



## Playfield

- a. Left Outlane
- b. Left Inlane
- c. Right Inlane
- d. Right Outlane

- 1. **Left Targets:** complete either set of three to progress towards Multiball
- 2. **Captive Ball:** hit back into target to get Award
- 3. **Ramps:** skill shot; multiball jackpots, Ramp Millions
- 4. **Central Targets:** progress towards Multiball
- 5. **Sewer:** start *Multiball*
- 6. **Orbit:** score *Save April*
- 7. **Right Targets:** progress towards Multiball



The word 'TURTLES' in a large, bright green, bubbly font with a black outline, set against a background of the four turtles.

## *Gameplay*

*TURTLES*: complete T-U-R-T-L-E-S via **Ramps**

- Then make each **Ramp** for Ramp Millions

*10 Million*: after collecting both Ramp Millions, shoot **Sewer** for 10 Million

*Multiball*: qualify by completing three **Target Banks**; start at **Sewer**

- Subsequent rounds require completing four **Target Banks**
- A drained ball can be replaced by another shot to the **Sewer**
- Make **Sewer** then either **Ramp** for Jackpot; once both Jackpots collected, relight at **Sewer**

*Captive Ball*: award is shown on DMD or backglass: win by hitting **Captive Ball** back to rear target

*Save April*: after making **Left Inlane**, shoot **Orbit** hard to hit target behind top left bumper

*Awesome Scoring*: advance lit values above flippers by either:

- After **Right Inlane**, make **Captive Ball** hit the rear target
- After **Left Inlane**, spin the spinner at entrance to **Orbit**
- Once Lite Awesome Score inset is lit, make **Sewer** to start *Awesome Scoring* timed mode (50k/switch)
- Once Lite Super Awesome Score is lit, make **Sewer** to start Super Awesome Scoring timed mode (100k/switch)

*Skill Shot*

- Make either **Ramp** after plunge