

OVERVIEW

Use strategy, skill, timing—and a little bit of luck—to get the highest score!

Two dice are rolled every turn. Each player chooses a die to use, moves their ball token, and fills a box showing what their ball hit. They then collect stars (★) and trigger bonuses. When all players have moved their ball, a new turn starts.

If you cannot fill a box, the ball is lost, the round ends, and you start your next round. Finish three rounds and it's Game Over!

After all players have completed their third round, the player with the most stars is the winner!

COMPONENTS

- Sixteen Pinball Table and Backglass cards
  - ✦Gofer Gold (Easy Difficulty)
  - ✦High Roller Heist (Moderate Difficulty)
  - ✦Pin Pals (Moderate Difficulty)
  - ✦Top Speed (Advanced Difficulty)
- Two six-sided dice
- Eight ball tokens
- Four dry-erase markers



SETUP

Each player takes the following:

- A matching Table and Backglass. Make sure all players have their own copies of the same Table and Backglass.
- Two ball tokens
- A dry-erase marker



IF YOU HAVE NEW PLAYERS IN YOUR GROUP, START WITH GOFER GOLD.





Keep the dice in the center of the play area.

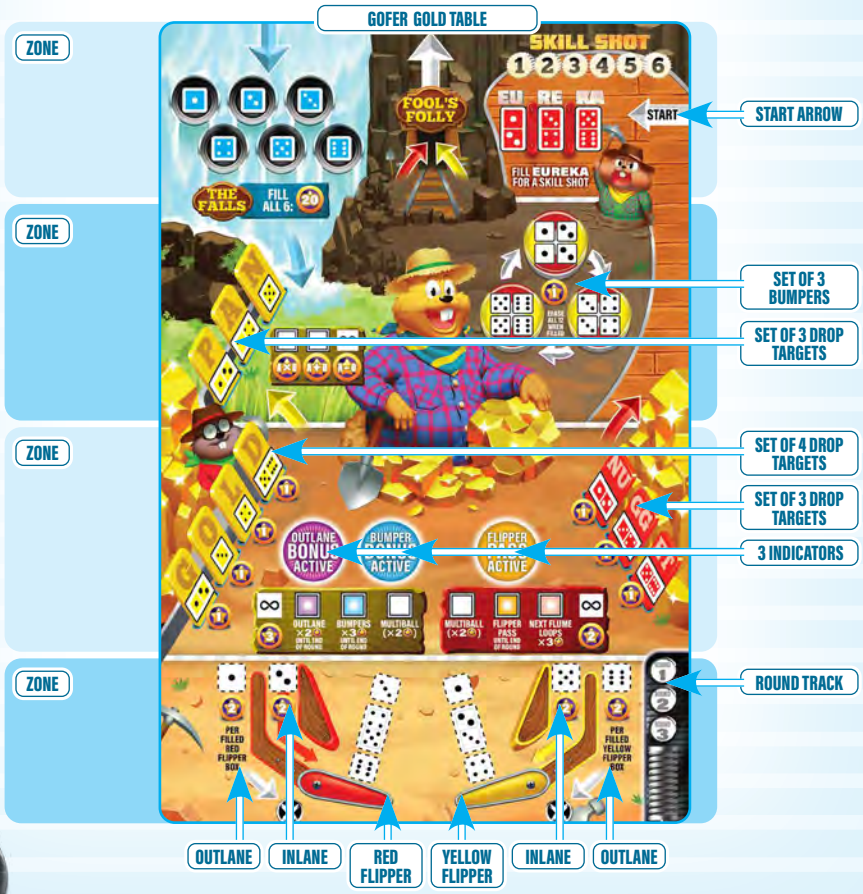
Fill the Round 1 circle on the Round track, located above the Plunger on the bottom right corner. This is a reminder that you are in the first Round.

Place one of your ball tokens on the Start Arrow.

Keep your second ball token nearby. It will be used during the game under special conditions.




GOFER GOLD BACKGLASS
SCORE TRACKER
Gofer Gold
FLUME LOOP BONUS ACTIVE
FLUME LOOP
LOST MINE
FILL CARTS IN ORDER
NUDGE
NUDGE


GOFER GOLD TABLE
ZONE
ZONE
ZONE
ZONE
SKILL SHOT
1 2 3 4 5 6
FOOL'S FOLLY
START
START ARROW
FILL EUREKA FOR A SKILL SHOT
THE FALLS
FILL ALL 6:
20
SET OF 3 BUMPERS
SET OF 3 DROP TARGETS
SET OF 4 DROP TARGETS
SET OF 3 DROP TARGETS
3 INDICATORS
OUTLANE BONUS ACTIVE
BUMPER MULTIBALL ACTIVE
FLIPPER PASS ACTIVE
ROUND TRACK
PER FILLED RED FLIPPER BOX
PER FILLED YELLOW FLIPPER BOX
OUTLANE
INLANE
RED FLIPPER
YELLOW FLIPPER
INLANE
OUTLANE

ANATOMY OF PINS

Super Skill Pinball: Ramp It Up! comes with four "Pins," short for Pinball Tables. Each consists of two sheets: the **Table** and the **Backglass**. While each Pin is unique, they do have some common features:

Score Track: Each Backglass has a score track. Points are represented by ⭘ symbols.

Nudge: This modifies your dice rolls. (p. 7)

Zones: Each Table is divided into sections, or Zones, separated by distinct lines.

Start Arrow: An arrow labeled "Start" which is where a new ball token is placed.

Die faces: ⚀ ⚁ ⚂ ⚃ ⚄ ⚅ Die faces are usually colored red, yellow, or white.

Sets: Many features are grouped into Sets, like a Set of Bumpers or Drop Targets. Common Sets are explained on p. 13. Each Pin also has its own unique Sets.

Boxes: Each Pin has boxes with solid, dashed, or double lines, showing when they get erased. (p. 12)

Flippers: Each Pin has a Yellow Flipper and Red Flipper.

Outlanes: The outermost dashed boxes in the bottom zone, labeled ⚀ and ⚅. (p. 12)

Inlanes: Dashed boxes in the bottom Zone labeled ⚁ and ⚄. Each also has an arrow leading to its Flipper. (p. 12)

Round Track: Notes the current Round.

Indicators: Note temporary game effects.

HIGH ROLLER HEIST BACKGLASS



PIN PALS BACKGLASS



TOP SPEED BACKGLASS



HIGH ROLLER HEIST TABLE



PIN PALS TABLE



TOP SPEED TABLE



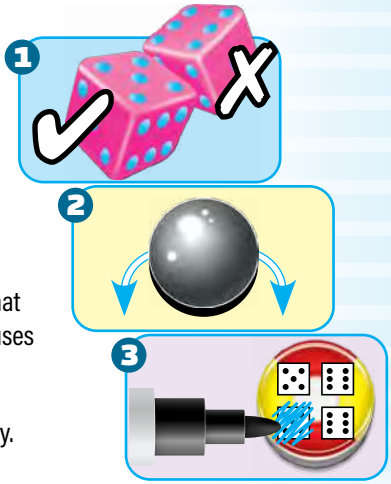
DETAILS OF PLAY

ROUNDS AND TURNS

Your Round begins with one ball token in play, starting at the Start arrow.

A Round is a series of turns. Players take their turns at the same time, sharing the same dice roll.

Each turn is divided into three steps:



Step 1: Roll the Dice — Roll two dice. Choose a die to use.

Step 2: Move Your Ball — Move the ball token to the feature you want to hit.

Step 3: Fill a Box — Use your marker to fill a box on that feature. Then score any s and/or collect any bonuses you earn by doing so.

Your Round ends when you have no ball tokens in play. Rounds may end at different times for each player.

SCORING POINTS

Whenever you earn a , fill a star on the Backglass, from left to right, filling the track from **1** to **100**.



Note: = one star; = two stars; = three stars, etc.

If you score one hundred s, fill the next hundreds star and erase all the other s.

END OF GAME

The game lasts a total of three Rounds.

Because players take their turns at the same time, but make their own choices, some players will have more turns than others.

Some players may even be in different Rounds at the same time, depending on the how they utilize the results of the dice.

VICTORY

At the end of the game, the player with the most s is the winner!

STEP 1: ROLL THE DICE

To start a turn, one player rolls the two dice.

Each player will simultaneously assign one of the dice to their ball token. Players do not need to use the same die as the others: each chooses which die they use.

> Tip: Choosing a designated roller helps keep the game moving at a nice pace.

NUDGING

Nudging allows you to change one of the dice results to a different number. This Nudge only affects your results: the die is NOT actually turned or changed for other players.



To Nudge, fill one of the double-line boxes on the Backglass and write the difference between the original number and the number you want in the large Nudge box.

If you've used all your double-line Nudge boxes, you can no longer Nudge for the rest of the game; these Nudge boxes are never erased.

You MAY NOT Nudge a ball if Nudging would make you lose the ball, but you may Nudge to AVOID losing a ball.

> Tip: Be careful! If you Nudge, you risk **Tilting** (see the following section).

You may not Nudge to AVOID a Tilt.

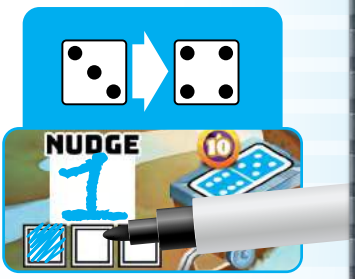
TILTING

If you Nudge, you might Tilt on the next roll.

- If the difference between the two dice results is equal to or greater than the Nudge amount, you are OK.
- If the difference is less than the Nudge amount, you Tilt! The Round immediately ends for you. You lose all your ball tokens from play.

Example: The roll is ⚀⚁, but you really want a ⚃. You Nudge the ⚁ into a ⚃, fill a Nudge box, and write 1 as the Nudge amount.

Since you wrote a 1 as the Nudge amount, you will only Tilt if the next roll is doubles (⚀⚀, ⚁⚁, ⚂⚂, ⚃⚃, ⚄⚄, or ⚅⚅).



Erase your Nudge amount after this roll, regardless of whether or not you Tilt.

STEP 2: MOVE YOUR BALL

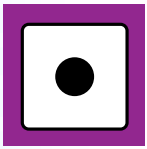
Move your ball token to a feature containing an unfilled box that has your chosen die value. **Normally, you must move your ball token to a lower Zone.**

Some arrows allow you to move the ball token in the arrow's direction instead, under certain restrictions.

Note: You **may** voluntarily skip Zones and move your ball farther down the Table.

Some features are only accessible on certain conditions, noted in that Pin's special rules.

Example: At the start of Gofer Gold, the dice results are ⚀⚄. Your ball token is on the start arrow. From here, you could move your ball token to any of the highlighted features shown below.

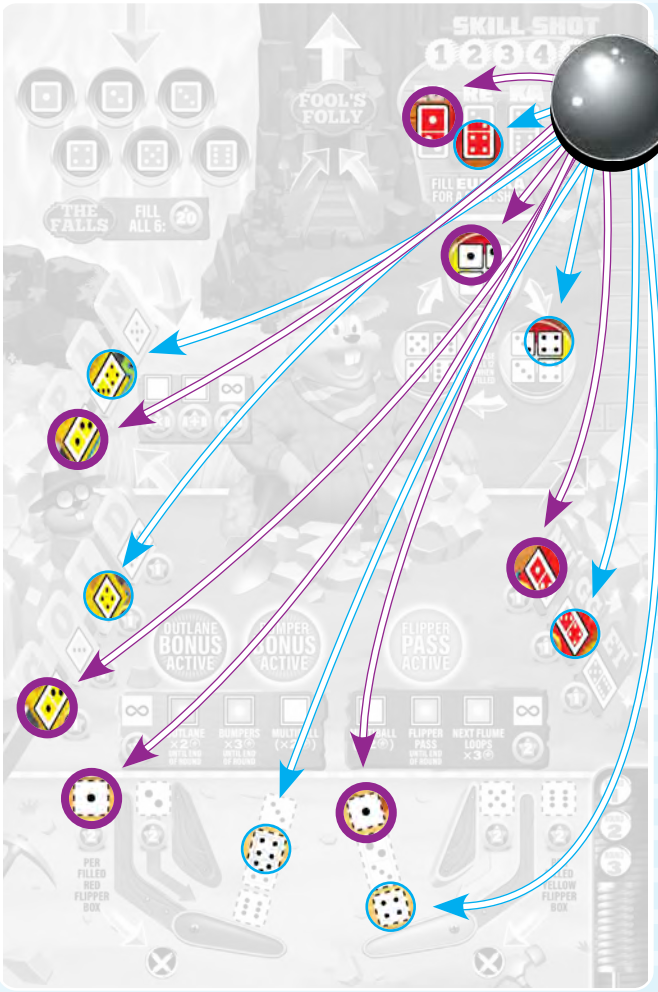


If you use the ⚀, you can move your ball token to any of the features highlighted in purple.



If you use the ⚄, you can move your ball token to any of the features highlighted in blue.

Note: The ⚀ and ⚄ in The Falls cannot be reached from the Start Arrow as it is a special area only reachable from the Backglass area.



FLIPPERS

If your ball token starts a turn on a Flipper, you may move it up to any higher Zone.

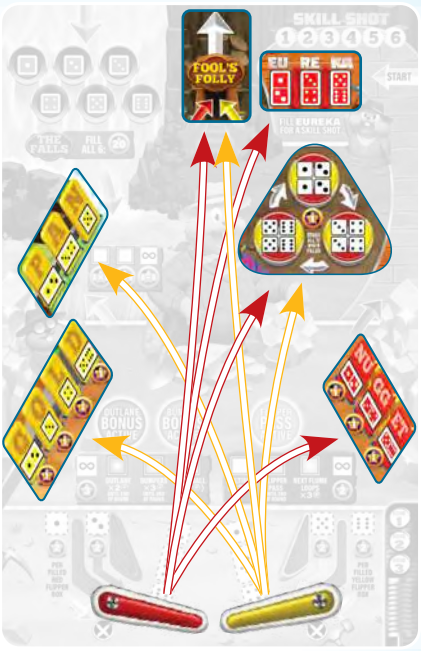
- The Yellow Flipper sends your ball back up to any feature that contains a yellow or white die face.

Example: On Gofer Gold, the Yellow Flipper leads to the Pan Drop Targets, the Gold Drop Targets, the Bumpers, or to Fool's Folly (following the Yellow arrow).

- The Red Flipper sends your ball back up to any feature that contains a red or white die face.

Example: On Gofer Gold, the Red Flipper leads to Eureka, the Nugget Drop Targets, the Bumpers, or to Fool's Folly (following the Red arrow).

When you move from a Flipper, you are not required to move the ball to the **highest** Zone — you can hit any feature of the correct color.

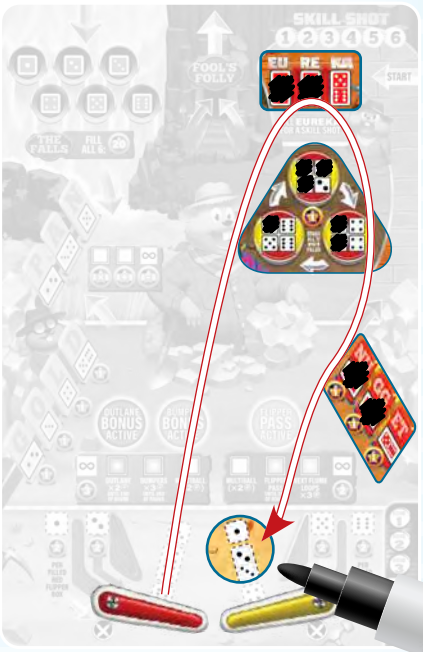


MOVING TO THE SAME OR BETWEEN FLIPPERS

After moving from a Flipper, it is possible that you may **not** be able to hit any features (or choose not to hit any other feature), so the ball falls back to an empty Flipper box.

Example: The roll is ⚀⚁. Your ball token is on the Red Flipper. Unfortunately, all of the accessible Red features already have both die results filled, so the ball token falls back down to the Flipper zone. There is an unfilled box available on the Yellow Flipper. You choose to place the ball token on the Yellow Flipper.

Note: You can choose to have the ball token return to the same Flipper if there is an appropriate box available.



STEP 3: FILL A BOX

You MUST fill an empty box in your ball token's new Zone. If you cannot, your ball token may not stay in that Zone.

You may only fill an empty box showing your chosen die result. (The feature color does not matter unless it came off a Flipper.) After you fill a box, place the ball token near that box as a reminder of your ball token's current location at the start of the next turn.

After all players have taken their turn, go back to Step 1 and roll the dice again.

COMBINATION BOXES

Some boxes can be hit with more than one face of a die. For these boxes, **any** of the dice faces shown in the box may be used to fill the entire box. You may use either result, but must fill the entire box.

Example: The Eureka boxes on Gofer Gold are combination boxes. The left box can be filled if you rolled either a ⚀ or ⚁. The middle box can be filled if you rolled either a ⚂ or ⚃. The right box can be filled if you rolled a ⚃ or ⚄.



The Flippers' middle boxes are also combination boxes. The Red Flipper's middle box can be filled if you rolled a ⚃ or ⚄. The Yellow Flipper's middle box can be filled if you rolled a ⚂ or ⚁.



EARNING REWARDS

Filling some boxes earns you s or other benefits specific to that Pin.

All bonuses stack, unless the rules say otherwise. If you have 2x bonus for Multiball, and 3x bonus for Bumpers, that's a 6x bonus.

SETS

Many features are grouped into Sets. If all the boxes in a Set are filled in, it is considered complete and you may get a bonus or something special may happen. In addition, you can erase the marks from the entire Set, so they are ready to be filled again.

For more details, see Common features of Pins on page 12.

Example Turn 1: The first roll of a new Gofer Gold game is ⚀ and ⚂. You can fill a box in the Eureka Zone or below containing a ⚀ or ⚂, but you decide to start in the Eureka Zone. You choose the ⚂ and fill the ⚂⚁ box and move the ball token there. Other players are not affected by your choice to use the ⚂. They may select either the ⚀ or the ⚂.



Example Turn 2: The roll is ⚃⚄. Your Ball token must move down to a lower Zone. You choose the ⚃ and move the ball token to the Bumper and fill a ⚃. You also score a ★, since all Bumper boxes are worth one ★. Fill the first star on the Backglass to show this.



Example Turn 3: The roll is ⚀⚅. You may never stay on the same feature, so if you choose the ⚅ you would have to move down to a lower Zone. Instead you choose the ⚀ and follow the white arrow to move to the upper left Bumper, marking the corresponding box and scoring one more ★.



Example Turn 4: The roll is ⚁⚃. You can't follow the white arrow to the ⚂⚃ Bumper and fill a box there (nor could you skip that Bumper to reach the ⚃⚅ Bumper to fill in a box there), so you must move down to a lower Zone. You can choose to hit a Gold Target or Nugget Target, or move further down to the Flipper Zone.

You choose to move to the Nugget Targets. You can choose the ⚂ to fill in the ⚀⚂ box or the ⚃ to fill in the ⚃⚅ box. You also score a ★.



COMMON FEATURES OF PINS

These are more detailed descriptions of common features found on many Pins.

FLIPPER ZONE

This is the lowest Zone at the bottom of your Table. It contains Flippers, Inlanes, and Outlanes. You use Flippers to keep your ball token in play as described on p. 9. On either side of the Flippers are **Inlanes** and **Outlanes**.



INLANES

You may move the ball through one of these lanes, score two ★s, then immediately move your ball token onto the Flipper below it without filling another Flipper box. The arrow leading from each Inlane box to its respective Flipper serves as a reminder.

OUTLANES

If you fill one of these, you score two ★s for each of the three Red or Yellow Flipper boxes that are filled, then that ball is lost. If you have no ball tokens in play, you start a new Round. (See p. 15)

ROUND TRACK

This notes your current Round of play. Remember, because each player plays independently and simultaneously, you might find yourself in a different Round than your opponents.



INDICATORS

These are brightly colored glowing circles. You will fill these indicators as a reminder of ongoing bonuses or other special game modes.



SOLID, DASH, AND DOUBLE-LINES

The outline of a Box or Indicator represents when you should erase any marks on those features.

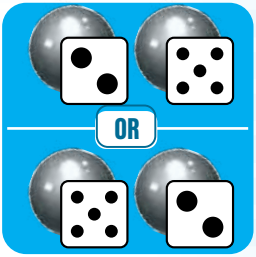
Solid Line: These boxes are usually in a Set. (See p. 13) Erase these boxes when all the boxes in the Set have been filled.

Dashed Line: Erase the box when the Round is complete.

Double Line: Do not erase this box for the rest of the game.

MULTIBALL

Each Pin allows you to unlock your second ball token, letting you use both ball tokens at the same time.



When you start Multiball, place your second ball token on the Start Arrow. On the next roll, you must assign one die result to one ball and the other to the second ball. You may not use the same die result for both.

You move and get any bonuses from one ball token before you do so with the second token.

For example, you may move one ball token to gain a Skill Shot (explained on p. 14) and then immediately use that Skill Shot for the second ball.

Both balls may be on the same feature – on the same Flipper or Bumper, for example. However, you must fill different boxes to get there.

Multiball ends when you start a turn with zero or one active ball. You still get any special Multiball bonuses on the turn you lose one (or both) balls.

If Multiball is already active, you may not gain it again until you lose one of your active ball tokens.

SETS

After you complete a Set, you erase the boxes in that Set. That makes the boxes accessible again! The rules for each Pin will explain their unique Sets. Always read the Pin rules before starting a new Pin! If there is a conflict between these rules and the special rules for the Pin, the special rules take precedence.

BUMPER SETS



Bumpers commonly let you move your ball token from one Bumper to another. This allows you to keep your ball token in the same zone in consecutive turns, which you are normally not allowed to do

The ball follows the arrow to the next Bumper. The ball cannot skip the next Bumper to hit another Bumper along the arrow's path.

Example: A ball on ⚀⚁ can move to ⚃⚄ but not directly to ⚅⚅.

DROP TARGET SETS



These are features that appear in Sets of three or four. When you completely fill every drop target in the Set, you get your choice of several bonuses, like extra points, new abilities, or the Multiball mode.

Most bonuses can only be taken once per game. However, the ∞ symbol means that option can be taken any number of times during the game.

SKILL SHOT SET

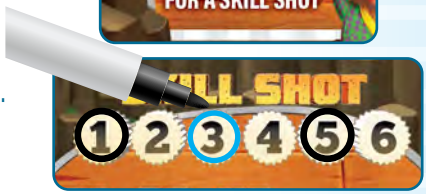
Completing certain Sets gives you a Skill Shot. When you unlock a Skill Shot, circle one of the six numbers in the Skill Shot area on the Table.

You may have multiple Skill Shots circled, but you may not circle a number that is already circled.

Using the Skill Shot allows you to use any circled number instead of a die result. After using a Skill Shot, erase that number's circle.



Example of a Skill Shot: You completed the Eureka Set in Gofer Gold. In doing so, you unlocked a Skill Shot!



You cannot circle the **1** or **5** because they are already circled. You decide to circle the **3** instead.



The next roll is ⚅⚁, but you really wanted a ⚂. You erase the circle around **3** from your Skill Shot area.



Now, you can fill a ⚂ feature.

Later, you can choose that number again if you unlock another Skill Shot.

Skill Shots are not erased until used.

Using a Skill Shot does not affect the roll for any other player: you do not physically change any die faces.

You can also use a Nudge and a Skill Shot together to optimize your choices.

Example of Nudging a Skill Shot: The roll is ⚀⚀, but you really want a ⚅. You do not want to risk a Nudge of **3** so you first use a Skill Shot of **5**. You change a ⚀ to a ⚄. Then you Nudge that down to a ⚅. You write **1** as the Nudge amount.

You cannot use Skill Shots to avoid a Tilt.

LOSING A BALL AND ENDING A ROUND

If you move to the Flipper Zone and cannot fill a box using a result from one of the dice, the ball is lost. You also lose the ball if you fill one of the Outlane boxes in the Flipper Zone or Tilt after a Nudge. If you have no more ball tokens in play, that ends the Round for you.



- Erase all the **dashed-line** boxes.
- Fill the next circle of the Round track.
- Place one ball token back on the Start Arrow.

Note: In Multiball, if you lose a ball, you just continue with one ball token. You only follow this end of Round procedure if you have no ball tokens in play.

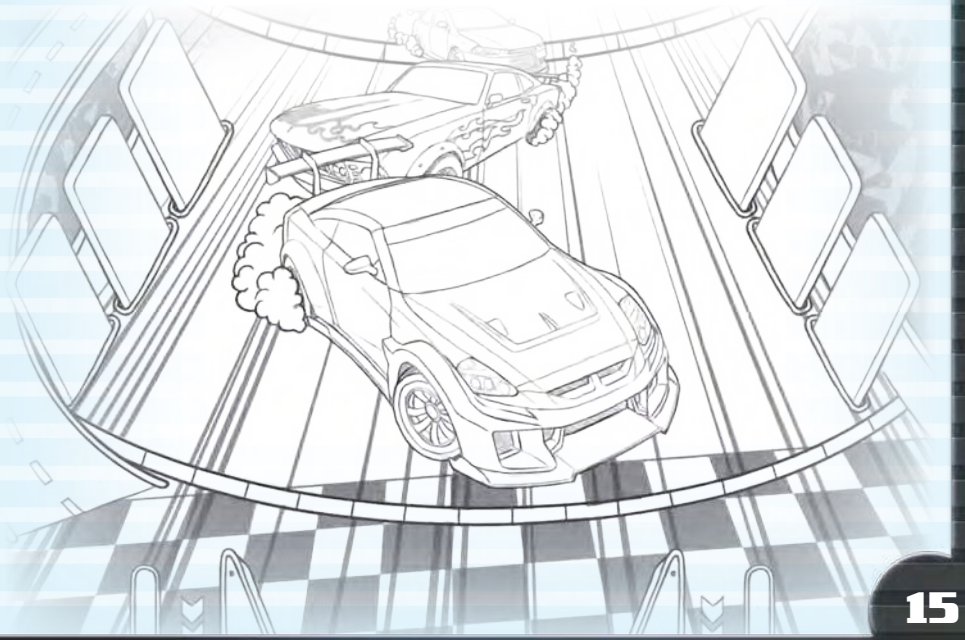
You are now ready to start your next Round with the next roll of the dice.

ENDING THE GAME

At the end of your third Round, your game is over. If other players are still going, wait until they are finished with their third Round, and then compare scores to determine the winner of the game.

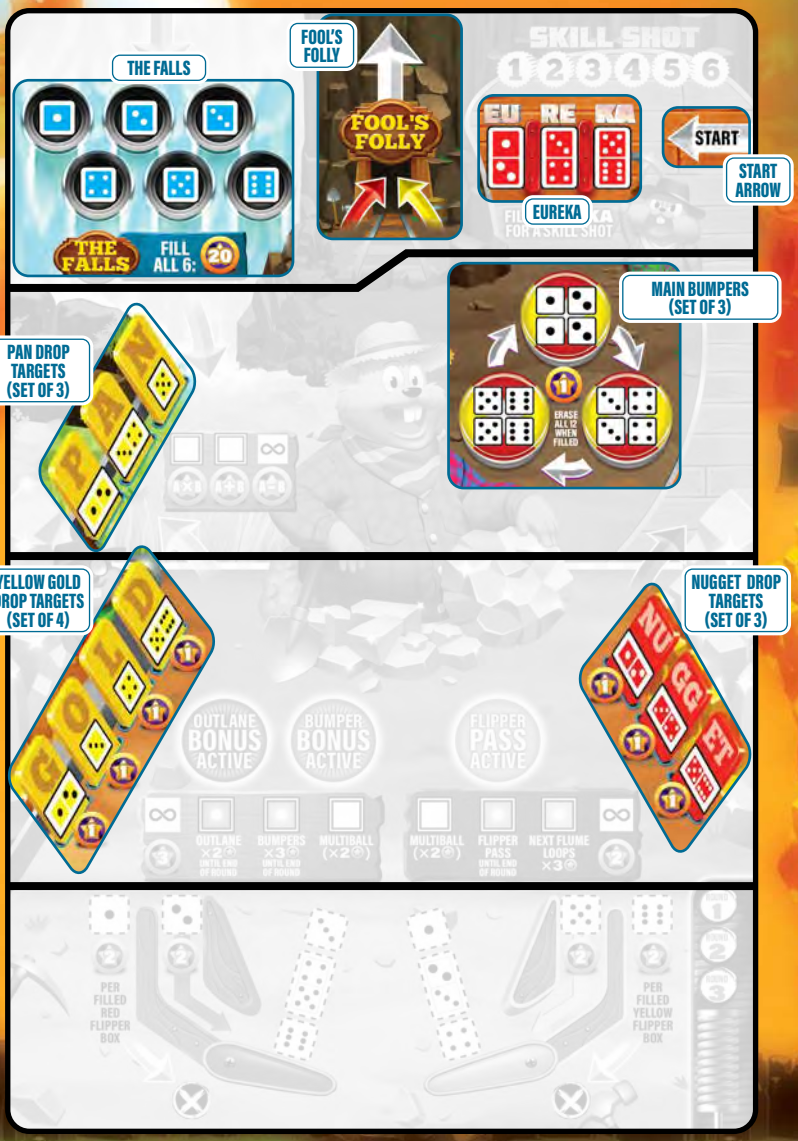
If players are tied, the player who completed their third Round earliest is the winner. If multiple players tied and also completed their last Round on the same turn, the victory is shared.

If you set a high score, record it and try to beat it next time! Page 36 has space to record your high score on specific Pins.



Gofer Gold

Pan for gold, ride the log flume, and search the lost mine!
Watch out for the waterfalls!





SPECIAL RULES

EUREKA

The Start Arrow launches the ball into Eureka. Filling in all three of these boxes allows you to circle a Skill Shot number. The Red Flipper can shoot the ball back into Eureka.

BUMPERS

Each Bumper box is worth one ✪. You may use the white arrows to move between the Bumpers, so you can move from the ⚀⚁ Bumper to the ⚄⚅ Bumper, but not vice versa.

You erase the Bumpers when all 12 boxes are filled.

Either Flipper can hit a Bumper.

Note for players of the original Super Skill Pinball 4-Cade: Unlike that game, the Bumper Bonus does not allow you to move against the Bumper arrows.

FOOL'S FOLLY

The entrance to Fool's Folly may be reached from either Flipper. Shooting the ball here moves it to the Backglass and onto the Blue Flipper – but only if there is an available box that can be filled on the Blue Flipper. If no box is available, the ball cannot enter Fool's Folly.



FLUME LOOP

When the ball is on the Blue Flipper it may move through the Flume Loop and return immediately to the Blue Flipper. The ball can only move through the Flume Loop if there is a box that can be filled on the Blue Flipper (whether via die, Skill Shot, Nudge, etc). For each consecutive loop, score the number of ✪s shown.

Example: The ball is moved from the Red Flipper to the Blue Flipper on a roll of [1][2], and you fill the [1] on the Blue Flipper. The next roll is [2][3]. You move the ball around the Flume Loop and back to the Blue Flipper, fill the [3], and score one ✪. The next roll is [3][6]. You decide to again move through the Flume Loop, filling in the [6] on the Blue Flipper and scoring two ✪s. Next roll is [1][6]. Unfortunately, both of those boxes are filled in, so you cannot do the Flume Loop, unless you Nudge. You must go to the Lost Mine or The Falls.



If a turn passes without a ball going through the Flume Loop, the bonus resets back to the start.

In Multiball, both balls may go through the Flume Loop on the same turn, if there are available boxes on the Blue Flipper. In this case the Flume Loop bonus would increase in between the balls.

You can choose not to go through the Flume Loop and go directly to the Lost Mine or The Falls.

LOST MINE

These three targets ([1][2] / [3][4] / [5][6]) must be hit in order. They can only be hit from the Blue Flipper. If the ball starts the turn in the Lost Mine, it must move down The Falls back to the main Table.

THE FALLS

If the ball is on the Blue Flipper, and you cannot move through the Flume Loop or to the Lost Mine (or if you choose not to do either), or if you are on the Lost Mine, you move the ball through The Falls back to the main Table. As always, you may stop on The Falls Scoops, or continue lower. If all six The Falls Scoops are filled, score twenty ✪s and reset.

PAN

The three PAN targets are reached from the Yellow Flipper or from The Falls. If you fill all three Targets, you must choose one of the three bonuses below to score ✪s.

(A×B) is the product of the two dice.

(A+B) is the sum of the two dice.

These two are only available one time each game, as indicated by double lines.

(A-B) is the difference between the two dice. This bonus is always available.

Skill Shots and Nudging can be used to adjust the die values as normal.



Example: You roll a [4][5] and use a [4] to fill in the third PAN target. This is your first PAN bonus so you can score fifteen ✪s (5×3), eight ✪s (5+3), or two ✪s (5-3).

If you Nudged the [3] to a [4] you would score twenty, nine, or one ✪s respectively.



DROP TARGETS

Aside from the PAN Targets (described earlier) there are two other Sets of Drop Targets on the Table: four Yellow Gold Targets, and three Red Nugget Targets. Each target is worth one . When all the boxes of a Set are filled in, gain the bonus for that Set. The Drop Target bonuses may only be taken once per game, as shown by the double lines.

EXCEPTION: the 2 and 3 bonuses may be taken any number of times.

GOLD BONUSES

- **Multiball:** Start Multiball. While active, all s you score are doubled.
- **Bumpers x3:** Bumper scores are tripled: each Bumper box is worth three s instead of one . This lasts until the end of the Round.
- **Outlanes x2**: Outlanes are worth four s per filled Flipper box (instead of two s). This lasts until the end of the Round.
- **3:** Score three s. You may take this instead of another Gold bonus. Do not fill this box.

NUGGET BONUSES

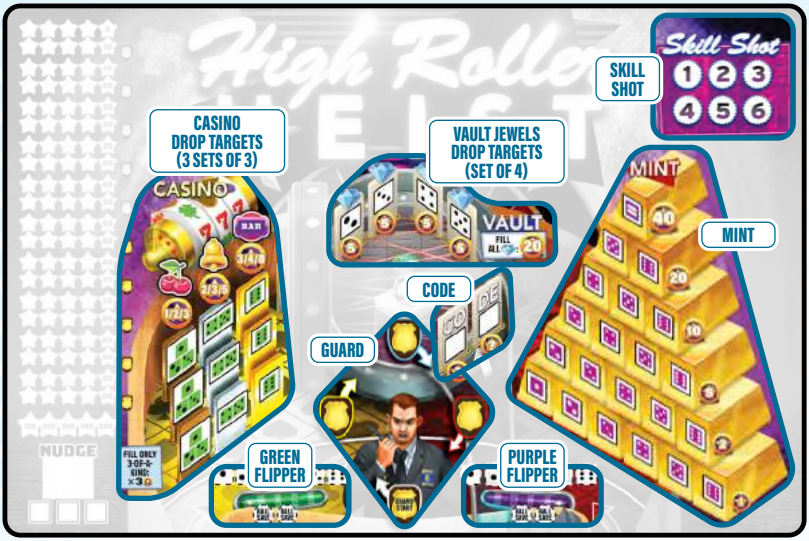
- **Multiball:** Start Multiball. While active, all s you score are doubled.
- **Flipper Pass:** When the ball is on the Red Flipper, it may also hit targets that the Yellow Flipper may hit and vice versa. This lasts until the end of the Round.
- **Next Flume Loops x3:** Your next sequence of Flume Loop scores is tripled. This bonus lasts until it is used.
- **2:** Score two s. You may take this instead of another Nugget bonus. Do not fill this box.



High Roller HEIST

A classic casino caper! Recruit your crew, choose your target, and execute your plan without getting caught!





SPECIAL RULES

Unlike most Tables, Heist is played in two rounds instead of three.

START OF GAME

At the start of the game, each player fills in the "Guard Start" Shield on the bottom of the Backglass.

GUARD

The Guard moves around the Backglass attempting to catch the player during the Heist.

Each time you reach a multiple of ten s, advance the Guard one Shield space clockwise along the track by erasing the current location of the Guard and filling in the new one. **There is a Shield icon on the Score Track as a reminder.**

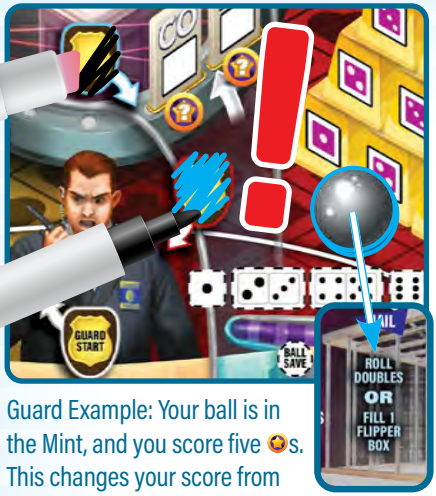
It is possible for the Guard to move more than one space if many s are scored. Just fill in the Shield where the Guard stops (and the Guard ignores any area containing a ball while moving).

If at the end of your turn (after you move and score all balls) the Guard is in the same area as a ball (Casino, Vault, or Mint), you are caught. Immediately move the ball to Jail.

JAIL

On the very next turn after entering Jail, the ball will move to the Drop Target Zone (Con/Job) or lower.

However, if doubles are NOT rolled on the turn you move out of Jail, you must fill in a box in the Flipper Zone in addition to the box where the ball is moved. If you fill in an Outlane or Inlane, you do not score the . You may use Nudge or Skill Shots to get doubles.



Guard Example: Your ball is in the Mint, and you score five s. This changes your score from 27 to 32, so you move the Guard one space. The Guard was in the Vault area and has moved to the Mint. You are caught! Your ball is immediately moved to Jail. On the next turn you roll . You leave Jail and decide to move to the Con Target. Since you didn't roll doubles, you must also fill a box in the Flipper Zone. You choose the box on the Red Flipper. If you had rolled (or Nudged to make doubles), you would not have had to fill in a Flipper box.

PLAN

The Start Arrow launches the ball into Plan. Filling in all three of these boxes allows you to circle a Skill Shot number. The Yellow Flipper can shoot the ball back into Plan.



CREW

Each Scoop in this set is worth one . **When the Set is complete, you may hire someone for your Crew.** Then, erase the three boxes when the Set is complete.

You may select one hire from the two associated with the last Scoop you filled to complete the Set. Each Crew may only be hired once per game, as indicated by the double lines. If you have already hired both choices from the Scoop last completed, you don't get a new hire.

Example: The and Crew Scoops are filled. You roll a and use the to fill the last Scoop. You may choose to hire the Acrobat or Hacker.



There are six possible people you can hire for your Crew. You can hire Crew in either Round.

SAVANT: Casino x2: All s scored in the Casino are doubled.

DEMOLITIONIST: Immediately fill in any 2 Tunnel boxes. They don't have to be in order.

ACROBAT: Mint x2: All s scored in the Mint are doubled.

HACKER: Each Code Target score is quadrupled.

THE MONEY: Immediately gain 2 Skill Shots.

FENCE: The four Jewel Targets are worth ten s instead of five s.



DROP TARGETS

There are two Sets of Drop Targets on the main Table: three Yellow Con Targets, and three Red Job Targets. Each Target is worth one . When all the boxes of a Set are filled in, gain the bonus for that Set. The Drop Target bonuses may only be taken once per game, as shown by the double lines.

Exception: the 2 bonuses may be taken any number of times.

CON BONUSES

- **Start Multiball:** Start Multiball. While active, all s you score are doubled.
- **Outlanes x2:** Outlanes are worth four s per filled Flipper box (instead of two s). This lasts until the end of the **game**, as shown by the double lines on its Indicator.
- **Move Guard:** Move the Guard to any of the four Guard spaces.
- **Casino Ball Save:** Activates the BALL SAVE circles in the Casino for the rest of the game. You can now fill in one of these circles instead of a box on the Green Flipper to keep the ball in the Casino. Circle them as a reminder they are available.
- **2:** Score two s. You may take this instead of another Con bonus. Do not fill this box.

JOB BONUSES

- **Start Multiball:** Start Multiball. While active, all s you score are doubled.
- **Erase 2 Upper Flipper boxes:** Erase any two upper Flipper boxes (not Ball Save). These can be in either the Casino or Mint, or one of each.
- **Ignore Guard Once:** Ignore the next time you are caught by the Guard.
- **Mint Ball Save:** Activate the BALL SAVE circles in the Mint for the rest of the game. You can now fill in one of these circles instead of a box on the Purple Flipper to keep the ball in the Mint. Circle them as a reminder they are available.
- **2:** Score two s. You may take this instead of another Job bonus. Do not fill this box.

Note on Ball Save: If you get either the Casino or Mint Ball Saves in Round 1, and lose the ball, they are erased like all Flipper boxes, and available to be used again for Round 2.

BACKGLASS HEIST AREAS

The Backglass has three areas where a Heist can take place: **Casino**, **Vault**, and **Mint**. Each has Targets blocking the entrance to the area. When these Targets are filled in, they are never erased: that Heist area becomes available for the rest of the game.

The Casino can be reached from the Yellow Flipper via the Ramp to the left. You must fill in the Camera box before being able to use the Ramp to enter the Casino.

When the Casino is available, you use the Yellow Flipper to move the ball up the Ramp to the Casino area and onto the Green Casino Flipper, but only if there is an available box that can be filled on the Green Flipper. If no box is available, the ball cannot enter the Casino.

There are three Sets of three Slot Targets each: Cherry, Bell, and Bar. Each Slot Target in a Set increases in value, starting with the Target closest to the bottom. The Bell Target is worth two s for the bottom Target, three s for the middle Target, and five s for the top Target.

From the Green Flipper, you must hit the lowest value Slot Target in a column.

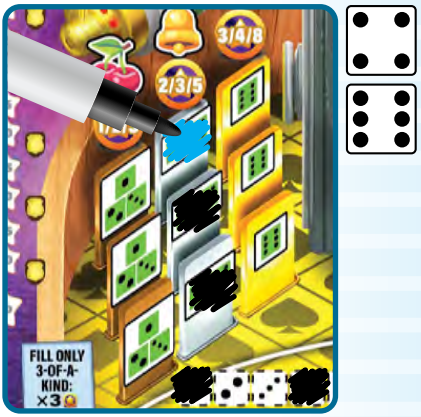
Example: You must hit the one Cherry Target before you can hit the two s Cherry Target.

If you complete all three Slot Targets of a particular type (Cherry, Bell, or Bar), erase all the boxes of that Set.

If you complete a Set of three Slot Targets of the same type, and they are the ONLY Slot Targets currently filled, the final box score is tripled.



Example: You have completed the first two Cherry Targets and the first two Bell targets. The ball is on the Casino Flipper. You roll a . You decide to fill the last Cherry, and score three s, and erase the three Cherries.



You catch the ball on the Casino Flipper on the next turn, and then on the turn after, roll a . You fill in the third Bell Target. Since none of the Cherry or Bar Targets are filled, the final Bell Target scores x3, for fifteen s. You then erase the three Bell Targets.

If the ball starts the turn on a Slot Target, it can move to the Casino Flipper, or down the hole to the Plan Zone.

If you start your turn on the Green Flipper and you can't (or choose not to) hit a Slot Target, you must move the ball down the hole to the Plan Zone or below.

The Vault can be reached from either the Red or Yellow Flipper via the Center Ramp. It is protected by a Keypad Target at the base of the Ramp, that when hit, enters a Code to the two Code Targets at top of Ramp.

When you choose to hit the Keypad Target, immediately fill in the numbers rolled onto the two Code Targets. These are the numbers you must fill in on future turns, and how many stars you get when they are filled. The ball then drops toward the Drop Target Zone on the next turn.



Example: The ball is on the Red Flipper. You roll a ⚂⚅ and move to the Keypad Target. You fill that box and write a 3 and a 5 in the two Code Targets. On a future shot, if you go up the Center Ramp, you will need a ⚂ or ⚅ to fill a Target and would score three ✪s or five ✪s respectively. If a ⚂ or ⚅ is not rolled, you cannot go up the Center Ramp as no Target could be hit.

Once both Code Targets are filled, you can reach the Set of four Jewel Targets at the back of the Vault. Each is worth five ✪s. If you complete the Set, you score a twenty ✪s bonus and reset the four Jewel Targets.

After any shot up the Center Ramp, the ball will move down the hole to the Plan Zone on the next turn.

The Mint can be reached from the Red Flipper via the Tunnel. The three Tunnel Targets must be hit in order (⚄⚃⚂ first).

Once the Tunnel is open, a ball on the Red Flipper may be moved onto the Purple Flipper in the Mint, but only if there is an available box that can be filled on the Purple Flipper. If no box is available, the ball cannot enter the Mint.

From the Purple Mint Flipper you can shoot at the pyramid of Gold Bar Targets. Initially, only the bottom row of six Gold Bars may be hit. When you fill a Gold Bar, the one or two boxes immediately above it may now also be hit from the Purple Flipper.

Score the stars indicated for the row of the box you fill.

Example: Your first Gold Bar hit is the ⚂ on the bottom row, scoring one ✪. This enables the ⚂ and ⚃ Gold Bars on the row above it to be hit on later turns (and either of those would score two ✪s). If you hit the ⚃ bar on the second row, you now also have access to the ⚂ and ⚄ bars on the third row, and so on.

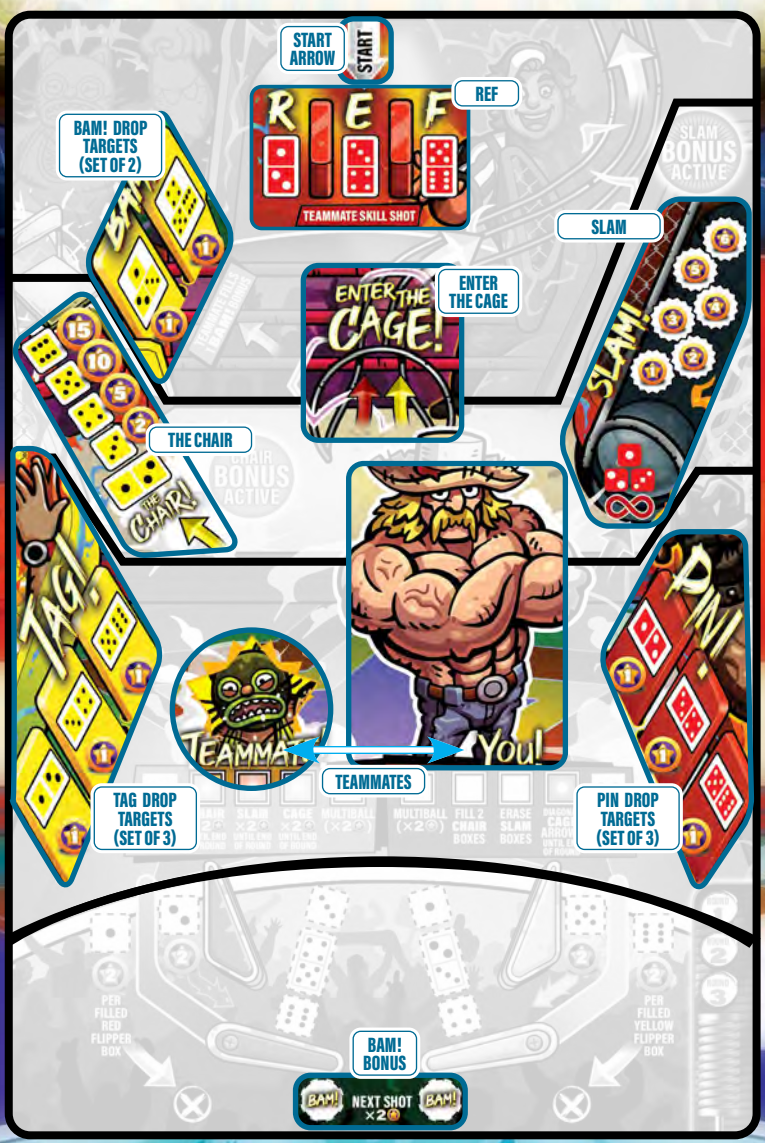


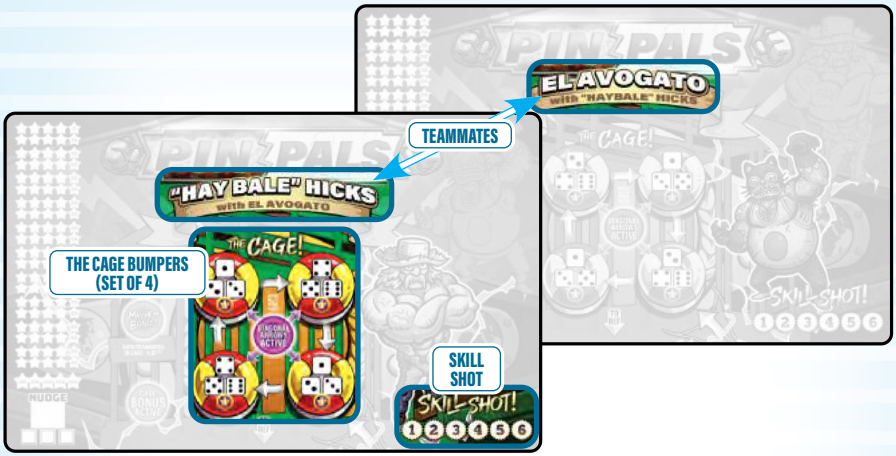
The top bar (40 ✪s) can only be filled if the ball is on the Purple Flipper and doubles are rolled (shown by the '=' sign). You may use a Nudge and/or Skill Shots to get doubles.

If the ball starts the turn on a Gold Bar, it can move to the Purple Flipper, or down the hole to the Plan Zone. If you start your turn on the Purple Flipper and you can't (or choose not to) hit a Gold Bar Target, you must move the ball down the hole to the Plan Zone or below.

PIN PALS

Wrestle your way to stardom as you and a teammate work together to earn bigger bonuses and take down your opponents!





SPECIAL RULES

Pin Pals is meant to be played with a teammate, where each player gets one of the matching colored Tables. The teams are "Haybale" Hicks / El Avogato and Abraslam Lincoln / Bald Eagle.

You can play it solo by playing both matching colored Tables yourself: if you find that overwhelming, you can just play a single Table. In that case, treat all "teammate" effects as affecting you instead.

You play and keep score independently. However, there are many bonuses and effects that help your teammate, so work together carefully! While teammates can take their turns at the same time, it may matter who goes first in a bonus situation. In this case, teammates may take their turns in the order they choose (so you can trigger a bonus for your **teammate**, and they can immediately use it).

If a player has Multiball, they must complete both balls on their turn. You can't move one ball, have your teammate go, and then move your second ball.

It is encouraged that teammates speak to each other (where all can hear) to discuss their strategies.

Teammates may (and probably will) finish Round 3 on different turns. The game continues until all individual players have completed their third round, as normal.

To determine your final score, add your score to your teammate's.

REF

The Start Arrow launches the ball into Ref. Filling in all three of these boxes allows your **teammate** to circle a Skill Shot number of their choosing. Ref can be reached from the Red Flipper and the Cage Bumpers.

BAM!

If you fill both Yellow Bam! Targets, your **teammate** receives the Bam! bonus. They will choose to fill in either the Yellow or Red 'Next Shot x2' circle below the Flippers. The next time they shoot from that Flipper, the score of the shot is doubled, then the circle is cleared.

If you complete Bam! and the bonus is already active in both circles, there is no further effect. If two balls are on the same Flipper during Multiball, only the first one moved is eligible for this bonus.

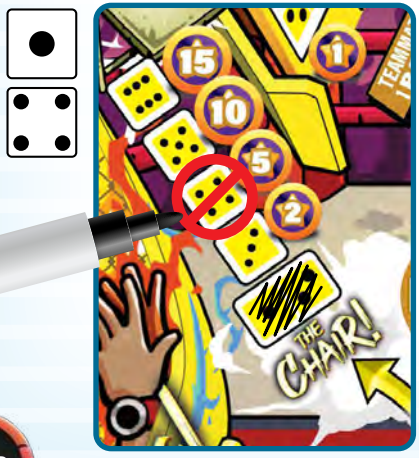
The Bam! Targets can only be reached from the Yellow Flipper.

THE CHAIR

The Chair Targets must be hit in sequence. Each Target has a different value, ranging from zero to fifteen. Like most Sets, all five boxes are erased when the Set is complete. On the turn after a Chair Target is hit, the ball must move down to either the Drop Target Zone or the Flipper Zone.

The Chair Targets can only be reached from the Yellow Flipper.

Example: The roll is . Your ball token is on the Yellow Flipper and you want to hit the Chair Targets. However, the box is already filled, so you cannot use your to fill in this box again. You also cannot use the to fill in a box here because the box must be filled in first. This means you will not be able to hit a Chair Target this turn and must aim for another Yellow feature, including Entering The Cage.



SLAM

This feature is a captive ball that can be hit on a , , or from the Red Flipper. These boxes are never filled in as shown by the infinity symbol. Then the other, unchosen die, is used to mark off one of the boxes, which scores that many s. When all six Slam boxes are filled, they are erased. You may move to the Slam box with a , , or even if the unchosen die would fill in a box that is already filled.

Example: You are on the Red Flipper and roll a . You use the to move to the Slam feature, then fill in the and score three s. Later in the game you are on the Red Flipper and roll . You can move to the Slam feature, but the is already filled so you score no points.



DROP TARGETS

There are two Sets of Drop Targets on the Table: three Yellow Tag Targets, and three Red Pin Targets. Each Target is worth one . When all the boxes of a Set are filled in, gain a bonus for that Set.

Note: Pin bonuses are for you; Tag bonuses are for your teammate.

The Drop Target bonuses may only be taken once per game, as shown by the double lines.

Exception: 2 bonuses may be taken any number of times.

TAG BONUSES

- **Chair x2:** s for the Chair Targets are doubled for the rest of the Round.
- **Slam x2:** s from the Slam Targets are doubled for the rest of the Round.
- **Cage x2:** s from the Cage Bumpers are doubled for the rest of the Round.
- **Multiball x2:** Start Multiball. While active, all s you score are doubled.
- **2:** Score two s. You may take this instead of another Tag bonus. Do not fill this box.

PIN BONUSES

- **Fill 2 Chair Boxes:** Fill the next two Chair Targets in the sequence. Score the s shown.
- **Erase Slam:** Erase all filled Slam boxes.
- **Diagonal Cage Arrows:** You may now use the diagonal purple arrows for the Cage Bumpers. These arrows allow you to move directly from the Bumper in one corner to the Bumper in the opposite corner. You can still use the white arrows to move clockwise between Bumpers as normal.
- **Multiball x2:** Start Multiball. While active, all s you score are doubled.
- **2:** Score two s. You may take this instead of another Pin bonus. Do not fill this box.

CAGE BUMPERS

These are reached from either the Red or Yellow Flippers, which takes you up the Enter the Cage Ramp and into The Cage.

You can hit any eligible Bumper when first entering The Cage. Each Bumper box is worth one .

Once inside The Cage, the ball moves clockwise to the next Bumper, you cannot use the purple arrows unless the Diagonal Cage Arrows bonus is active. If the ball cannot be moved to a new Bumper (or you choose not to hit a Bumper), it is moved to the Ref Zone below.

MAYHEM BONUS

If both teammates have a ball in The Cage at the same time, both their Cage Bumpers will score double (two s per Bumper).

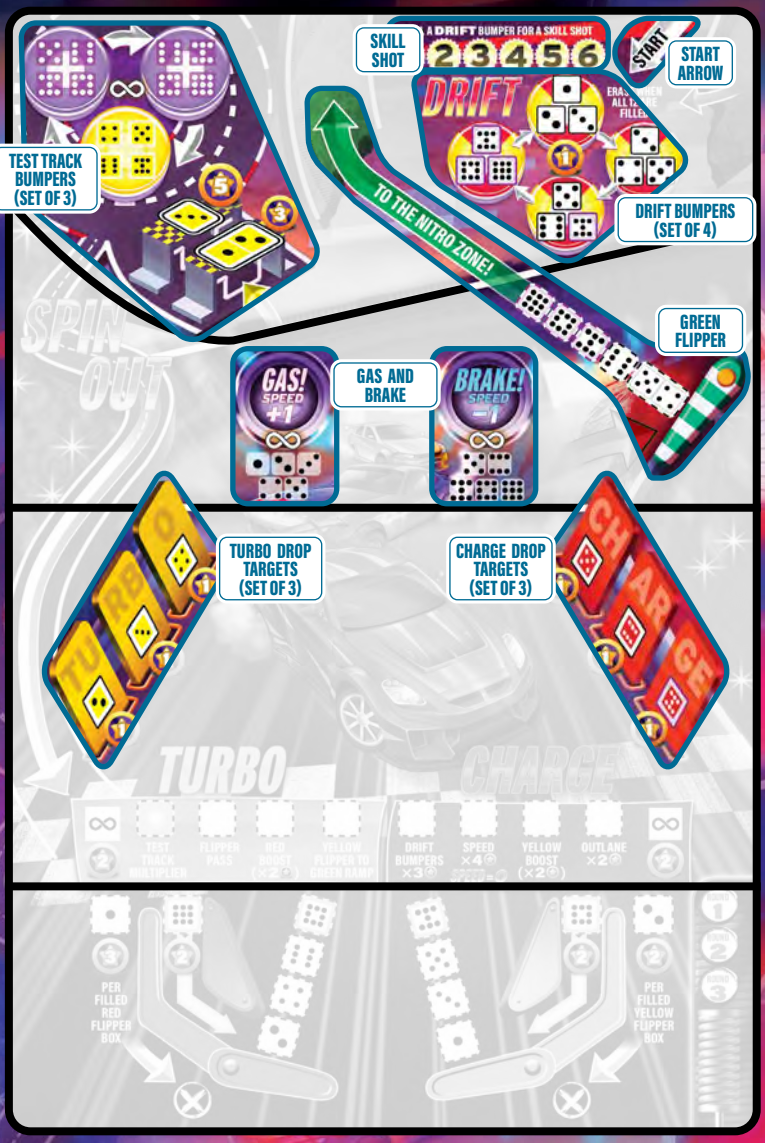
Example: El Avogato's ball is on the Yellow Flipper and he has the Cage x2 bonus active. He asks "Haybale" Hicks where she is on her Table. She is in The Cage, but informs El Avogato that she will have to leave it next turn, as her chances of hitting the next Bumper are slim.

The next roll is . Hicks informs her teammate that she will have to leave The Cage so they decide to have El Avogato resolve his turn first. He enters The Cage and fills the on the upper left Bumper. This scores four s: one doubled due to the Cage x2 bonus and then doubled again for the Mayhem Bonus since Hicks is considered inside The Cage still. (Had El Avogato had Multiball active, he would have scored eight s!) Then, Hicks leaves The Cage, dropping to the "F" in REF giving El Avogato a Skill Shot.



TOP SPEED

Push it to the limit as you speed around a racetrack!
With bigger bonuses and bigger risks, how fast can you go?





SPECIAL RULES

SPEEDOMETER

On the Backglass, there is a Speedometer which tracks the player's Speed. There are four possible speeds: 0, 1, 2, and 3. They are tracked by filling in the needle indicator in the center. You start the game at '0.'

Certain effects raise or lower your Speed. When this happens, erase the current needle and fill in the appropriate one. Any effect that would raise your Speed above three or below zero is ignored. You still do any other parts of the effect – just ignore the speed change.

Your Speed must be added to the die you choose to determine the targets you may hit.

Example: You are at Speed 2. The roll is ⚂⚅. You may only fill in targets that are a ⚄ (⚂+2) or a ⚇ (⚅+2).

On this Table, in addition to the normal ⚀ through ⚅ Targets, there are also ⚇(7), ⚇(8), and ⚇(9) Targets.

At the start of each Round, keep your Speed the same. Do not reset it back to zero.

SPEED LIMIT

Your Speed may never go above the Round number. In Round 1, max Speed is +1, in Round 3 it is +3. Any effect that would raise your Speed above this is ignored.

Nudging and Skill Shots are applied before the Speed modifier, then the Speed is applied. You cannot Nudge a die higher than ⚅ or lower than ⚀.

Example: You roll a ⚁⚅ and have Speed 2. So, you can move to a ⚃ or ⚇ Target. You'd really like to move to a ⚇ Target, but you can't Nudge the ⚅ die roll to a ⚄.

DRIFT BUMPERS

There are four Drift Bumpers, each with three numbers that may be filled in. The ball starts by moving to the Bumper Zone (although you can choose to move to a lower Zone, as always).

Each Bumper box is worth one . You may use the white arrows to move to the next Bumper, so you can move from the ⚀⚁⚂ Bumper to the ⚂⚂⚂ Bumper, but not vice versa.

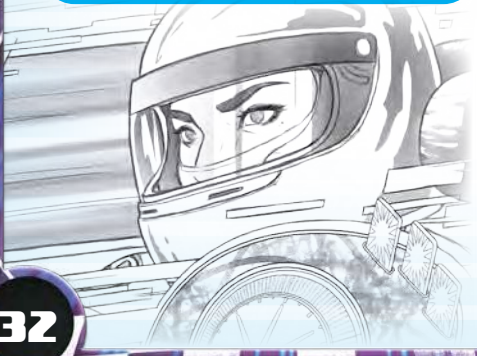
Completing three boxes on one Bumper gives a Skill Shot.

You erase the Bumpers when all 12 boxes are filled.

The Bumpers may be reached from the Red or Yellow Flippers, or by dropping down from the NITRO Zone.



Note for players of the original Super Skill Pinball 4-Cade: Unlike that game, the Bumper Bonus does not allow you to move against the Bumper arrows.



GREEN FLIPPER

There is a third flipper, colored Green. The ball may only be placed on the Green Flipper from the Bumpers, the Nitro Zone, or the Red Flipper, if a box on the Green Flipper can be filled.



NITRO ZONE

From the Green Flipper, the ball may only be shot up into the Nitro Zone on the Backglass. Filling all three Nitro Targets starts Multiball. Multiball works as normal, except that only one ball is allowed on the **TEST TRACK** (see below). All are doubled during Multiball.

After hitting a Nitro Target, or when moving to the Nitro Zone with no eligible targets, the ball moves down to the Bumper Zone (as shown by the green arrow), or to any lower Zone.



GAS AND BRAKE

The **GAS** and **BRAKE** Scoops are in the same zone as the Green Flipper. They can be reached either by moving down from the Bumpers or Test Track Gates or up from the Yellow and Red Flippers. You need the number shown to move onto them, but they are never marked off.

GAS (⚀, ⚁, ⚂, ⚃, ⚄) increases Speed by one. **BRAKE** (⚄, ⚃, ⚂, ⚁, ⚀) decreases Speed by one. Mark the change on the Speedometer.



TEST TRACK

The area in the upper left of the Table is the Test Track. This area can be reached by the Yellow Flipper.

In order to enter the Test Track, you must first open the two Yellow Test Track Gate Targets, which require a ⚀ ⚁ and ⚂ to hit, in that order. Once a Test Track Gate Target is hit, it remains open for the rest of the game (as shown by the double lines).

When the Gates are open, the Test Track can be entered from the Yellow Flipper on a ⚂, ⚄, ⚃, or ⚅, placing the ball on the first circle target. **Do NOT fill in a box:** the boxes on the Test Track circles are NEVER filled in. They are always available.

When in the Test Track, the ball must either move to the next circle along the arrow (if the correct number is rolled) or Spin Out.

From the ⚂ ⚄ ⚃ ⚅ circle, you need a ⚄, ⚃, ⚅, or ⚆ to reach the next circle or Spin Out.

If the ball completes a lap, (reaches the ⚂ ⚄ ⚃ ⚅ again) score the 🔥 shown. This bonus increases for each consecutive lap but resets back to Lap 1 if you Spin Out.

If you cannot (or choose not to) move to the next circle, you Spin Out. The ball moves down the Spin Out Ramp and comes out in the Flipper Zone.

During Multiball, only one ball can be on the Test Track at a time.

REMINDER: The boxes in the circles on the Test Track are never filled in. The Test Track is an exception to the rule that every turn a box must be filled in.





Example: With Multiball active, one ball is on the ⚅ circle of the Test Track, while the other ball is on the Yellow Flipper. Speed is 3.

The roll is ⚄⚃. The ball on the Yellow Flipper uses the ⚃ (6+3 = 9) to hit the Brake, reducing Speed to 2. This allows the other ball to move to the ⚄⚄⚅ using the ⚄ (5+2 = 7). This completes 1 Lap for six s.



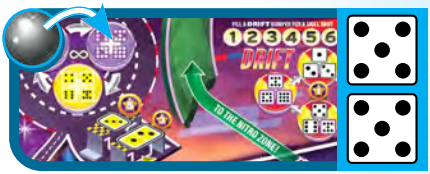


Next roll is ⚀⚂. The ball on the Test Track moves to the ⚄⚃⚅ circle, while the other uses the ⚀ to fill in the ⚂ of the Turbo Drop Targets, completing the set, and choosing the Test Track Multiplier bonus.

The multiplier is now at x2. Two s are also scored from hitting the Drop Target (doubled due to Multiball). The Turbo Drop Targets are reset.



⚄⚄ is the next roll. This allows the ball on the Test Track to move onto the ⚃⚅⚅ circle. The other ball lands on the Yellow Flipper, filling in the ⚅.



⚃⚃⚃ is the next roll. In order to remain on the Test Track, the ball on the Yellow Flipper must move to hit the Brake, reducing the Speed to 1. The ball on the Test Track can now move to the ⚄⚄⚃⚅ circle, completing a second lap and scoring twenty s due to the Test Track Multiplier at x2 and having Mutliball active.





DROP TARGETS

There are two Sets of Drop Targets on the Table: three Yellow Turbo Targets, and three Red Charge Targets. Each target is worth one . When all the boxes of a Set are filled in, gain the bonus for that Set.

The 2 bonuses may be taken any number of times.

Important: All the Drop Target bonuses on this Table are erased at the end of the Round, as shown by the dashed lines.

TURBO BONUSES

Test Track Multiplier: Increase the Test Track Multiplier. This multiplies the you score from completing laps on the Test Track. The Test Track Multiplier starts at 1x, and never decreases the entire game.

Flipper Pass: When the ball is on the Red Flipper, it may also hit targets that the Yellow Flipper may hit and vice versa. This lasts until the end of the Round.

Red Boost: You can immediately move the ball to any eligible target as if your ball were on the Red Flipper. You use the same dice and can choose either die. Any you score as the result of this move are doubled.

Yellow Flipper To Green Ramp: If the ball is on the Yellow Flipper you can shoot it up to the Nitro Zone. This lasts until the end of the Round. (If you have Flipper Pass, you can also use the Red Flipper to shoot up to the Nitro Zone).

2: Score two s. You may take this instead of another Turbo bonus. Do not fill this box

CHARGE BONUSES

Drift Bumpers x3: Bumper scores are tripled: each Bumper box is worth three s instead of one . This lasts until the end of the Round.

Speed x4: Score s equal to quadruple your Speed. Then reset your Speed to zero.

Yellow Boost: You can immediately move the ball to any eligible target as if your ball were on the Yellow Flipper. You use the same dice and can choose either die. Any you score as the result of this move are doubled.

Outlanes x2: Outlane scores are doubled. This lasts until the end of the Round.

Note that the • Outlane on this Table is worth three s per used Red Flipper box.

2: Score two s. You may take this instead of another Charge bonus. Do not fill this box.

SCORE BOARD

Gofer Gold | High Roller HEIST | PIN PALS | TOP SPEED

GEF	100	GEF	125	GEF	200	GEF	175

ACHIEVEMENTS

- ❑ Complete The Falls during Multiball
- ❑ Complete 5 Loops
- ❑ Complete 5 Loops with 3x Flume Loop Bonus
- ❑ Score 30 s Pan bonus

ACHIEVEMENTS

- ❑ Get 24 s BAR bonus
- ❑ Get 12 s Code Bonus
- ❑ Get 40 s Mint block
- ❑ Get 40 s Mint block in Multiball

ACHIEVEMENTS

- ❑ Complete Chair Targets
- ❑ Complete Slam Targets
- ❑ Earn 60 s from final Chair Target
- ❑ Earn 24 s or more as a team during Mayhem
- ❑ High Five Your Teammate

ACHIEVEMENTS

- ❑ Complete 3 Laps on Test Track
- ❑ Complete 3 Laps on Test Track at 4x Multiplier
- ❑ Earn 20 s from Test Track Gate Target
- ❑ Earn 48 s from Outlane

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Game Design: Geoff Engelstein
Art: Gong Studios
Graphic Design: Richard Dadisman, Scott Hartman, Daniel Solis

Playtesters: Austen Anderson, Lisa Brandon, Mark Jackson, Tom McKendree, Chris Michaud, Crystal Pisano, and all those at Metatopia and Grandcon that were gracious enough to test it out.