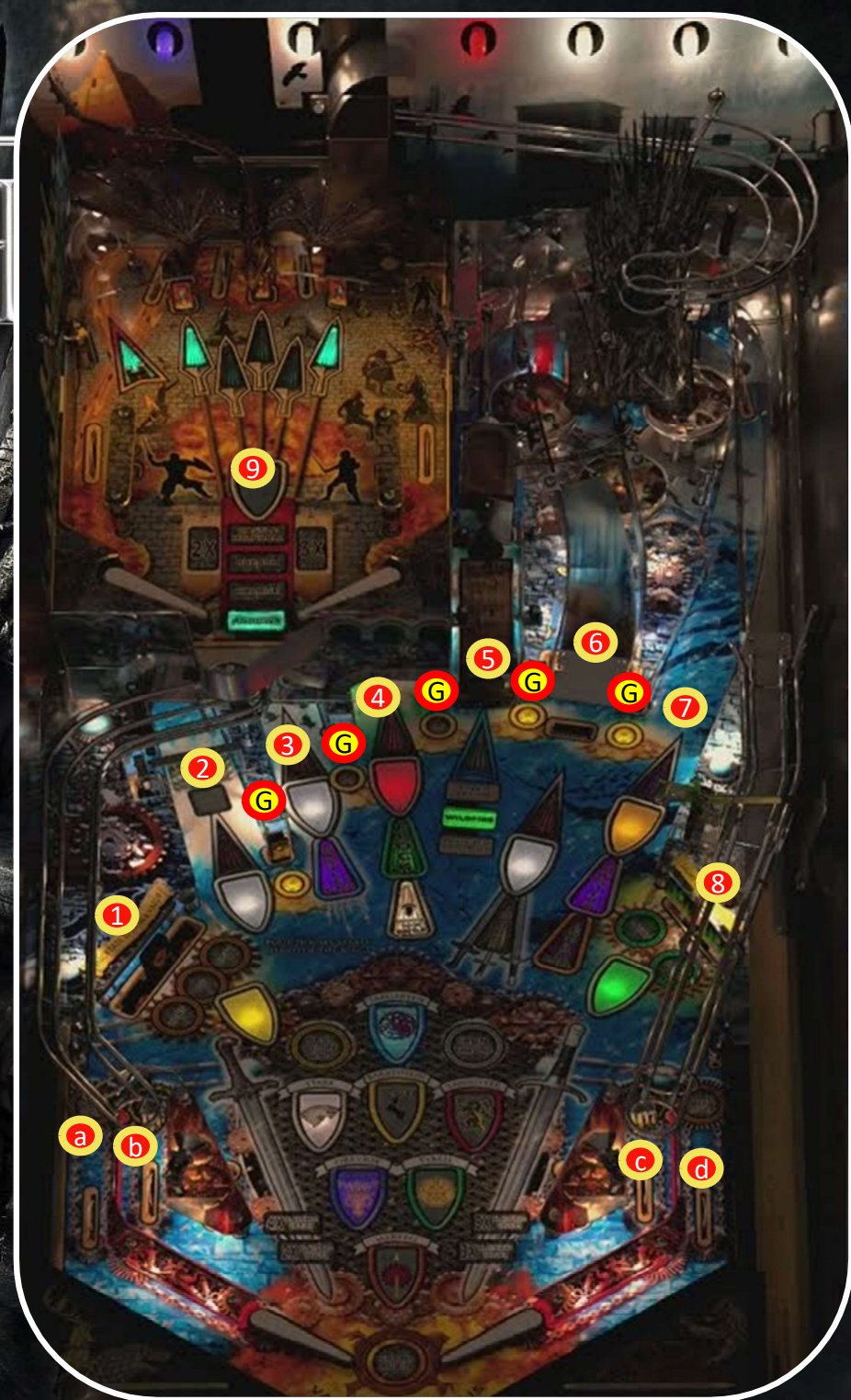


GAME OF THRONES

Playfield

- a. **Left Outlane:** ball save with *Lord of Light*
 - b. **Left Inlane**
 - c. **Right Inlane**
 - d. **Right Outlane:** ball save with *Lord of Light*
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- 1. **Left Target Bank:** light *Lord of Light* ballsave, qualify **House Baratheon**
 - 2. **Left Loop:** qualify **House Greyjoy**
 - 3. **Dragon Lane:** start *Battle at the Wall*, qualify **House Targaryen**
 - 4. **Centre Ramp:** lock balls, start House Battles, qualify **House Lannister**
 - 5. **Battering Ram:** increase Playfield Multiplier, award Wildfire
 - 6. **Right Ramp:** feed upper playfield, qualify **House Stark**
 - 7. **Right Loop:** feed Iron Throne, qualify **House Martell**
 - 8. **Right Target Bank:** qualify **House Tyrell**, light *Blackwater* lock
 - 9. **Upper Playfield:** advance towards *Castle Multiball*
 - G. **Gold Standups:** award gold, progress to *Mystery* award



Gameplay

Choose Your House: pick your House at the start of first ball for a) persistent power and b) Action button one-time effect (per ball)

- **Stark:** a) add 10M to *Winter is Coming* Hurry-Ups; b) immediately complete current House mode
- **Baratheon:** a) awards 2 advances towards *Battle for the Wall* Multiball; b) instant *Lord of Light* outlane ball-save
- **Lannister:** a) gold target values increased; b) instantly buy playfield multiplier advance (can be used multiple times per ball)
- **Greyjoy:** a) Greyjoy House instantly complete, plus gain persistent powers of other Houses when complete; b) gain the Action of most recently defeated house
- **Tyrell:** a) one inlane is lit to increase combo multiplier; b) trade current multipliers (playfield and combo) for points
- **Martell:** a) none; b) add a ball during any Multiball
- **Targaryen:** a) Targaryen House instantly complete; b) pause all running timers for 15 seconds

Completing any House lights **Right Ramp** to award a Sword.

House Modes: complete three House shots to qualify then **Centre Ramp** to start

- *Stark:* qualify with 3x **Right Ramp**; complete with 3x **Centre** or **Right Ramps**; collect with **Left** or **Right Orbit**
- *Baratheon:* qualify with 3x **Left Target Bank**; complete with 3x lit shots; collect at **Left Target Bank**
- *Lannister:* qualify with 3x **Centre Ramp**; complete by hitting **Gold Standups** to light adjacent shots, then making 5 lit shots
- *Greyjoy:* qualify with 3x **Left Loop**; complete by hitting all lit shots
- *Tyrell:* qualify with 3x **Right Target Bank**; complete by alternating lit shots and Right Target Bank
- *Martell:* qualify with 3x **Right Loop**; complete with 3x **Left** or **Right Orbit** and finish at **Centre** or **Right Ramp**
- *Targaryen:* qualify with 3x **Dragon lane**; hit lit shots, then **Dragon Lane** to complete three separate waves

Winter is Coming Hurry-Up: once a House is qualified, its qualifying shot goes white; hit 3 white shots to start the Hurry-Up.

- Shoot flashing white shot to collect; collect 4 Hurry-Ups to begin *Winter Has Come Multiball*

Blackwater Multiball: hit **Right Target Bank**, then lock a ball in **Centre Ramp**; lock 3 balls to start

- Complete 5 major shots for Jackpots and to light Super Jackpot at **Battering Ram**

Wall Multiball: shoot **Dragon Lane** 6x; then shoot **Dragon Lane** (or **Right Loop**?) one more time to start

- Alternatively, if playing as **House Baratheon** complete **Left Target Bank** for one advance towards Multiball
- Shoot Ramps for Jackpots and to light Super Jackpot at **Dragon Lane**

Winter Has Come Multiball: complete all the major shots, then make three lit shots for hurry-up

Castle Multiball: complete Archers, Charge, Breach and Castle Multiball in **Upper Playfield**

Extra Ball: Get 15M points, complete three House Modes, random Bumper award, random Mystery award

Mystery: complete the 5 **Gold Standup Targets** then shoot **Right Loop** to collect