

ROW \ COLUMN	1 YEL-BRN	2 YEL-RED	3 YEL-ORN	4 YEL-BLK	5 YEL-GRN	6 YEL-BLU	7 YEL-VIO	8 YEL-GRY
1 RED-BRN	SAME PLAYER SHOOT AGAIN (PLAYFIELD)	TOP POWER TARGET	4,000 BONUS	20,000 BONUS	LEFT EJECT HOLE ARROW	10,000 FIREPOWER BONUS	RIGHT SPECIAL	#1 PLAYER UP
2 RED-BLK	BALL SAVER KICKER ON	CENTRE POWER TARGET	5,000 BONUS	"1" TARGET ARROW	RIGHT EJECT HOLE ARROW	30,000 FIREPOWER BONUS	1 CAN PLAY	#2 PLAYER UP
3 RED-ORN	FIRE (x2)	BOTTOM POWER TARGETS	6,000 BONUS	"2" TARGET ARROW	UPPER RIGHT EJECT HOLE ARROW	50,000 FIREPOWER BONUS	2 CAN PLAY	#3 PLAYER UP
4 RED-YEL	POWER (x2)	RIGHT INSIDE ROLLOVER	7,000 BONUS	"3" TARGET ARROW	2X	TOP LEFT JET BUMPER	3 CAN PLAY	#4 PLAYER UP
5 RED-GRN	"F"	LEFT INSIDE ROLLOVER	8,000 BONUS	"4" TARGET ARROW	3X	TOP RIGHT JET BUMPER	4 CAN PLAY	TILT
6 RED-BLU	"I"	1,000 BONUS	9,000 BONUS	"5" TARGET ARROW	4X	BOTTOM RIGHT JET BUMPER	MATCH	GAME OVER
7 RED-VIO	"R"	2,000 BONUS	NOT USED	"6" TARGET ARROW	5X	BOTTOM LEFT JET BUMPER	BALL IN PLAY	SAME PLAYER SHOOT AGAIN
8 RED-GRY	"E"	3,000 BONUS	10,000 BONUS	SPINNER 1,000 WHEN LIT	EXTRA BALL WHEN LIT	LEFT SPECIAL	CREDITS (PLAYFIELD)	HIGH SCORE TO DATE

Figure 6. Lamp Matrix