-Bank** to light right alien lock, then make Ramp to lock 2 balls

- Collect Jackpots by completing **3-Bank** and **4-Bank**

Big Bang (Wizard Mode Multiball): start all 9 Modes and 5 Features then start at **Doorman Drop Target**

- Make Jackpots at **Ramp**, by completing **3-Bank** or **4-Bank** or at **Inner Orbit**