

SKEE-BALL[®]

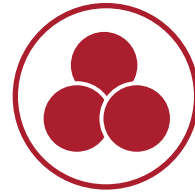
HOME ARCADE PREMIUM

INCLUDED GAME PLAYS



CLASSIC

Each player rolls 9 balls up the ramp into the targets, high score wins.



THREE-BALL

A twist on Classic, each player rolls 3 frames of 3 balls each, high score wins.



SPEED

Players roll balls as fast as they can for 30 seconds, high score wins.



COUNTDOWN

Players roll 3 balls at a time to countdown from 310 to exactly zero. First player to zero wins.
Note: if you bust, your turn is over for that round.



LIGHT 'EM UP

Players roll 3 balls at a time, aiming to hit each target once. The goal is to hit each target with the least amount of balls.

Note: you only need to hit one of the 'hundo' targets.



BLACKJACK

Each player is dealt a random card. Roll one ball at a time to reach exactly twenty-one. Don't bust or your game is over. Game ends after completing the round in which any player scores a twenty-one.