**Last Action Hero Pinball**

**M-BALL**  
Shoot Captive Balls ① to light **M-BALL** at the Left Scoop ②. Shoot the Left Scoop to start **M-BALL**.

**Jackpot**  
Shoot the Crane ③ during **M-BALL** to light Jackpot. Collect Jackpot at the Ramp ④, then Double Jackpot at the Crane to light Shields.

**Shields**  
Completing Shields ⑤ during **M-BALL** lights the Crane. Shoot the Crane to light Super Jackpot at the Ramp. Collecting Super Jackpot lights Double Super Jackpot at the Crane.  
Hint: Locked balls increase Jackpot Values.

**Dynamite Values**  
Shoot the Left Scoop for Dynamite Features. Complete all Features to start World Premiere. Shoot the Ramp to re-light the Scoop.

**Smart Missile**  
One per game. Scores all lit Features when used.
Cutting Instructions: Trim side edges to leave 5-1/2" Wide Card (5.5”).
Trim top/bottom edges to leave 2-15/16” Height Card (2.94”).
MULTIBALL: Shoot the Captive Balls 1 to light Multiball at the Left Scoop 2. Shoot the Left Scoop to start Multiball (MBall).

JACKPOT: Shoot the Crane 3 during MBall to light the Jackpot. Collect the Jackpot at the Ramp 4, then the Double Jackpot at the Crane to light the Shields 5.

SHIELDS: Completing the Shields 5 during MBall lights the Crane 3. Shoot the Crane to light Super Jackpot at the Ramp. Collecting the Super Jackpot lights the Double Super Jackpot at the Crane.

(Hint: Locked balls increase the Jackpot Values.)

DYNAMITE VALUES: Shoot the Left Scoop 2 for the Dynamite Features. Complete all features to start the World Primiere. Shoot the Ramp 4 to re-light the Left Scoop.

SMART MISSILE: Only one per game. Scores all lit features when used. Watch the Dot Display!