



PRO-shot map

- 1. VENGEANCE:** Shoot the CENTER DROP TARGET to start 1 of 3 VENGEANCE BATTLES. Fight the VENGEANCE by hitting the center lane and nearby shots.
- 2. ENTERPRISE ARROWS:** Shoot COMBOS to light ENTERPRISE ARROWS For SHOT MULTIPLIER.
- 3. KLINGON TARGETS:** Shoot the KLINGON TARGETS to light green LOCK arrows For KLINGON MULTIBALL. Lock balls in LEFT EJECT and/or behind CENTER DROP TARGET For KLINGON MULTIBALL.
- 4. WARP RAMP:** Shoot the WARP RAMP to build WARP SPEED, light EXTRA BALL, and other AWARDS.
- 5. RED MATTER/BLACK HOLE:** Shoot RED MATTER Targets to light the BLACK HOLE Purple Arrow. Shoot the lit BLACK HOLE Target to collect MYSTERY AWARDS.
- 6. EXTRA BALL:** Lit by WARP RAMP, MISSION COMPLETION, or BLACK HOLE Target. Shoot behind the CENTER DROP TARGET to collect your EXTRA BALL.
- 7. BEAM ME UP:** Complete BEAM ME UP Top Lanes for bonus MULTIPLIERS.
- 8. T-R-E-K:** Complete T-R-E-K to increase SPINNER value.

STAR TREK PINBALL



3 TIERS OF MISSIONS

3 MISSIONS IN-A-COLUMN



MISSION TIER I
MISSION TIER II
MISSION TIER III

3 MISSIONS IN-A-ROW



SUPER POPS

SUPER SPINNER

SUPER RAMPS

- 9. MISSIONS:** Use the FLIPPER BUTTONS to change MISSIONS. Use the FIRE BUTTON to launch MISSIONS.
- 10. MISSION START/AWAY TEAM:** Shoot the Blue Arrows to start a MISSION.
- 11. MISSION INSIGNIAS:** Shoot lit MISSION INSIGNIAS to progress through MISSIONS.
- 12. 3 MISSIONS IN-A-ROW:** Complete 3 MISSIONS In-A-Row For 1 of 3 CAPTAIN'S CHAIR AWARDS: SUPER POPS, SUPER SPINNER, and SUPER RAMPS.
- 13. 3 MISSIONS IN-A-COLUMN:** Complete ALL 3 TIERS of one MISSION to light ENTERPRISE ARROW SHOT MULTIPLIER.
- 14. THE CAPTAIN'S CHAIR:** Complete a TIER OF 6 MISSIONS to light THE CAPTAIN'S CHAIR For 1 of 3 WIZARD MODES.



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