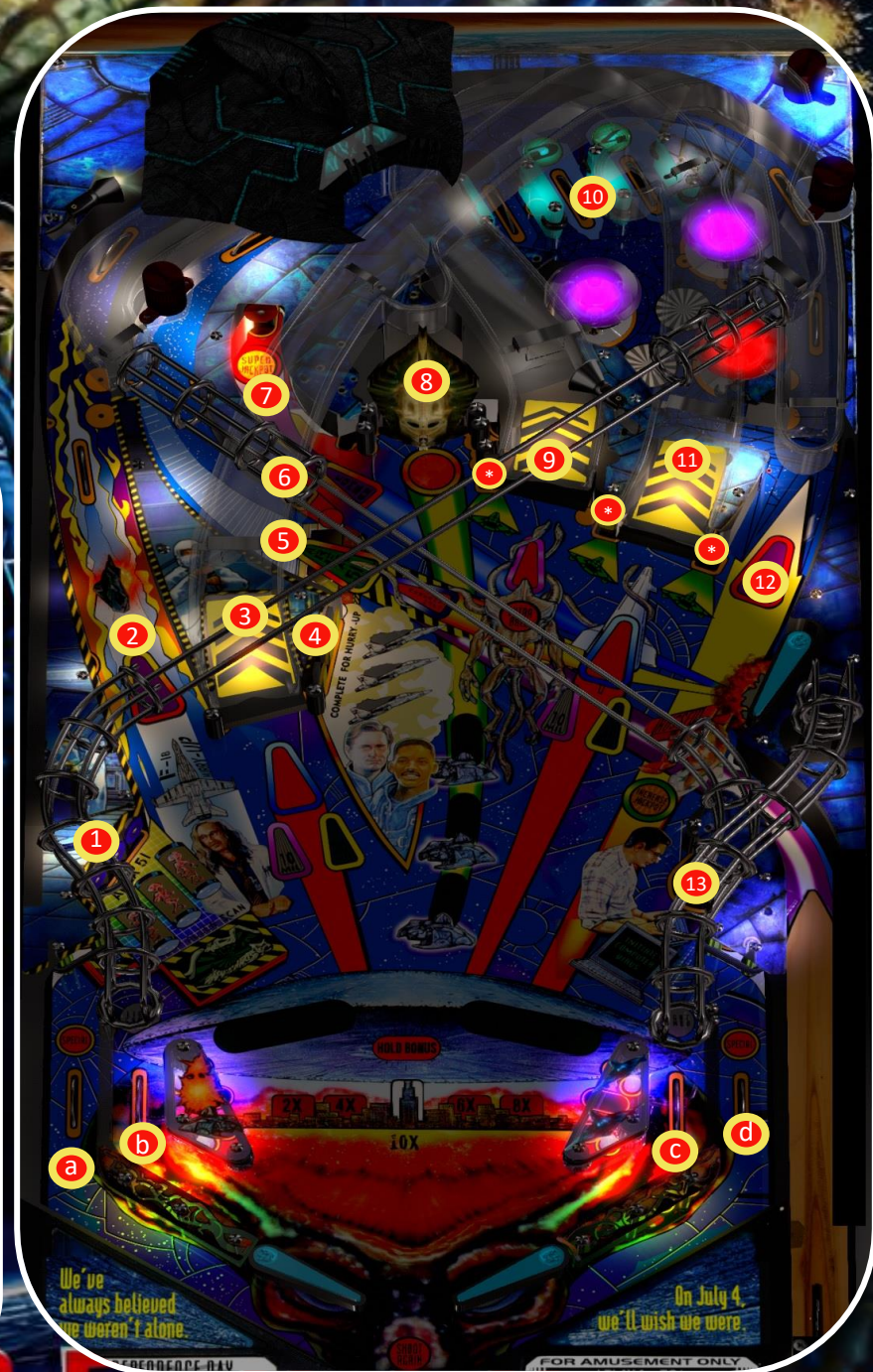


Playfield

- a. **Left Outlane**
 - b. **Left Inlane:** lights Combo
 - c. **Right Inlane:** lights Combo
 - d. **Right Outlane**
-
- 1. **Area 51 Targets:** when all 3 are lit, light *Alien Scan*
 - 2. **Left Orbit:** advance bumper values; award *Hurry Up*, *Jackpot*
 - 3. **Left Ramp:** progress towards *Red Alert*; award *Jackpots*
 - 4. **F-18 Targets:** when all 3 are lit, start *Hurry-Up*
 - 5. **Upper Loop:** award *Rockwell 1947*; start *Area 51 Multiball* and award *Area 51 Jackpot*
 - 6. **Yellow Target:** spot a **Rollover** lane
 - 7. **Super Jackpot:** award combo jackpot when lit; spot *Alien*
 - 8. **Alien Head:** lock balls
 - 9. **Centre Ramp:** lights *Extra Ball* after 5 ramps; awards *Jackpots*
 - 10. **Rollovers:** when all 3 are lit, advance multipliers
 - 11. **Right Ramp:** progress towards *Red Alert*; award *Jackpot*
 - 12. **Right Orbit:** advance bumper values, award *Jackpot*
 - 13. **Virus Sinkhole:** advance virus by 20%
- *. **Alien targets:** add a ball to *Area 51 Multiball*





Gameplay

Red Alert (30s timed mode): make 3x **Left** or **Right Ramp** to start

- Each Ramp shot is worth 50M

Multiball: hit **Alien Head** to open lock, then shoot again to lock a ball

- Jackpot: shoot **Alien Head**
- Double Jackpot: shoot **Orbits**
- Triple Jackpot: shoot **Ramps**
 - Hit Area 51 targets to add a ball (up to 3)
- Super Jackpot: shoot **Super Jackpot** target

Hurry-Up (30s timed mode): light all three **F-18 Targets** to start

- **Bumpers** advance value
- Make **Left Orbit** to freeze value; each subsequent shot to **Left Orbit** awards that value

Alien Scan (mystery award): hit all three **Area 51 Targets** to light *Alien Scan*

- Hit **Area 51** targets again to collect

Area 51 Multiball: make **Upper Loop** when lit to start

- Shoot **Upper Loop** for Jackpot
- **Alien Targets** will add a ball (up to 3)