



Playfield

- a. Left Outlane
 - b. Outer Left Inlane
 - c. Inner Left Inlane
 - d. Right Inlane
 - e. Right Outlane: has ball save
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- 1. Dead-End
 - 2. Left Orbit
 - 3. Rocket
 - 4. Left Ramp
 - 5. Groot: lock balls for *Groot Multiball*
 - 6. Orb: lock balls for *Orb Multiball*
 - 7. Right Ramp
 - 8. Right Orbit
 - 9. Scoop: selects and Upgrades Mode
- *. Hadron Enforcer Targets



Gameplay

Modes: select at plunge, or shoot Right Scoop

- Each Mode has a character: their shot on the playfield will be lit for advance
- Antiquities Shop (Orb): hit any switches (or flashing shots) to advance; 7 shots to complete; Upgrade reduces switch threshold
- Knowhere (Right Orbit): make 8 red shots to complete (Orbits and Ramps); Upgrade lights all shots for one advance
- Escape Kylvn (Rocket): make all 5 rollover lanes (two top right, three at **inlanes**) then **Groot**, then **Rocket**; Upgrade increases scoring
- Pod Chase (Left Ramp): make 10 **Ramp** shots; Upgrade lights all shots to advance
- Quill's Quest (Scoop): make lit shot for hurry-up, repeat 12x to complete; Upgrade increases scoring
- Sanctuary (Left Orbit): hit all 5 **Hadron Enforcer Targets**; Upgrade increases scoring
- Sibling Rivalry (Right Ramp): make 10 **Ramps** to complete; Upgrade adds Combo shot options
- Yaka Arrow (Dead-End): make flashing shots and bumpers to complete; Upgrade adds left-hand **Hadron Enforcer Targets** as shots

Groot Multiball: shoot **Groot** and lock 3 balls

- Make any shot for Jackpot (up to 3 per shot); after 9/18 jackpots make **Groot** for Super Jackpot

Orb Multiball: lock 2 balls at **Orb**, then make **Orb** one more time before hurry-up expires; if fail hurry-up, just a 2-ball multiball

- All shots score Jackpot; complete all to light **Orb** for Double Jackpot

Rocket's Rampage: spot R-A-M-P-A-G-E at **Rocket** to activate 2x playfield for 45 seconds

Hadron Enforcer: complete all 5 Hadron Enforcer Targets to light Action Button for 3 charges; the button will spot one shot during current Mode (or Multiball)

Cherry Bomb Multiball: complete four *Modes* to qualify

Immolation Initiative: complete four *Modes* and both *Multiballs* to qualify

Save Xander: complete all *Modes* and *Multiballs*

Misc

- Skill-shot: make the flashing top lane
- Super skill-shot: hold left flipper while plunging: make flashing white shot
- Extra Ball: start 3 Modes / complete 6 modes to light at **Scoop**
- Ball-save: activated at **Right Outlane** by hitting the two targets either side of **Groot**