



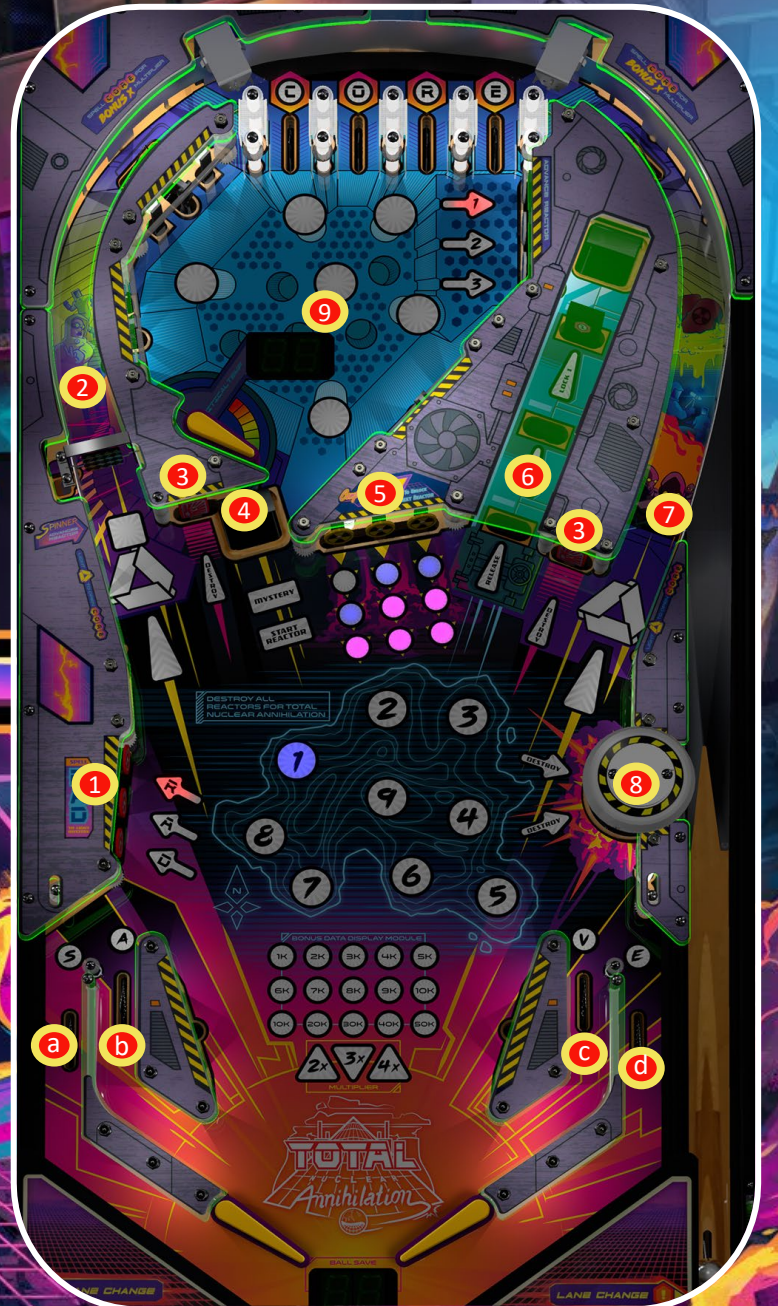
Playfield

NUCLEAR

Annihilation

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

1. **RAD Targets:** Qualify Mystery Award; destroy Reactor
2. **Left Orbit:** can feed **Reactor Core** or Right Orbit; spinner advances Reactor Bonus
3. **Destroy Targets:** destroy Reactor
4. **Scoop:** collect Mystery; start Reactor
5. **Reactor Grid:** qualify Reactor; Reactor Jackpots
6. **Lock Lane:** lock balls for Multiball
7. **Right Orbit:** can feed **Reactor Core** or **Left Orbit**
8. **Pop Bumper:** can be used to destroy Reactor
9. **Reactor Core:** overheat Reactor by hitting switches here





Gameplay

Destroy Reactors

- Qualify Reactor by completing **Reactor Grid**
- Start Reactor at **Scoop**
 - Once Reactor is started, Reactor Jackpots are awarded by completing **Reactor Grid**
- Overheat Reactor by hitting **Orbit** spinners, and switches in **Reactor Core** to move Reactor counter past 99
 - **Orbit(s)** lit pink will feed **Reactor Core**
- Destroy Reactor by hitting lit targets (randomly picked from **RAD Targets**, **Destroy Targets** and **Pop Bumper**)
- **Multiball**: lock two balls in **Lock Lane** then hit **Lock Lane** once more to start
 - Jackpots awarded by hits to **Lock Lane** targets
 - Hit scoop at top of **Lock Lane** for add-a-ball

Mystery Award: complete **RAD Targets** then collect at **Scoop**; awards include

- Points
- Complete Reactor Grid
- Enable Locks
- Enable Ballsaver
- Increase Lane Save level

Ball Save

- Can be started by completing three letters from S-A-V-E at **inlanes/outlanes** then make the flashing lane for 10s ball save timer
- Ball saves can be stacked and the colour of S-A-V-E will change accordingly from Red through Orange, Yellow, Green, Blue and Purple

Misc

- Skillshot: make lit CORE rolover (lit rolover can be moved using flippers *before* plunging ball) to complete Reactor Grid