

Gottlieb *Playfield*

- a. **Left Outlane:** save drain with outer flipper
- b. **Left Inlane**
- c. **Right Inlane**
- d. **Right Outlane:** save drain with outer flipper

1. **Stargate Targets:** hit using outer flippers; if lit, activate **Centre Saucer** under **Top Ramp**
2. **Lower Left Saucer:** lock balls for multiball
3. **Top Left Saucer:** lock balls for multiball
4. **Stargate Roundabout:** shoot when lit to activate Stargate (**Centre Saucer**)
5. **Centre Saucer:** revealed when lit **Stargate Roundabout** is made; starts multiball
6. **Top Ramp:** feeds upper playfield
7. **Spirit Targets:** complete either bank to spot a letter in S-P-I-R-I-T; award Special when lit
8. **Right Ramp :** feeds upper playfield
9. **Right Loop:** advance Bonus Multiplier
10. **Lower Right Saucer:** lock balls for multiball
- *. **1-2-3-4 Targets:** complete (any order) to light Activate Stargate at **Stargate Roundabout**
- #. **BALL Targets:** complete for Extra Ball

Gameplay

Lock balls: in **Lower Left, Upper Left** or **Lower Right** saucers when lit; lit saucer toggled by playfield switches

Multiball: Complete **1-2-3-4 Targets**, then make **Stargate Roundabout**, then make **Centre Saucer**

- 2-ball multiball: starts if zero or one ball is locked in a saucer (2x playfield scoring)
- 3-ball multiball: starts if 2 balls are locked in saucers (3x playfield scoring)

SPIRIT

- Complete SPIRIT and light Special by completing either bank of **Spirit Targets** six successive times
- Collect Special by completing either **Spirit Target** bank one more time

Bonus Multiplier: Light all three rollover lanes, or make **Right Loop**, to advance

Extra Ball: light BALL at **BALL Targets** (each target must be hit three times)

