Playfield

1.Left Inlane: award *Checkpoint* #4 when flashing
2.Left Spot Target: award *Checkpoint* #6 when flashing
3.Left Rollunder: award *Checkpoint* #1 when flashing
4.Left Spinner: score 10,000 when lit, or double when flashing white
5.Top Left Ramp: access to upper playfield; award *Extra Ball* when lit
6.Top Kicker: score any *Checkpoint* bonus and reset all players to first *Checkpoint* when lit
7.FINISH Drop Targets: complete to advance multiplier
8.FUEL Drop Targets: complete to score lit value
9.Top Right Ramp: award *Checkpoint* #3 when flashing
10.Right Kicker: award *Checkpoint* #2 when flashing
11.Right Spot Target: award *Checkpoint* #5 when flashing
12.Right Inlane: award *Checkpoint* #7 when flashing

Objective is to clear each Checkpoint in turn (progress shown by racing cars in centre of playfield), then hit the Top Kicker to complete.