

Gameplay

Key Modes: to start, collect 3 Shells then collect Key from **Red** or **Green Sinkholes** or **Upper Playfield VUK**

- **Bomb**
 - Shoot **Feather/Bomb Target**, then any **Sinkhole**
- **Yoshi's Countdown (hurry-up)**
 - Hit **Yoshi Target** to get displayed value
- **Luigi's Cave (hurry-up)**
 - Hit **Luigi's Cave Target** to get displayed value
- **Castle Extra Ball**
 - Make **Castle Sinkhole** for Extra Ball
- **Exclamation**
 - Hit any **Ramp** or **Target** with an exclamation mark for increasing scores (marked by lit inserts in centre of playfield)
- **Mega Bumper**
 - Bumpers score 1M per hit

Multiball (2 or 3-ball)

- Light '1' at **Lower Ramp**, then '2' at **Yoshi Target**, then '3' at **Right Loop**, then '4' at **Upper Ramp**
- Then make **Red Sinkhole** to start a 2-ball multiball (or 3-balls if you are currently 'SUPER')
- Make **Castle Sinkholes** for Jackpots

Destroying a Castle

- There are 7 Castles to destroy, after which you rescue the Princess
- First, complete S-U-P-E-R at **Red Sinkhole**, **Upper Ramp** and **Green Sinkhole**; progress shown on inserts in middle of playfield
- Then make **Castle Sinkhole** to destroy a Castle; destroyed Castles carry through to subsequent games
- Whilst Super, Kicksave and **Invincibility Target** are activated; but if used, Mario loses Super status. In this case, shoot **Feather/Bomb Target** to become Super again

Cave Extra Ball

- Light all four coins at **Luigi's Cave Target** to activate Extra Ball insert for a timed period; one final **Luigi's Cave Target** collects Extra Ball

Video Mode

- Once all four bullets are lit via **Left Inlane**, a shot to **Castle Sinkhole** will start Video Mode
- Press left flipper to jump gaps and bullets; right flipper to speed up (held down through whole mode will award 30M instead of 10M)

Invincibility

- This is a Mystery award from the **Green Sinkhole**; Kicksave is continuously active and **Invincibility Target** rises to save ball drains between flippers