



Waves: during each wave 15 **Lander** drop targets will light at random (in left and right target banks) trying to capture *Humanoids*; hit these targets to clear the wave. If you fail to hit a target, a *Humanoid* will be captured and the *Mutant* lamp will flash. If you still fail to hit the drop target, the *Humanoid* is lost and the **Lander** target will disappear, revealing a **Mutant Bulls-Eye** target. Completing a Wave scores the *Humanoid* value x number of lit *Humanoids*. Every 5th wave awards *Extra Ball* and restores 10 *Humanoids*.

Bomber lanes: completing these will Advance Bonus multiplier and light the left drain lane for *Reverse* (activate *Reverse* with left Magna-Save). Achieving 10x multiplier lights **Bull's Eye** for **Warp**; hitting Warp advances player by three **Waves**. There is a "lane change" switch just above the right flipper. Hitting that will rotate the **Bomber** lit lamps.

Pods: hitting a **Pod** target lights a random number of **Swarmer** lamps. Destroy Swarmers by hitting **Swarmer** Bull's Eye or **Swarmer** Standup targets. Destroying all Swarmers from both Pod targets opens **Return** gate

Multi-Ball: lock 2 balls in the **Trough** to light Bull's Eye (which one?): hitting this will release all captured balls. Locking the 3rd ball will start **Multi-Ball**.

Smart Bombs: activate with right Magna-Save to eliminate all **Landers**, Baiters and **Swarmers** on playfield. Will complete a Wave if all **Landers** have appeared, and no Mutants exist. Completing odd-numbered Waves awards extra **Smart Bomb**

- 9-18: **Humanoid** lamps (10 lit at start)
- 19-23: Left **Mutant** lamps
- 24-28: Right **Mutant** lamps
- 29-33: **Humanoid** value lamps, mark progress of **Lander Waves**
- 34-38: **Humanoid** value multipliers
- 39-42: **Bomber** lanes
- 43-48: **Swarmer** lamps
- 49-51: **Smart Bomb** lamps

- 52-54: **Ball Lock** lamps
- 55-57: **Baiter** blockers
- 58: **Extra Ball** lamp
- 59: **Warp** lamp
- 60: **Multi-Ball** lamp
- 61: **Reverse**
- 62: **Return Gate**

WAVES - A Wave consists of 15 Landers that try to capture Humanoids (Bonus). Complete as many Waves as possible while preventing loss of Humanoids. Baiters appear randomly to block shots. To complete Wave hit all Lander drop targets. If any Landers become Mutants, they must also be hit to complete Wave. Ten Humanoid Lamps are lit at Game Start. Completing Wave scores Humanoid value times each lit Humanoid. Humanoid value lamps increase from 1,000 for first Wave, to 5,000 for fifth and subsequent Waves. Every fifth Wave awards Extra Ball and restores ten Humanoids. Completing tenth Wave awards Special*. Draining Ball scores bonus, starts Wave over and restores ten Humanoids.

LANDERS - During each Wave 15 Lander drop targets will appear at random trying to capture Humanoids. If a Humanoid is captured the Mutant lamp in front of Lander and Humanoid lamp will flash, allowing time to rescue Humanoid by hitting target. If flashing target is not hit, the Humanoid is lost, the Mutant lamp stays lit, and Lander Target disappears, allowing Mutant Bull's-Eye to change positions randomly, making Wave more difficult to complete. In higher Waves, Landers become more aggressive.

BOMBER LANES - Making the Bomber lanes 1 through 4, advances Bonus multiplier* and lights left drain lane for reverse*. To activate reverse, press reverse button on left side of cabinet. The flipper *Lane Change* switch rotates 1 through 4 lamps from left to right. Achieving 10X Bonus multiplier lights Bull's-Eye for Warp*. Warping advances player three Waves.

PODS - Hitting a Pod target lights a random number of Swarmer lamps. Destroy each Swarmer by hitting Swarmer Bull's-Eyes or Swarmer standup. Destroying all lit swarmers scores 50,000. Destroying all Swarmers from both Pod targets opens return gate.

MULTI-BALL PLAY - Locking a ball in the lockup trough scores 5,000 for first and second ball, and lights Bull's-Eye for *Multi-Ball* play. Hitting lit Bull's-Eye releases all captured balls and scores 5,000 for each ball released. Locking three balls automatically initiates 3 ball *Multi-Ball*.

SMART BOMBS - Play starts with three Smart Bombs. Press Smart Bomb button on right side of cabinet to eliminate all Landers, Baiters and Swarmers on playfield. Using Smart Bomb completes Wave if all Landers have appeared, and no Mutants exist. Completing odd numbered Waves awards extra Smart Bomb.

*Indicates adjustable features.