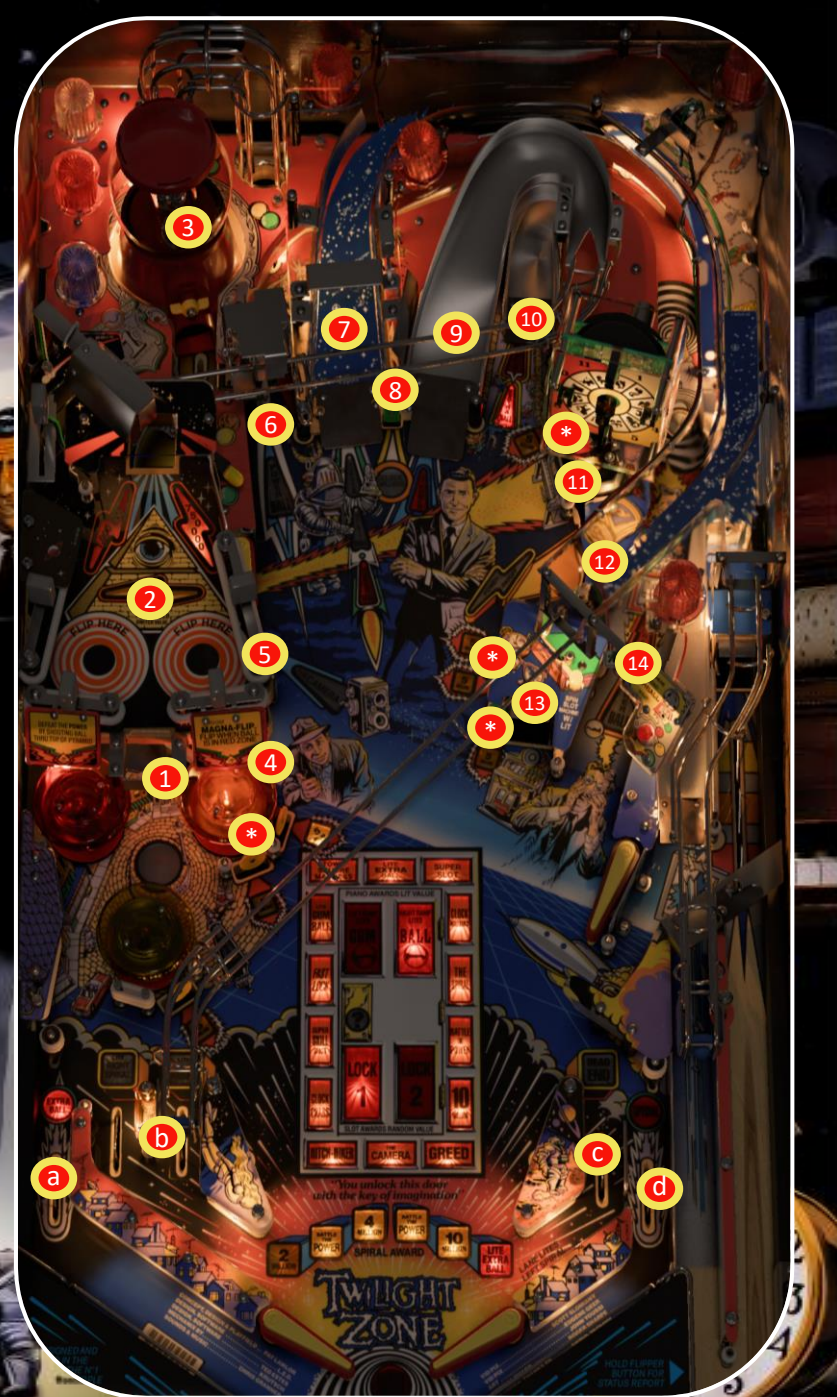




## Playfield

- a. **Left Outlane:** can be lit for Extra Ball
  - b. **Left Inlane:** lights *Spiral Value* at **Right Spiral Orbit**
  - c. **Right Inlane:** lights *Bonus X* at **Left Ramp**, *Spiral Value* at **Left Spiral Orbit**
  - d. **Right Outlane:** can be lit for Extra Ball
1. **Town Square Bumpers:** changes lit *Door Panel*
  2. **Upper Playfield:** use magnetic flippers to win *Battle the Power*
  3. **Gumball Machine**
  4. **Hitchhiker:** awards *Hitchhiker Pickup*
  5. **Camera:** gives *Camera Award* when lit; relights Jackpot
  6. **Left Spiral Orbit:** awards *Spiral Value* when lit and eventually, lights *Extra Ball*
  7. **Left Ramp:** lights **Piano**; awards *Robot*, spots GUM
  8. **Clock Target:** lights a **5 Million Target**
  9. **Right Ramp:** feeds **Upper Playfield** if *Battle the Power* is lit; relights **Slot Machine**; spots BALL
  10. **Lock Target:** locks balls for *Multiball*, awards *Extra Ball*
  11. **Piano:** gives lit *Piano Award* (see playfield) when yellow light lit, else *Odd Change*
  12. **Power Payoff Targets:** award 10M if hit after *Battle the Power* is complete
  13. **Slot Machine Scoop:** awards random *Door Prize* if lit
  14. **Right Spiral Orbit:** awards *Spiral Value* when lit
  - \*. **5M Targets**



# TWILIGHT ZONE

Bally

## Gameplay

*The Door*: lit insert on Door is awarded by shot to **Piano**

- 10M, Light Extra Ball
- **Spiral**: shoot either **Orbit 3x**
- **Super Skill Shot**: make a lit rollover from plunger lane
- **Hitchhiker**: awards 2M for every *Hitchhiker Pickup* collected
- **Slot Machine**: shoot **Slot Machine** for random award
- **Clock Millions**: hit **Clock Target** as many times as possible
- **Greed**: hit **5M Targets** as many times as possible
- **Fast Lock (hurry-up)**: shoot **Lock Target** for 3-ball Multiball
- **Clock Chaos**: make **Clock Target** as often as possible
- **The Camera**: shoot **Camera** for random award
- **Town Square Madness**: all targets worth 350k
- **Battle The Power**: shoot **Right Ramp** to start
- **Lite Gumball Machine**: shoot **Right Spiral Orbit**

*GUMBALL*: spot at **Left and Right Ramps**; progress through inserts at top of **Door**

- Once lit, shoot **Gumball Machine** to dispense a ball and progress towards *Powerball Round*

*Powerball Round*: starts when Powerball is dispensed by **Gumball Machine**

- Make Right Spiral Orbit to load Gumball Machine and start *Powerball Mania*

*Powerball Mania (3-ball Multiball)*: started via *Powerball Round*

- Try to get balls to the **Upper Playfield** via **Right Ramp** and defeat Power for Mania Jackpot

*Multiball*: lock 3 balls to start

- Complete GUMBALL for first lock; either start Multiball at **Left Ramp** or continue locking balls
- Lock second ball at **Lock Target**; make **Left Ramp** to start Multiball
- Score Jackpot at **Piano**; if two balls drain before Jackpot is scored, restart Multiball at **Lock Target** within 12 seconds

*Odd Change Score at Piano* when not lit

- Random points from 10-10M