

Playfield

- a. **Left Outlane:** ball save when lit
- b. **Right Inlane**
- c. **Right Inlane**
- d. **Right Outlane:** ball save when lit

- 1. **Left Shell Bank:** complete for temporary Drain Save
- 2. **Dict-a-Bird Target:** starts *Rock Slicer Machine*, *Barney's Job Change* or *Search and Rescue*
- 3. **Left Ramp:** progress 1-2-3- Combo, start *Go Bowling*
- 4. **B-E-D-R-O-C-K targets:** complete either bank to spot a letter in C-O-N-C-R-E-T-E
- 5. **Upper Left Orbit:** leads to *Time Machine*, starts *Multiball*
- 6. **Left Loop:** start 2x Playfield scoring when lit, collect *Super Jackpot* when lit
- 7. **Bowl-O-Rama:** shoot centre target during *Go Bowling* for a *Strike*
- 8. **Centre Lane:** advance C-O-U-N-T U-P towards *Extra Ball*, earn *DIG Millions*, award *Jackpot*
- 9. **Right Ramp:** progress 1-2-3- Combo, start *Go Bowling*
- 10. **Right Orbit:** start *Time Machine* or *Multiball* when lit
- 11. **Right Shell Bank:** complete for temporary Drain Save
- *. **Dino Targets:** shoot during *Dino Frenzy*



Gameplay

1-2-3 Combo Modes: start by completing combo on **Left** or **Right Ramps**

- Fred's Choice (20 seconds): shoot **Upper Left Orbit** ('A'), **Centre Lane** ('B') or **Right Orbit** ('C')
- Bedrock Water Buffaloes (25 seconds): shoot either **B-E-D** or **R-O-C-K** targets (alternates)
- Dino Frenzy (2-ball multiball): Shoot the **Dino Targets** on the right of each ramp
- Joe's Diner (20 seconds): shoot **Centre Lane** three times

Mystery Mode: start all four 1-2-3 Combo Modes, then start one more time

- Complete all **B-E-D** and **R-O-C-K** targets

Concrete Multiball: qualify by completing C-O-N-C-R-E-T-E via top lanes or **B-E-D R-O-C-K** targets; start via **Upper Left** or **Right Orbit**

- Make **Centre Lane** for Jackpot, **Left Loop** for Super Jackpot
- If you lose two balls before scoring a Jackpot, restart Multiball at **Orbits**

Bowl-O-Rama Multiball: make three Strikes in a row at the **Bowl-O-Rama** to start;

- All hits to **Bowl-O-Rama** score Super Spares and Super Strikes

Dino Frenzy Multiball: complete 1-2-3 combo (3 successive shots to **Left** or **Right Ramp**) to start

Go Bowling: shoot Left or Right Lamp when lit to start; aim for centre (Strike) target at **Bowl-O-Rama**

Dict-a-Bird modes: start at **Dict-a-Bird Target** when lit

- Rock Slicer Machine (20s): shoot **Orbits** to send balls to Time Machine
- Barney's Job Change (20s): shoot **Right Orbit**
- Search and Rescue (20s): shoot **Upper Left Orbit**, **Centre Lane**, **Right Orbit** then **Right Ramp**

Bronco Crane (mystery award): qualify at **Upper Left Orbit**; start at **Upper Left Orbit**

- Various awards, including
 - Bedrock Derby (20s): use bumper hits to speed up and win race
 - Bowling Power-Up: guarantees a Strike at next *Go Bowling*
 - 2x Playfield (20s): all shots score double