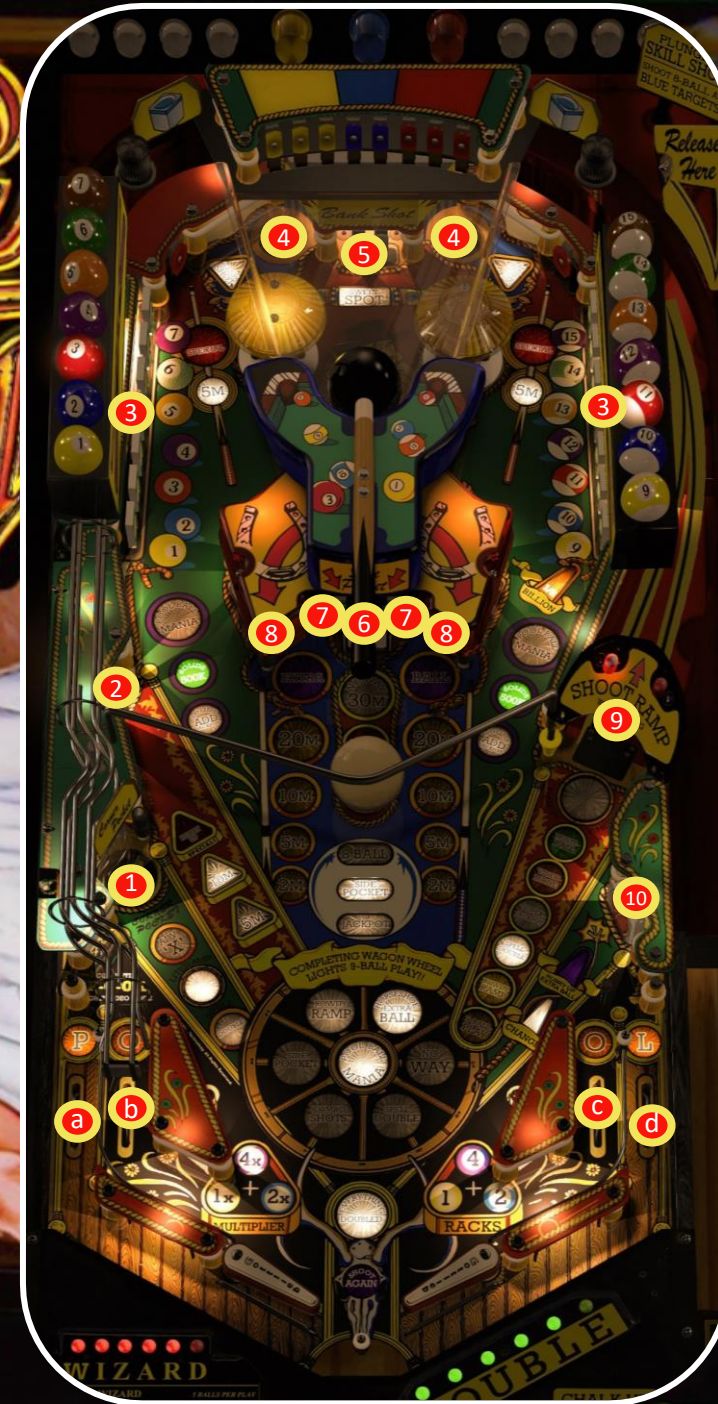




Playfield

- a. Left Outlane
- b. Right Inlane
- c. Right Inlane
- d. Right Outlane

- 1. **Corner Pocket:** advance multiplier
- 2. **Hurry Up target:** awards Hurry Up, Special or points when lit
- 3. **Spots/Stripes target banks:** complete to advance Racks and to progress to 2-ball multiball
- 4. **Bank Shots:** awards points and mystery awards
- 5. **Sweet Spot target:** hit for 50 million when lit
- 6. **No Way target:** used in No Way mode
- 7. **Side Pocket target:** launches cue into 8-ball, award Jackpot during multiballs
- 8. **Horseshoe loop:** awards Extra Ball in Horseshoe Extra Ball mode
- 9. **Ramp:** start Mode when lit, award Super Jackpot
- 10. **Wagon Wheel target:** change Wagon Wheel mode; award Extra Ball when lit



Gottlieb

CUE BALL

Gameplay

Wagon Wheel Modes (start when **Ramp** is lit)

- *Rowdy Ramp*: hit ramp as many times as you can for increasing awards
- *Horseshoe Extra Ball*: make one **Horseshoe Loop** for Extra Ball
- *No Way*: knock white Cue Ball out of the way, then hit **No Way target**
- *Spell Double*: complete D-O-U-B-L-E by first making **Corner Pocket** then **Ramp** if further letters needed
- *Combo Shots*: make **Ramp**, **Bank Shot**, **Corner Pocket** in order
- *Side Pocket*: hit **Side Pocket targets** as many times as possible
- *Pool Ball Mania (3-ball multiball)*: once all six Modes done, hit **Ramp** to start
- *Nine Ball Play*: finish *Pool Ball Mania* to start; complete **Spots targets** (left) then **Side Pocket** then bottom left **Stripes target** (9-ball)

2-Ball Multiball

- Complete whichever of **Spots** or **Stripes target banks** is flashing, then hit **Side Pockets**, then hit **Ramp**
- Complete all three colours at **Side Pocket targets** for jackpots then **Ramp** for Super Jackpot

Sweet Spot

- Complete P-O-O-L at sidelanes to light, hit **Sweet Spot target** for 50 million points

Racks

- Advance in *Side Pocket* mode, through **Bank Shot** awards and by completing **Spots/Stripes target banks**
- 4 completed *Racks* lights Hurry Up Extra Ball at **Wagon Wheel target**

Wizard

- Complete W-I-Z-A-R-D by hitting **No Way target** when Spell Wizard light is lit on playfield

Video Mode

- Complete P-O-O-L at sidelanes to light, make **Ramp** to start

Skill Shot

- Time plunge so 8-ball hits blue rear targets

The Premier
Name in Pinball

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