

How to play **MARS, god of war**

3 BALLS
PER GAME

MULTIPLE-BALL

HYPERFORCE Activate warbases by completing corresponding target bank. Capture ball by entering warbase while flashing. Entering launch lane when flashing releases balls from warbases for multi-ball play.

STARGATE If no warbases are secured, ball passing through right return lane lowers stargate. Entering launch lane before hitting a pop bumper scores 50,000 points.

EXTRA BALL Entering warbases when pink light is on activates spot target or rollover for extra ball.

SPECIAL Entering warbase when red light is on activates rollover for special.

FLIPPER

BUTTON The right flipper button rotates M-A-R-S lights and pop bumpers.

MULTIPLIERS Completing M-A-R-S or entering launch lane advances bonus blasters and warbase multipliers.

HYPERSCORE Playfield scoring increases 3X during 2-ball multi-ball and 5X during 3-ball multi-ball.

A-20885

How to play **MARS, god of war**

5 BALLS
PER GAME

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| SPECIAL | Entering warbase when red light is on activates rollover for special. | |
| LAST CHANCE. . . . | When last ball goes out side lanes, any captive ball may be played out as a ball-in-play. Last Chance cannot occur after extra ball is awarded or during multi-ball. | |
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| BUTTON | The right flipper button rotates M-A-R-S lights and pop bumpers. | |
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Score card

1 REPLAY FOR EACH SCORE OF 450,000 POINTS
1 REPLAY FOR EACH SCORE OF 610,000 POINTS
1 REPLAY FOR EACH SCORE OF 770,000 POINTS
3 REPLAYS FOR BEATING HIGH SCORE TO DATE

Cards status:

3 balls A-20885 confirmed.

5 balls A-20886 needed to verify.

3 balls Last Chance A-20885 confirmed.

5 balls Last Chance A-20886 confirmed.

Score cards needed to verify.

Index card needed.

Fonts used:

Arial, Eras Demi ITC, Eras Bold ITC.

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun.

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