**Checkpoint Pinball**

**Skill Shot** 1st shot into the **Ramp** from the **Plunger** awards 250K times the ball-in-play.

**Multiball** 2 or 3 **Ball Play** can be obtained by advancing the **Tachometer**. Advance the **Tachometer** by meeting or exceeding the **Lazermatic Speed Requirement** (See Instant Info.) **Pop Bumpers, Pit Stop Mystery** and completing **Carrera Targets** also advance the **Tachometer**.

**Jackpot** In 3 **Ball** or in 2 **Ball Multiball**, only after 3 **Ball Play** has been achieved, shoot the **Checkered Flag Target** down and shoot the **Ramp** to collect.

**Blue Light Special** When the **Blue Light Special** is lit, knock down the remaining **Carrera Targets** for the **lit Value**.

**Pit Stop** Shoot the **Pit Stop Hole** for the **Mystery Value** or 2 **Ball Multiball** with **Tachometer** at 7,000 RPM.

**Spin & Win** Shoot the **Spinner** and collect the **lit Value**. **Pop Bumpers** change **Value**.
Checkpoint Pinball

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**Spin & Win** Shoot the **Spinner** and collect the lit Value. **Pop Bumpers** change Value.

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**Checkered Flag Target Ramp**

In or in , only after has been achieved, shoot the down and shoot the to collect.

**Carrera Targets**

**Checkered Flag Target**

When the **Checkered Flag Target** is lit, knock down the remaining **Carrera Targets** for the lit Value.

**Mystery Value**

Shoot the for the or with at 7,000 RPM.

**Spin & Win** Shoot the **Spinner** and collect the lit Value. **Pop Bumpers** change Value.

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Cutting Instructions: Trim side edges to leave 5-3/8" Wide Card (5.375") from center line.
Trim top edges to leave 2-15/16" Height Card (2.937") from equator line.