



## Gameplay

**Doctors:** there are seven to spot (see backglass), via choice at ball launch or through lit **Transmat Target**

- Each doctor affects a different part of the playfield, the location of which is clued by the 1-7 insert lights on the playfield
  - Doctor #1: awards extra letter to E-S-C-A-P-E (and so progress faster to *Video Mode*)
  - Doctor #2: gives extra time to score Hang-On (via **Right Inlane**) and doubles its value
  - Doctor #3: gives more time to complete W-H-O
  - Doctor #4: R-E-P-A-I-R: gives more time to complete, awards extra letter, doubles target scores once R-E-P-A-I-R complete
  - Doctor #5: doubles bumper values, so accelerates time to light Transmat (and so add Doctors faster)
  - Doctor #6: spot additional Playfield multiplier (and extends its time) with every **Loop Ramp** shot
  - Doctor #7: accelerates multiball by spotting additional targets on **Time Expander** when in Phase #2 of multiball also gives +5 seconds to re-lock on failed multiball

### *Multiball*

- Phase #1: lock two balls
- Phase #2: hit each of the five **Time Expander** targets 3x
- Phase #3: hit one of the three holes in the **Time Expander** (middle is more valuable)
- During multiball, aim for three holes for Jackpot

### *W-H-O*

- Shoot **Right Ramp** to spot W, **Hang-On Targets** for H and **Loop Ramp** for O within timer
- Complete twice to light Extra Ball at **Left Inlane**

### *R-E-P-A-I-R*

- Best saved until Doctor #4 is lit

### *Sonic Boom*

- Start by making 10x **Loop Ramp**; each letter of W-H-O is worth 10M

**Video Mode:** qualify by completing E-S-C-A-P-E, then make **Policebox Lane**

- Jump over obstacles using flippers – short jumps for small obstacles and long jumps for double obstacles; always jump into police box