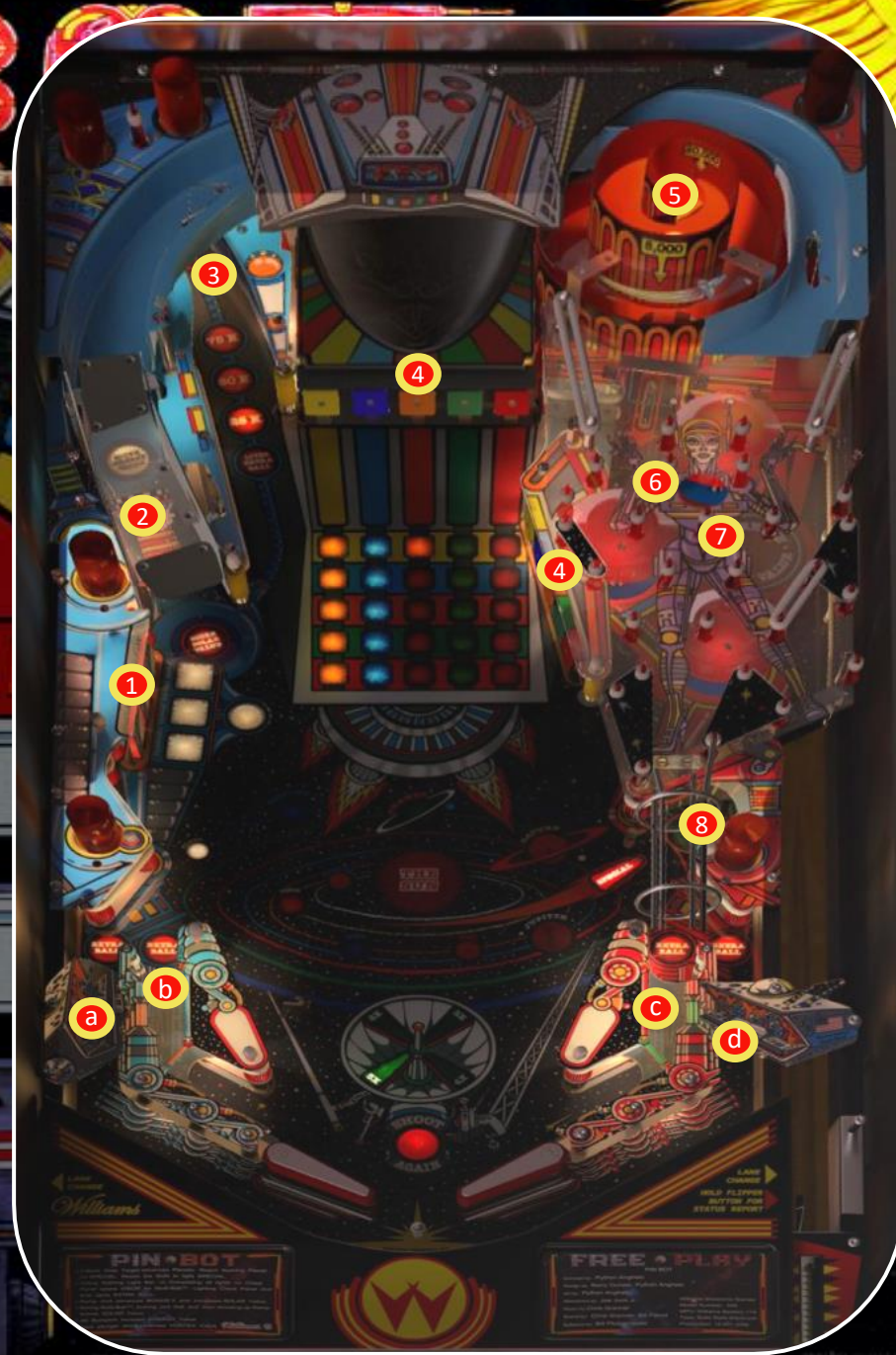




## *Playfield*

- a. **Left Outlane**
  - b. **Right Inlane:** lights **Advance Planet** target
  - c. **Right Inlane:** lights **Eject** hole scoring
  - d. **Right Outlane**
- 
- 1. **Drop Targets:** complete to advance *Planet*; hit lit shot to activate *Energy Value* at **Ramp**
  - 2. **Ramp:** increase Bonus Multiplier; collect *Energy Value* when lit; feeds **Bride**
  - 3. **Eject:** award points when lit, otherwise award 2K
  - 4. **Visor Targets:** light all lamps on matrix to access Multiball locks behind Visor
  - 5. **Vortex:** skill-shot: make 100k if you can
  - 6. **Bumpers (main playfield):** advance the *Energy Value*
  - 7. **Bride (upper playfield):** can feed **Bumpers**, **Right Inlane** or Shooter Lane
  - 8. **Advance Planet:** when lit, advances *Planet*



# PINBOT™

## *Gameplay*

### *Multiball (2-ball)*

- Complete the matrix in front of the Visor by hitting the **Visor Targets**
- Once Visor is raised, lock two balls in “eyes” to start Multiball; all scores are doubled
- Whilst Visor is raised, re-filling the matrix lights Extra Ball at **Inlanes** and **Outlanes**
- Whilst in Multiball, lock another ball to start **Solar Eclipse**
  - Timed mode: shoot ball up **Ramp** to collect Solar Value

### *Planets*

- Advance through the solar system by completing **Drop Targets** bank or making **Advance Planet**
- Progress marked on playfield: reach the Sun to light Special at **Advance Planet**
- Separately, make lit planet on playfield (Jupiter, by default) to award Special

### *Energy Value*

- Value increases with hits to the **Bumpers**
- To collect, first hit lit **Drop Target**, then make **Ramp**

### *Extra Balls*

- Fill Chest matrix twice
- Light at **Right Inlane** and collect at **Eject** hole

# PIN-BOT

**PIN-BOT Game Adjustment Table**

Adjustment Item (MATCH)	Descriptive Phrases (Player 1 and 2 Displays)	Factory Setting (Player 4)
01	AUTO REPLAY (%) (or FIXED REPLAY SCORES) <sup>1</sup>	Learn10 (%)
02	REPLAY START (or REPLAY LEVEL 1) <sup>1</sup>	1,400,000
03	REPLAY LEVELS (or REPLAY LEVEL 2) <sup>1</sup>	01
04	(REPLAY LEVEL 3) <sup>1</sup>	OFF
05	(REPLAY LEVEL 4) <sup>1</sup>	OFF
06	REPLAY AWARD	Credit
07	SPECIAL AWARD	Credit
08	MATCH FEATURE	On
09	BALLS / GAME	03
10	TILT WARNING	03
11	MAXIMUM EX. BALL	04
12	MAXIMUM CREDITS	10
13	HIGHEST SCORES	On
14	BACKUP HI. SCR1	3,000,000
15	BACKUP HI. SCR 2	2,500,000
16	BACKUP HI. SCR 3	2,000,000
17	BACKUP HI. SCR 4	1,500,000
18	HI. SCR1 CREDITS	04
19	HI. SCR2 CREDITS	03
20	HI. SCR3 CREDITS	02
21	HI. SCR4 CREDITS	01
22	H. S. RESET EVERY (3,000 PLAYS) <sup>2</sup>	
23	FREE PLAY	NO
24	U.S.A. 1 COINAGE (1 COIN 1 PLAY) <sup>2,3</sup>	
25	LEFT UNITS	01
26	CENTER UNITS	04
27	RIGHT UNITS	01
28	UNITS/ CREDIT	01
29	UNITS/ BONUS	00
30	MINIMUM UNITS	00
31	SOLAR V. ADVANCE [25,000 to 99,000]	50,000
32	BON. MULT. MEMORY [YES = retained; NO = not retained]	NO
33	S. EJECT MEMORY [YES = retained; NO = not retained]	YES
34	PLANETS MEMORY [YES = retained; NO = not retained]	YES
35	EX. BALL MEMORY [YES = retained; NO = not retained]	YES
36	CHEST MEMORY [YES = retained; NO = not retained]	YES
37	D. T. AUTO AD. [1% - 90%; or NO auto adjust]	20%
38	D. T. TIMER [1 - 90 sec., or Untimed]	15 sec
39	SOLAR AUTO AD. [1% - 90%; or NO auto adjust]	20%
40	SOLAR TIMER [1 - 90 sec; or Untimed]	20 sec

**PIN-BOT Game Adjustment Table (Continued)**

Adjustment Item (MATCH)	Descriptive Phrases (Player 1 and 2 Displays)	Factory Setting (Player 4)
41	ENERGY AUTO AD. [1% - 90%; or NO auto adjust]	40%
42	ENERGYTIMER [1 - 90 sec., or Untimed]	15 sec
43	S. EJECT NO AUTO [1% - 90%; or NO auto adjust]	No auto
44	S. EJECT UNTIMED [1 - 90 sec., or Untimed]	Untimed
45	REACH AUTO AD. [1% - 90%; or NO auto adjust]	4%
46	REACH PLANET [Pluto - Mercury; Off]	JUPITER
47	CONSOL EX. BALL [YES; NO]	YES
48	A. MODE SOUNDS [ALOT; LESS; NONE]	ALOT
49	CUSTOM MESSAGE <sup>4</sup>	ON
50	SW. ALARM KNOCKER	YES
51	ENGLISH TEXT	
52	UNUSED ADJUST	
53 <sup>5</sup>	INSTALL GERMAN 1 <sup>6</sup>	
54 <sup>5</sup>	INSTALL GERMAN 2 <sup>6</sup>	
55 <sup>5</sup>	INSTALL GERMAN 3 <sup>6</sup>	
56 <sup>5</sup>	INSTALL GERMAN 4 <sup>6</sup>	
57 <sup>5</sup>	INSTALL GERMAN 5 <sup>6</sup>	
58 <sup>5</sup>	INSTALL GERMAN 6 <sup>6</sup>	
59 <sup>5</sup>	INSTALL ADDABALL	NO
60 <sup>5</sup>	INSTALL 5-BALL	NO
61 <sup>5</sup>	INSTALL NOVELTY	NO
62 <sup>5</sup>	INSTALL EX. EASY	NO
63 <sup>5</sup>	INSTALL EASY	NO
64 <sup>5</sup>	INSTALL MEDIUM	NO
65 <sup>5</sup>	INSTALL HARD	NO
66 <sup>5</sup>	INSTALL EX. HARD	NO
67	AUTO BURN-IN	NO
68	CLEAR COINS	NO
69	CLEAR AUDITS	NO
70	INSTALL FACTORY <sup>7</sup>	NO