

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. If you were playing Christmas Vacation, the game is over. If playing Elf or A Christmas Story, start a new Round. Finish your second Round and it's Game Over.

When the game is over, the player with the most stars is the winner!

COMPONENTS

- Twelve Pinball Table and Backglass cards
- 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.

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 Multiball.

ANATOMY OF PINS

Super Skill Pinball: Holiday Special comes with three "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" leading into the top Zone.

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 Red Flipper and Yellow 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: Notes temporary game effects.

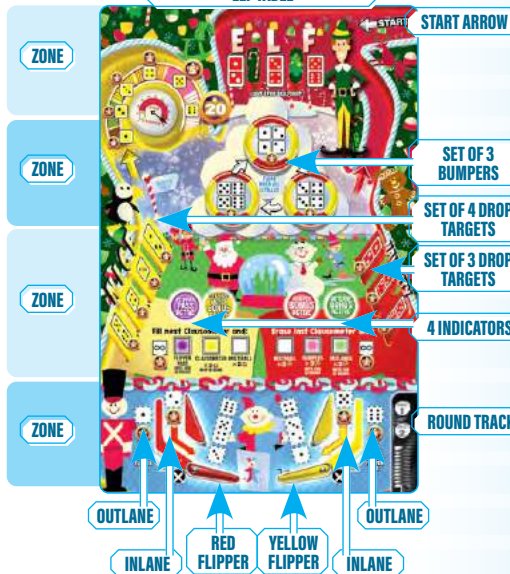
SCORE TRACKER

ELF BACKGLASS

NUDGE



ELF TABLE



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



CHRISTMAS VACATION BACKGLASS
CHRISTMAS VACATION TABLE



A CHRISTMAS STORY BACKGLASS
A CHRISTMAS STORY 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 space 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 space and erase all the other 🍌s.

Some Pins feature blue stars (★). These usually represent bonuses that accumulate over time, but only actually score on certain conditions unique to that Pin.

END OF GAME

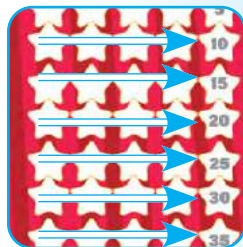
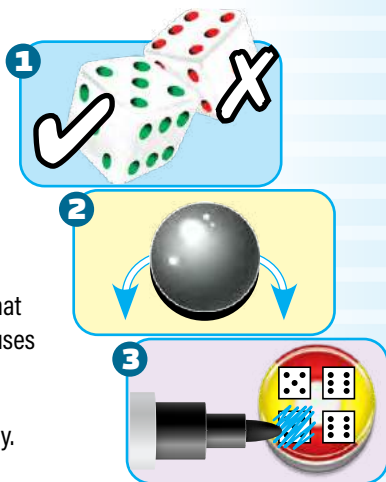
The game lasts a total of one or two Rounds.

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. Small 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.

You may not Nudge to AVOID a Tilt.

TILTING

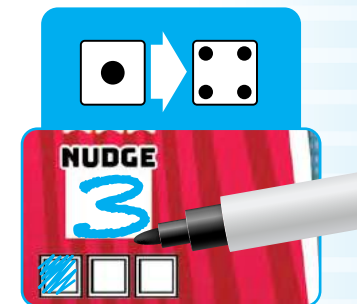
If you Nudge, you might Tilt on the next roll.

- 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 1-4, but you really want a 2-4. You Nudge the 1 into a 2, 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 (1-1, 2-2, 3-3, 4-4, 5-5, or 6-6).

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



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



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.**

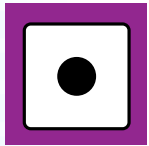
Some arrows allow you to move the ball token in the arrow's direction instead, under certain restrictions.


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

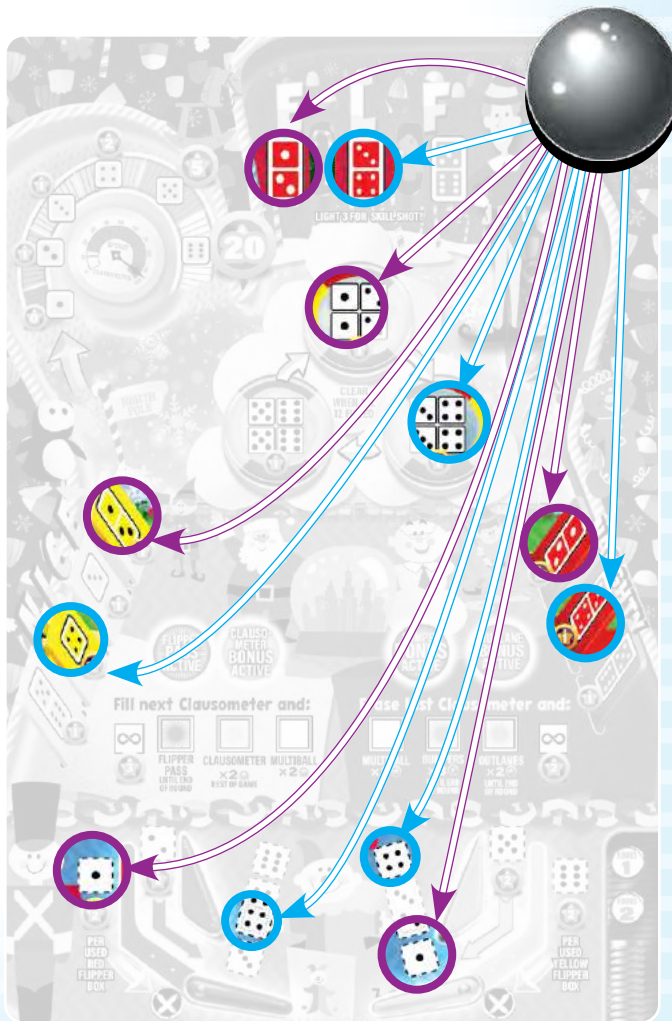
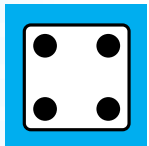
Some features are only accessible on certain conditions, noted in that Pin's special rules.

Example: At the start of Elf, 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.



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 Elf, the Yellow Flipper leads to the NICE Drop Targets, the Clausometer, and the Bumpers.


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

Example: On Elf, the Red Flipper leads to the NAUGHTY Drop Targets, the ELF feature, and the Bumpers.

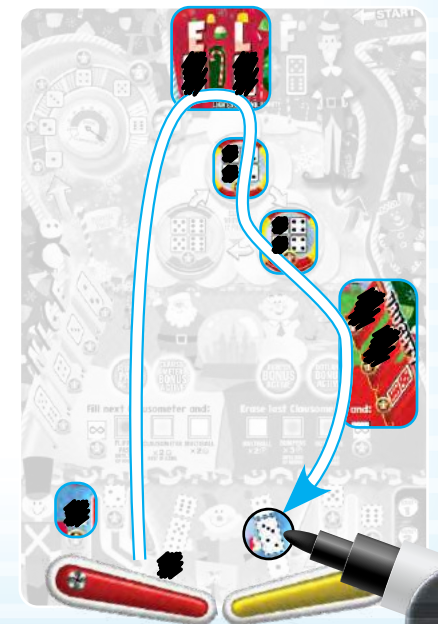
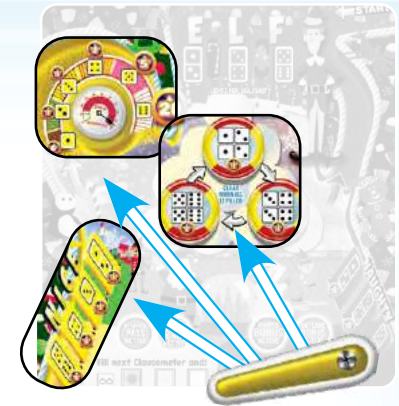
When you move from a Flipper, you are not required to move the ball to the **highest** Zone — you can hit any feature of the correct color.

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 ELF feature to the right are combination boxes. The left box can be filled if you rolled either a 1 or 2. The middle box can be filled if you rolled either a 3 or 4. The right box can be filled if you rolled a 5 or 6.



The Red NAUGHTY Drop Targets in Elf are also combination boxes. The first box can be filled if you rolled a 1 or 2. The middle box can be filled if you rolled either a 3 or 4. The right box can be filled if you rolled a 5 or 6.



The Flippers' middle boxes are also combination boxes. The Red Flipper's middle box can be filled if you rolled a 3 or 4. The Yellow Flipper's middle box can be filled if you rolled a 1 or 2.



EARNING REWARDS

Filling some boxes earns you 🍵 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 10.

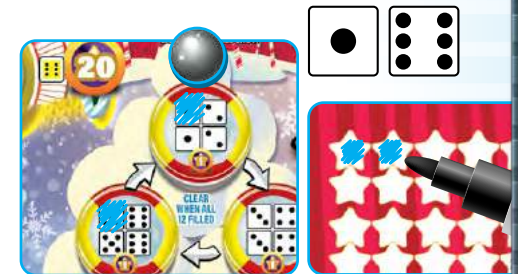
Example Turn 1: The first roll of a new Elf game is 1 and 2. You can fill a box in any Zone containing a 1 or 2, but you decide to start in the top Zone. You choose the 2 and fill the 2,3 ELF box and move the ball token there. Other players are not affected by your choice to use the 2. They may select either the 1 or the 2.



Example Turn 2: The roll is 3,4,5. Your Ball token must move down to a lower Zone. You choose the 3 and move the ball token to the bottom Bumper and fill a 3. 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 1,2,3. You may never stay on the same feature, so if you choose the 3 you would have to move down to a lower Zone. Instead you choose the 1 and follow the white arrow to move to the upper Bumper, marking the corresponding box and scoring one more 🍵.



Example Turn 4: The roll is 1,2. You can't follow the white arrow to the 2,3 Bumper and fill a box, so you must move down to a lower Zone. You can choose to hit a NICE Target or a NAUGHTY Target. You could also choose to move further down and land on a Flipper.

You choose to move to the NAUGHTY Targets. You can use either the 1 or 2 to fill the 1,2 box. You also score another 🍵.



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.

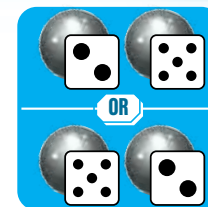
Dashed Line: Erase the box when the Round is complete.

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

MULTIBALL

Some Pins allow 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.

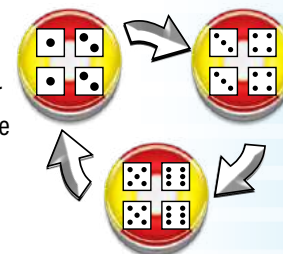
If Multiball is already active, you may not gain it again until you lose one of your active ball tokens.

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 1-2 can move to 3-4 but not directly to 4-5.

DROP TARGET SETS

These are features that usually 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.



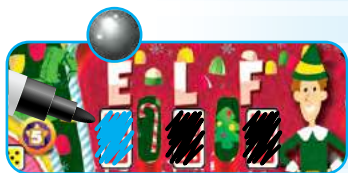
SKILL SHOT SET

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 ELF Set. 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 first or second Round, depending on the Table, your game is over. If other players are still going, wait until they are finished with their final Round, and then compare scores to determine the winner of the game.



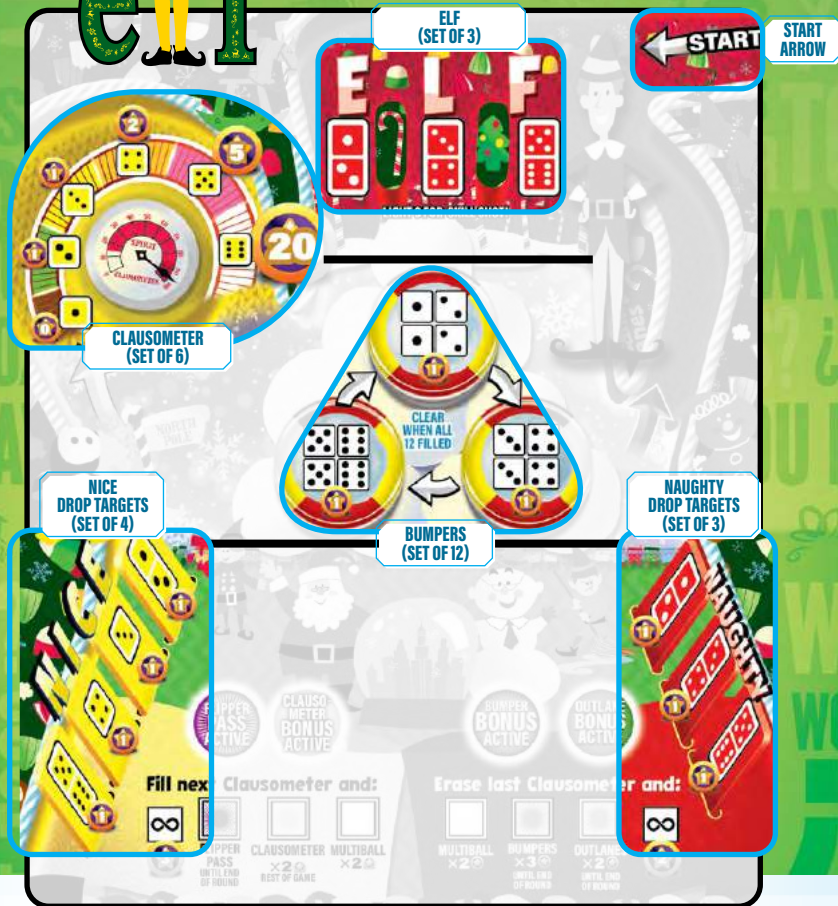
If players are tied, the player who completed their final Round earliest is the winner. If multiple players tied and also completed their last Round on the same turn, the victory is shared.

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





Follow Buddy as he leaves the North Pole to lift Christmas Spirit for all to enjoy.



SPECIAL RULES

Two Rounds: This table has two Rounds.

ELF: The Start Arrow launches the ball into **ELF**. Filling all three of these boxes allows you to circle a Skill Shot number. Like all Sets, remember to erase **ELF** when the Set is complete. The Red Flipper can shoot the ball back into **ELF**.

Snowball Bumpers: Each Bumper box is worth **1**. You may use the white arrows to move between the Bumpers, so you can move from the **1-1** Bumper to the **1-2** Bumper, but not the other way to the **2-2** Bumper. You erase the Bumpers when all 12 boxes are filled. Either Flipper can hit a Bumper.

Clausometer Gauge: The Clausometer Gauge is located in the same Zone as the Bumpers but can only be reached from the Yellow Flipper.

Each colored space on the gauge has a different **🎯** value, ranging from zero to twenty. These colored spaces **must** be hit in sequence, starting with the **0** space and going up and around to the **20** space. When the **20** space is filled in and scored, the Set is complete: erase all six spaces.



Example: The roll is **1-2**. Your ball token is on the Yellow Flipper. The first space is already filled in, so you cannot use your **1** to access this feature. The third space is empty, but you cannot use the **2** to fill it because the second space is not filled in and you have to go in order.

On the turn after the Clausometer Gauge is hit, the ball must move down to either the Drop Target Zone or the Flipper Zone.

Drop Targets: There are two Sets of Drop Targets: **NAUGHTY** (red) and **NICE** (yellow). Each Drop Target scores one **🎯**. When either Set is completed, you may select one of the bonuses. The Drop Target bonuses may only be taken once per game, as shown by the double lines.

∞ Exception: the **2** or **3** bonuses may be taken any number of times.

NICE BONUSES

First, fill the next Clausometer space and score the stars shown. If it is the last space, erase the set. Then select a bonus:

Multiball: Start Multiball. While active, all **🎯**s you score are doubled.

Flipper Pass: Both the Red and Yellow Flippers can hit any feature, regardless of color, until the end of the Round.

Clausometer x2: All **🎯**s scored from the Clausometer are doubled for the rest of the game.

3: Score three **🎯**s. You may take this instead of another **Nice** bonus. Do not fill this box.

NAUGHTY BONUSES

First, erase the highest-numbered Clausometer space that has been filled in. You do not lose the **🎯**s. If no Clausometer spaces are filled in, don't erase anything. Either way, select a bonus:

Multiball: Start Multiball. While active, all **🎯**s you score are doubled.

Bumpers x3: **🎯**s from Snowball Bumpers are tripled. This lasts until the end of the Round.

Outlanes x2: Outlanes are worth four **🎯**s per filled Flipper box. This lasts until the end of the Round.

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

CHRISTMAS VACATION



Hang the lights, cook the turkey, pick up the tree, and make plans for that big Christmas Bonus!



SPECIAL RULES

One Round: This table has only one Round, so there is no Round Indicator in the lower right. When you have no more balls on the table, the game is over.

Start of Game: At the start of the game, fill in the Jelly of the Month Club box on the Christmas Bonus track.

Christmas Bonus: Each time doubles are rolled, erase the currently filled box, and fill in the next box above it (Nice Dinner, then Trip to Wally World, then Swimming Pool). If the Swimming Pool is filled in when doubles are rolled, your Christmas Bonus resets back to the Jelly of the Month Club.

This track is adjusted before any Nudges or Skill Shots can be used. This means that rolling doubles always advances the track, even if you change the dice so they are no longer doubles. Also, changing the dice so that they are now doubles does not move the track. Just the 'natural' roll of doubles affects the track.

Start Zone: At the start of the game (or a new ball in Multiball), the ball may move to either the Bumpers or **BOSS** Targets in the top Zone.

Backglass Lights: Many Targets will have the symbol. When you gain fill in one on the house on the Backglass for each gained. The number of bulbs shown on the house is not a limit. If you run out of bulbs just make marks next to it.

You will score for when the **LIGHTS** Targets are completed and at the end of the game. See below for details.

Note: The colors behind the lights are just to help you count how many are filled in.

Bumpers: The Bumpers give one when a box is filled. Erase the Set when all 12 are filled in. The Red Flipper can hit either of these Bumpers.

Lights: The Lights are a special Set of Drop Targets. They may only be reached from the Bumpers. From the left Bumper the ball may follow the arrows to the **LI** or **GH** Targets. From the right Bumper the ball may follow the arrows to the **GH** or **TS** Targets.

If the ball starts on a **LIGHTS** Target, it may follow the arrows back to a Bumper if the die roll permits or drop to a lower Zone as normal.

If **LIGHTS** are completed, they are cleared, and the player may either gain five 🍷 or score all the 🍷 filled in on the house. In this case, score one 🍷 per 🍷 and then erase all 🍷. This bonus is not doubled for Multiball.

Boss: The **BOSS** Drop Targets give one 🍷 when filled in. If both **BOSS** Targets are completed, gain a Skill Shot and then score the current Christmas Bonus (from one to twenty 🍷s). Reset the Christmas Bonus back to Jelly of the Month Club.

The Yellow Flipper can hit the **BOSS** Targets.

Squirrel: Each **SQUIRREL** Scoop gives one 🍷.

If all are filled in, gain three 🍷 and start Multiball. All 🍷s and 🍷 are doubled during Multiball.

Exception: The **LIGHTS** bonus is not doubled.

Either Flipper may hit the **SQUIRREL** Scoops.

Drop Targets: There are two Sets of Drop Targets: Yellow Tree Targets and Red Turkey Targets. Each Drop Target scores one 🍷. When either Set is completed, you may select one of the bonuses. The Drop Target bonuses may only be taken once per game, as shown by the double lines.

∞ Exception: 2 or 3 bonuses may be taken any number of times.

TREE BONUSES

Fill One Lights: Fill one **LI/GH/TS** Target. If this completes the Set, either gain five 🍷 or score the **LIGHTS** bonus.

Christmas Bonus x2: Whenever the Christmas Bonus is scored via the **BOSS** Targets, that score is doubled. This lasts until the end of the game.

Clear Bumpers: Erase all Bumper boxes.

3: Score three 🍷s. You may take this instead of another **TREE** bonus. Do not fill this box.

TURKEY BONUSES

Flipper Pass: Both the Red and Yellow Flippers can hit any feature, except for the **LIGHTS** Targets, until the end of the game.

Bumpers x2: Each Bumper box is worth 2 🍷 for the rest of the game.

Gain 2 Skill Shots: Immediately circle two available Skill Shots.

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

SEWER GAS

Each **GAS** Scoop is worth one 🍷. When you have completed the **GAS** Set, erase all the Scoops, then you may fill in an **EXPLOSION** box. (You may take up to 3 **EXPLOSIONS** per game.)

When you take an **EXPLOSION**, you must immediately move the ball that caused the Explosion, using the current dice roll, as if you were shooting off of the Red or Yellow Flipper (your choice). You do not need to use the same die you did for the first move.

All 🍷s and 🍷 that you score because of the Explosion move are doubled.

You may not use Nudges or Skill Shots on just the Explosion move. If you used Nudges or Skill Shots on the first part of your move (that moved the ball to **GAS**), the Nudge or Skill Shot values are still in effect for the Explosion move.



Example: You roll 1-2. You need a 1-2 or 2-1 to complete **GAS** so you Nudge the 1 to a 2 and use it to complete **GAS**.



After erasing the **GAS** Set, you fill in an Explosion box. You now get to move the ball as if you rolled a 1-2. You can use either the 1 or the 2.



You choose the 1 to hit the **BO** target in **BOSS**, completing that Set.

Since your scores are doubled, you will score two 🍷s for the **BO** Target, and twenty 🍷s for the Christmas Bonus which was at Trip to Wally World. (Don't forget to then reset the Christmas Bonus!)

During Multiball, the die that you use to move the ball to the **GAS** Scoops is considered the 'used' die. You must use the other die for the other ball.

Using the example above, and assuming Multiball is active, since the 1 (Nudged from a 1-2) was used on the other ball to hit **GAS**, your second ball must use the unused die, which is a 2. This does not affect which die is used for the Explosion move: that ball can still use either the 1 or the 2.

Also, your scores would be doubled again. For the above example, the **EXPLOSION** move would score forty four 🍷s!

Inlanes: The Inlanes on this table give you a choice of either two 🍷s or three 🍷.

Game End: After the game ends, you score one 🍷 for every two 🍷 filled in on the house. This is not affected by any bonuses.

A CHRISTMAS STORY

Wear your bunny suit, light the leg lamp, and score a BB bonus — I triple dog dare you!



SPECIAL RULES

Two Rounds: This table has two Rounds.

Eye: When the **EYE** Targets are complete, gain a Skill Shot. The **EYE** Set can be reached from the Start Arrow, the Red Flipper, or from the **SANTA** Bumpers.

BB: When the **BB** Targets are completed, fill in the **BB** bonus box of your choice under either the Red or Yellow Flipper. The next time a ball is shot from that Flipper, whatever score results is doubled, and the **BB** bonus is erased. The **BB** Set can only be reached from the Yellow Flipper.

Lamp: The four **LAMP** Targets must be hit in order, beginning with the Target, and ending with the . Score s shown next to each Target. Erase the **LAMP** Targets when all four boxes are filled. This Set can only be reached from the Yellow Flipper.

Bully: This feature is a Captive Ball that can be hit from the Red Flipper, on a , , or . These boxes are never filled

in as shown by the ∞ symbol. Then the other, unchosen die, is used to fill in one of the **BULLY** boxes, which scores that many s. When all six **BULLY** boxes are filled, they are erased. You may move to the **BULLY** 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 **BULLY** feature, then fill in the space and score 3 s.



Later in the game you are on the Red Flipper and roll . You can move to the **BULLY** feature, but the space is already filled so you score no points.

DARE: Each **DARE** Scoop scores one 🎯. When all are complete, erase the Set, then you must select a **SINGLE DOG DARE**, **DOUBLE DOG DARE**, or **TRIPLE DOG DARE**. If the next dice roll is high enough you will win the Dare.

Single Dog Dare requires a 7 or higher, Double an 8 or higher, and Triple a 9 or higher.

If you win you score ten, twenty, or thirty 🎯s respectively.

You evaluate the Dare roll without using Skill Shots or Nudges. However, you can use these normally to move the ball after you resolve the Dare.

The **DARE** Scoops can be reached from either Flipper, or when moving down the Table normally.

SANTA BUMPERS: The three **SANTA** Bumpers follow normal Bumper rules. When you move down from this Zone the ball goes to **EYE**. The **SANTA** Bumpers may be reached from either the Red or Yellow Flipper.

DROP TARGETS

There are two Sets of Drop Targets: **BUNNY SUIT** and **DECODER RING**. Each Drop Target scores one 🎯.

When either Set is completed, you get to select one of the bonuses.

The Drop Target bonuses with double lines may only be taken once per game.

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

BUNNY SUIT BONUSES

Lamp x2: Lamp Targets scores are doubled until the end of the Round.

Next Bully x3: Next **BULLY** score is tripled.

Flipper Pass: Both the Red and Yellow Flippers can hit any feature, regardless of color, until the end of the Round.

Multiball: Start Multiball. While active, all 🎯 you score are doubled.

NOTE: **AIR RIFLE** is not doubled during Multiball.

2 🎯: Score two 🎯s. You may take this instead of another **BUNNY SUIT** bonus. Do not fill this box.

DECODER RING BONUSES

Light Both BB Bonuses: Light both **BB** bonuses under the Flippers.

NOTE: This does not allow you to fill in the BB box for the **AIR RIFLE** bonus.

Next Dare +2: Add two to your next **DARE** roll.

Santa Bumpers x3: Santa Bumpers scores are tripled. This lasts until the end of the Round.

Multiball: Start Multiball. While active, all 🎯 you score are doubled.

NOTE: **AIR RIFLE** is not doubled during Multiball.

2 🎯: Score two 🎯s. You may take this instead of another **DECODER RING** bonus. Do not fill this box.

AIR RIFLE BONUS

When each of the Sets is completed, also fill a matching box in the **AIR RIFLE** box on the backglass.

Example: You hit the last **LAMP** Target. After resolving your score and resetting those Targets, fill the appropriate box.



If you fill in all eight boxes, score twenty-five 🎯 and erase those eight boxes. In essence, the Air Rifle bonus is a Set of Sets.

Note: **BB** and Multiball multipliers cannot affect the **AIR RIFLE** bonus.

After your second Round is complete and your game ends, you may still get the **AIR RIFLE** bonus.

Count the number of Bullseyes 🎯 in the boxes you have marked off.

If the next roll is equal to this value or lower, you score the bonus.

If you are the last player to end your second Round, roll the dice one final time to resolve this bonus, but (obviously) you will not move any balls.

LAMP	BULLY	DARE	SANTA BUMPERS
BUNNY SUIT	DECODER RING	BB	EYE



SCORE BOARD



CHRISTMAS VACATION



GEF	100	★
		★
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GEF	100	★
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GEF	100	★
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ACHIEVEMENTS

- Fill 10 Bumper boxes without leaving the zone
- Score 40 points from one Clausometer space
- Score 80 points from one Clausometer space
- Complete Clausometer twice in one game

ACHIEVEMENTS

- Score Swimming Pool
- Score 40+ stars Light Bonus
- Fill in all Backglass Light Bulbs
- Score 160 stars for Swimming Pool

ACHIEVEMENTS

- Win a Triple Dog Dare
- Complete all BULLY targets
- Score 30 stars on a LAMP target
- Score 60 stars on a LAMP target

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