

TERMINATOR 2 JUDGEMENT DAY

PLAYFIELD

1. **LOCK**: lock balls for *Multiball* or award *Database*
2. **LEFT ORBIT**: shoot to advance *Escape Route*
3. **5-BANK**: shoot lit target for *Skill Shot* or from **Cannon** for *Multiball*
4. **LEFT RAMP**: advance security level when lit (alternates with **Right Ramp**)
5. **POPPER**: protected by a drop target; feeds **Cannon**
6. **BUMPERS** and **ROLLOVERS**
7. **CENTRAL 3-BANK**: complete to advance *Escape Route* (**Left Orbit**)
8. **RIGHT RAMP**: advance security level when lit (alternates with **Left Ramp**)
9. **RIGHT ORBIT**: awards *Chase Loop* value and advances to next light
10. **CANNON**: fed by **Popper**; shoot lit target in **5-Bank**
11. **RIGHT 3-BANK**: complete to light **Kickback**

Left Outlane has a **Kickback** that can be relit by *Database* or **Right 3-Bank**



GAMEPLAY

SKILL SHOT: Hit the moving target on the **5-Bank**

MULTIBALL

Start by hitting **Popper** drop target, then shoot **Popper** to load **Cannon**, then fire the **Cannon** to hit lit target on **5-Bank**.

- For Jackpot, reload **Cannon** via **Popper**, then try to lock balls 2 and 3 (in **Lock** and **Left Orbit**). One additional ball lock sets 2x Jackpot; two sets 3x Jackpot. Once all balls are locked or drained, **Cannon** will load: shoot the lit (fixed) target on **5-Bank**
- If 2x or 3x Jackpot achieved, reload **Cannon** and shoot for lit (moving) target on **5-Bank**

PAYBACK TIME (20S)

Starts after completing all 10 Security circles through alternating ramp shots. Shoot any of **Left Orbit**, **Left Ramp**, **Right Ramp**, **Right Orbit**, **Popper** drop target or complete 3 roll-over lights (above bumpers) to earn 5M per shot

CHASE LOOP

Shoot **Right Orbit** to score lit value and advance to next light. Continue with consecutive loops to progress.

ESCAPE ROUTE

Complete **3-Bank** to advance **Escape Route** value. Shoot **Popper** to collect. Awards are:

- Security Pass: lights 1 Security Level to advance towards Payback Time
- Hold bonus: holds bonus and multiplier to next ball
- Light flipper lanes: lights flipper lanes to allow you to start Hurry-up (left lane) or Video Mode (right lane)
- Multi-Ball: starts multiball
- Extra Ball: get an extra ball
- 10 Million: get 10 million

DATABASE

Shoot **Lock** when Database light is lit to get one of 16 random awards, including Extra Ball (collected from **Popper** drop target) and *Video Mode*

VIDEO MODE

Awarded via *Database*. Shoot the Terminators and other items (including Extra Ball box)

HURRY UP

Awarded from left lane when lit (light through *Escape Route* or *Database*). Shoot **Right Orbit** to collect.

EXTRA BALL

Awarded from *Escape Route*, *Database*, *Video Mode* or XXX