

SOLAR RIDE 2004

INSTRUCTIONS

5 BALLS PER PLAYER

Press the red button on the front door to begin a game. Then press the button until desired pre-stored name is present on the display. Then press the button twice quickly to select that name.

Making a top lane when lit, or the right flipper inlane, increases the **BONUS MULTIPLIER** to a maximum of 5X. Various targets on the playfield add to the bonus. Shoot top lane at start of ball when flashing to score **SKILL SHOT** value of 5000 or more.

Completing the drop target bank lites the two knockout holes to collect the **TARGET BONUS**. The bonus increases in value each time collected over the course of the game.

Dropping the 4 white target leaving the red one up lites the red target for **SPECIAL**. Completing a **SPECIAL** awards 30,000 or more points, increasing in value each time collected.

Completing **S-O-L-A-R R-I-D-E** lites the right inlane for **EXTRA BALL** and advances the sequence to **U-L-T-R-A R-I-D-E**. Completing **ULTRA RIDE** lites **EXTRA BALL** and also scores **ULTRA POINTS**.

Shooting the left knockout hole awards the current **BONUS** multiplied by the current **BONUS MULTIPLIER** value. Also occasionally spots a **S-O-L-A-R R-I-D-E** sequence letter.

Shooting the right knockout hole scores 5000 plus 5000 for every target bank completed and **SPECIAL** awarded. Also occasionally spots a **S-O-L-A-R R-I-D-E** sequence letter.

Shooting top right rollunder scores current rollunder award and advances the award. Awards include increasing **POP BUMPER** values, **EXTRA BALL** and **SPECIAL**. Sequence is reset for each ball.