
Design Team

Design	John Trudeau	Art	Kevin O'Connor
Software	Jeff Johnson	Mechanics	Ernie Pizarro
Animation	Scott Slomiany, Eugene Geer	Music	Dave Zabriskie
Sound	Dave Zabriskie		

Rules

Getting Started

- 1-2-3 starts the currently flashing mode. 20M is awarded for comboing the three lit ramp shots with no misses and the smart ramp will help in making this combo successfully.
- Shoot the upper loop once to light the Bronto crane and again to collect an award from it. The awards are generally given in the same order and some late-game awards can be especially valuable.
- The left standup target awards the current flashing feature: machine time (lights orbits to feed the rock slicer for increasing points), job change (right orbit lit for 20M), help (kids are hidden at a random "search" shot, then hit both ramps to rescue them for 30M).
- Complete DIG, BED, or ROCK to collect CONCRETE letters. Once completed, multiball can be started at either the upper loop or right orbit. During multiball, the center lane is the jackpot and lights the U-turn loop for super jackpot. Increase the jackpot by sending balls back into the rock slicer at either orbit.
- Whichever ramp isn't lit for 1-2-3 will send the ball to the right flipper for a bowling target shot. Nail three strikes in a row by hitting the center target to start Bowl-O-Rama multiball with those targets lit for jackpots. To guarantee strikes, complete the bowling targets three times during normal play to earn bowling power-ups.

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