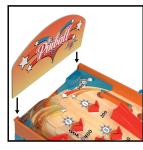
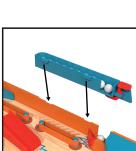


Ages 8+ | Âges 8+ 1+ Players

SETTING UP

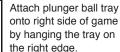


Insert the backer board into the back slots until it fits snuggly against the bottom of the slots.





Insert the back legs into holes on the back of the game. The open side must face toward the back of the game.





Insert out of play ball tray into the area below the flippers.

COMPONENTS:

1 Pinball Game
1 Backer Board
1 Plunger Ball Tray
1 Ball Tray
2 Back Legs
13 Pinballs (white)

Game Instructions

HOW TO PLAY CLASSIC PINBALL

- 1. Load 10 pinballs into the ball tray. Set 3 extra balls aside.
- 2. Press the tray lever down to release the first ball into the plunger area.
- 3. Pull back on the plunger and launch the ball into play!
- 4. Keep balls active in the playfield by using the flippers. Aim for targets to score points. (See SCORING!)
- 5. After all 10 balls have been played in regulation play and any earned extra balls are played in bonus rounds the game is over.
- 6. The player (or team) tallies their score. The one with the highest score at the end of a game wins!

BASIC RULES OF PLAY

- When a ball rolls past the flippers into the drain, that ball is over.
- If a ball falls out of a target it becomes active even if multiple balls are rolling at once!
- If a ball gets knocked out of the target and falls between the flippers, then those points are lost, and that ball is over.
- Points are only scored if a ball remains in a target at the conclusion of the game when points are tallied.

SCORING

- · Score points by getting your pinball to land in targets.
- Points are tallied at the end of a game. Add up the points of each target with a ball present.
- Targets may hold multiple balls or be "stacked". In this case, each ball scores the corresponding points for that target.
- BONUS POINTS: If a player manages to have a pinball in each letter on the board to spell P-I-N-B-A-L-L then their final score will DOUBLE!
- EXTRA BALLS: If a player manages to get their pinball over the ramp and into the star target basket, they receive an extra ball in addition to those 400 points!



For the extra ball, place an additional ball into the ball tray for an extra round of play. You may use one of the extra balls set aside during set up - or reuse a ball that has fallen into the Out of Play Ball Tray.

PRO TIPS- MASTERING THE FLIPPER:

Skill is a big factor in your play. Using the flippers wisely will elevate your game. Here are some ways how:

- Don't flip both flippers at the same time. Try to only use the flipper you need in the moment.
- After you flip, drop the flipper back down. Otherwise you're leaving a larger hole for the ball to roll down into the drain.
- Keep your flipping to a minimum and only flip when you must. This
 will allow you to concentrate on the ball, slow the game down, and
 pick your shots. This is what separates the pros from the rookies.
- Trap the ball if you raise your flipper at the right time, you can bring the ball to a stop while holding the flipper up. This allows you to stop and aim your shot.



OTHER WAYS TO PLAY:

- SOLO PLAY One player plays 10 balls.
- **HEAD TO HEAD** Each player plays 1 game with 10 balls. Highest score wins!
- **TEAM PLAY** Players divide into teams and alternate turns to see how many points they can accumulate.
- SUDDEN DEATH PINBALL Two players each get 1 ball to play. Highest score wins.
- **PINHEAD PLAYOFF** Players take turns competing to see who can spell Pinball in the least amount of balls.
- GO EASY, BRO An introductory game where players only play with 5 balls to get a feel for the game and start to develop their skills.
- ARE YOU DONE YET? See who can have the longest game. Not a game for sibling rivalry and patience. Keep time on how long it takes for a player to keep all 10 balls alive.
- THE STUNT SHOW Players see how many balls they can get into target areas. Each player launches 7 balls.





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