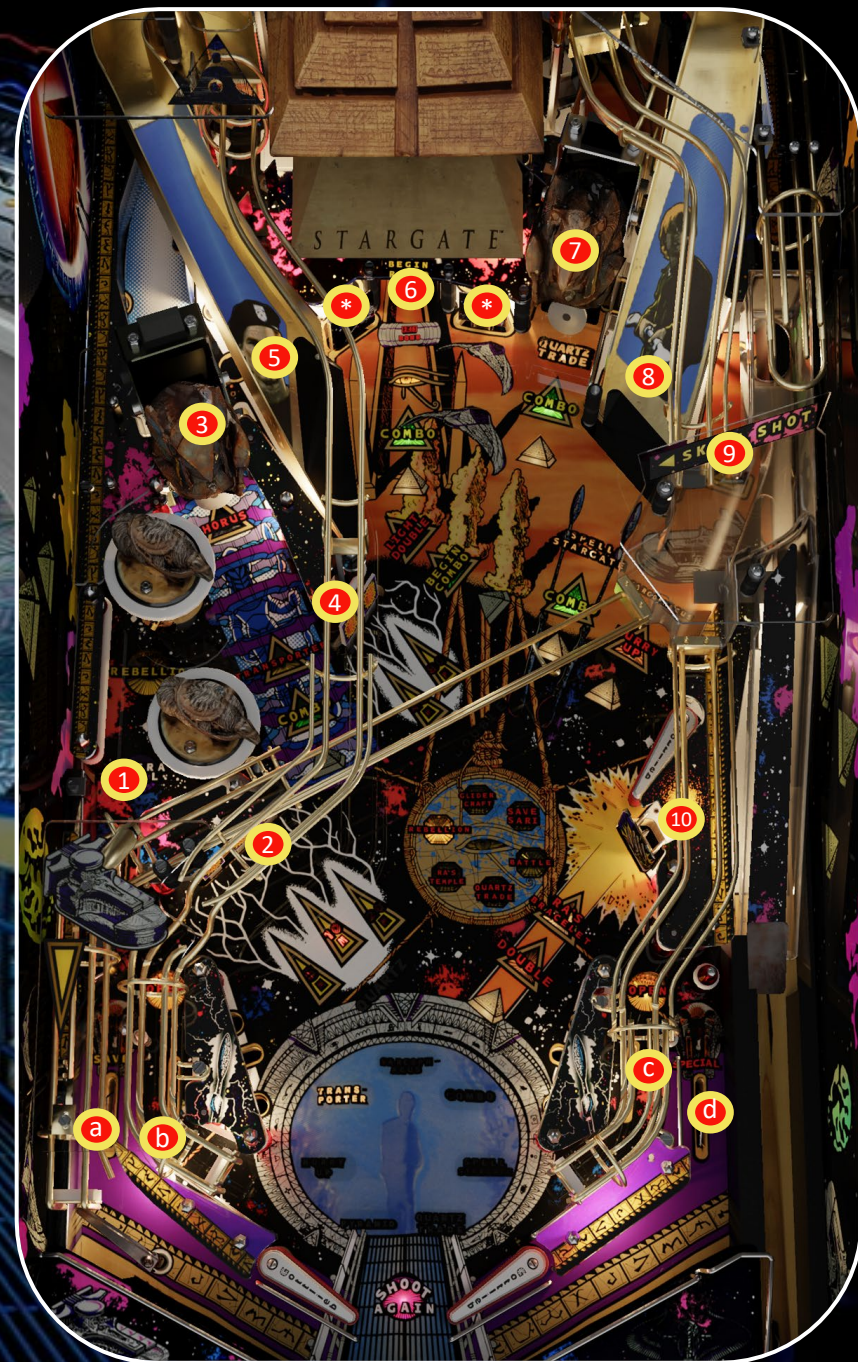


# S T A R G G

## *Playfield*

- a. **Left Outlane: Sarcophagus** kickback
  - b. **Left Inlane: open Trade Quartz** shot @ **Right Guardian**
  - c. **Right Inlane: open Transporter** shot @ **Left Guardian**
  - d. **Right Outlane**
- 
- 1. **Extra Ball Rollover:** award Extra Ball; activate kickback
  - 2. **3 Bank Drop Targets:** yyy
  - 3. **Left Guardian:** leads to *Transporter* if raised; *White Pyramid* shot
  - 4. **2 Bank Drop Targets:** xxx
  - 5. **Left Ramp:** *White Pyramid* shot
  - 6. **Pyramid:** start *Modes*; *White Pyramid* shot
  - 7. **Right Guardian:** leads to *Trade Quartz*; *White Pyramid* shot
  - 8. **Right Ramp:** spot S-T-A-R-G-A-T-E *White Pyramid* shot
  - 9. **Right Lane:** protected by *Right Drop Target*; *Hurry Up*; feed **Sarcophagus**; *White Pyramid* shot
  - 10. **Ra kicker:** *White Pyramid* shot
  - \*. **Glidercraft targets:** toggle *Transporter* award



# Gameplay

Modes: shoot **Pyramid** to start

- **Save Sari**: shoot **Right Lane**
- **Quartz (multiball)**: make either **Ramp** to add a third ball
- **Battle**: make **Transporter** or **Trade Quartz** shots
- **Rebellion (multiball)**: aim for pop bumpers; hit **Left Guardian** to add third ball
- **Ra's Temple (multiball)**: hit **Ra Kicker** twice to add a ball, then make **Pyramid**
- **Glidercraft (multiball)**: hit either **Glidercraft target** (first hit adds a ball)
- **Eye of Ra (wizard mode)**: play all six modes then shoot **Pyramid** to start then play three different stages

## Multiballs

- Regular Multiball (2 ball): started by every other shot to the **Sarcophagus**
  - Make Jackpot (and add a ball for first Jackpot) at lit shot (starting with **Left Ramp**) – 6 in total
  - Super Jackpot is then lit at **Pyramid**
- **Stargate Multiball**: make **Sarcophagus**, *Trade Quartz*, *Transporter*, *S-T-A-R-G-A-T-E*, *Hurry Up*, a Combo shot and the **Pyramid** to start
  - Make all 7 major shots for Jackpot (Super Jackpot awarded on last shot)

**Transporter**: raise **Left Guardian** then shoot the lane for award

- Quartz, Extra Ball, Advance Super Jackpot, 3x Scoring, start *Sandstorm Multiball*

**Trade Quartz**: trade in for awards via **Right Guardian**: Points, Light Extra Ball, Advance Super Jackpot, Sandstorm

**Sarcophagus Award**: make **Sarcophagus** either by *Skill Shot* or via **Right Lane**: Start Multiball, Award Quartz

**Hurry Up**: start at 10 pop bumper hits or 10 Combos; shoot **Right Lane** to collect

**White Pyramid**: make any White Pyramid shot to light; complete all seven for award (Quartz or points)

**S-T-A-R-G-A-T-E**: spot at **Right Ramp**; complete for award

- 3 Quartz
- Advance Super Jackpot
- 5 Quartz

## Misc

- **Skill Shot**: do a soft plunge to the Sarcophagus habitrail; if you miss this, hit the **Left Guardian**

Gottlieb