**HYPERFORCE Multi-ball play**

- Completing center drop target bank activates left captive hole. ACTIVATE WARBASE lamp flashes.

- Completing right drop target bank activates right captive hole. ACTIVATE WARBASE lamp flashes.

- When either WARBASE is captured, the STARGATE is lowered and the plastic tube LED's are strobed.

- After a ball is captured in either captive hole, a ball is kicked to the ball shooter.

- The LAUNCH ball kicker lane flashes. This indicates that if a ball enters the lane either through the plastic tube or from the playfield, it and any captive ball(s) will be released for multi-ball play.

- Multi-ball play with two balls is achieved when either captive hole captures a ball and the next ball enters the LAUNCH ball kicker lane. The WARP I lamp turns on, indicating that all playfield scoring is 3X (3 times) the value of normal one-ball play. Playfield scoring reverts to normal one-ball scoring when a ball enters the outhole. WARP I lamp turns off.

- Multi-ball play with three balls is achieved when two balls are captured and the third ball enters the LAUNCH ball kicker lane. The WARP II lamp turns on, indicating that all playfield scoring is 5X (5 times) normal one-ball play. When the first ball enters the outhole, playfield scoring drops to WARP I value. WARP II lamp turns off and WARP I lamp turns on. When the second ball enters the outhole, the WARP I lamp turns off and one-ball play resumes.

- During multi-ball play, captive holes (WARBASES) cannot capture a ball. ACTIVATE WARBASE lamps remain off.

- If multi-ball is not achieved during a ball-in-play, all captive balls are released and will enter the outhole before the next ball is kicked to the ball shooter.

- Activated WARBASES for capturing balls are remembered from ball-to-ball.
STARGATE FEATURE
- If no ball is captured, a ball that travels through the right return rollover will lower the STARGATE. If the ball enters the LAUNCH lane through the plastic tube or from the playfield before hitting a pop bumper, the player will be awarded 50,000 points. Hitting a pop bumper ends the STARGATE feature.

LAST CHANCE FEATURE
- A captive ball will become a ball-in-play when the player’s last ball-in-play enters the outhole through a side out lane. The last chance feature does not occur if an extra ball has been won.
- If one ball is captive, it will be released for play when the player’s ball exits either out lane.
- If two balls are captive, only one ball will be released corresponding to the out lane the player’s ball exits.
- The LAST CHANCE feature can be disabled with game adjustment switch #31 in the off position.

EXTRA BALL
Entering a WARBASE when the warbase Extra Ball lamp is lit:
- Left WARBASE lights upper left return rollover for EXTRA BALL.
- Right WARBASE lights right spot target for EXTRA BALL.

SPECIAL
Entering a WARBASE when the warbase Special lamp is lit:
- Left WARBASE will light left outline for SPECIAL.
- Right WARBASE will light right outline for SPECIAL.
- Specials can be relit on the same ball-in-play.

MULTIPLIERS
- Bonus multipliers (BONUS BLASTERS) and WARBASE score multipliers are advanced by either completing the M-A-R-S rollover sequence or entering the LAUNCH lane.
- When the multiplier reaches 5X, the M-A-R-S rollovers remain unlit, and all pop bumpers are lit.

ROLLOVERS AND SPOT TARGET
Top Rollovers and Lower Return Rollovers
- Score 100 points unlit.
- Score 1000 points and ADD BONUS when lit.
- Two lower return rollovers spot the A and R of M-A-R-S.
- M-A-R-S sequence remembered from ball-to-ball.

Outlane Rollovers
- Score 5000 points and ADD BONUS.
- Award SPECIAL when lit.
- Award LAST CHANCE feature on last ball.

Spot Target and Upper Left Return Rollovers
- Score 500 points.
- Award EXTRA BALL when lit.

CAPTIVE HOLES (WARBASES)
- Score 1000 points unlit.
- Score 2000–5000 points when 2X-5X lamps are lit.
- Capture ball when ACTIVATE WARBASE lamp is flashing.
- See EXTRA BALL and SPECIAL.

10-POINT SWITCHES—Score 10 points.

SPINNER
- Score 100 points unlit.
- Score 1000 points and ADD BONUS when lit.
- Advance spinner lights [See DROP TARGETS].
- Spinner lights remembered from ball-to-ball (3-ball only).

POP BUMPERS
- Score 100 points unlit.
- Score 1000 points when lit.

LAUNCH lane (upper right ball kicker)
- Score 5000 points, ADD BONUS, and advance MULTIPLIER.
- Launch captive balls when flashing.
- Awards 50,000 points for STARGATE FEATURE.

DROP TARGETS
- Score 100 points unlit.
- Score 1000 points when lit.
- Add BONUS.
- Light corresponding spinner lamp.
- Completed target bank resets.
- See MULTI-BALL PLAY.

OTHER FEATURES
- Right flipper buttons rotates M-A-R-S and rotates pop bumper lights.
- 3-Ball Play:
  - Bonus maximum is 29,000 points.
  - Game Adjustment Switch #32:
    - ON (Liberal)—Light warbase Special lamp when multiplier reaches 4X.
    - Light warbase Extra Ball lamp when multiplier reaches 3X.
  - OFF (Conservative)—Light warbase Special lamp when multiplier reaches 5X.
  - Light warbase Extra Ball lamp when multiplier reaches 4X.

5-Ball Play:
- Bonus maximum is 19,000 points.
- Light warbase Special lamp when multiplier reaches 5X.
- Light warbase Extra Ball lamp when multiplier reaches 4X.

HIGH GAME TO DATE
- If the High Game To Date is 990,000 or greater at the start of a new game, the High Game To Date will automatically reset to 770,000.