

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, and you start your next round. Finish your last round and it's Game Over!

After all players have completed their final round, the player with the most stars is the winner!

COMPONENTS

- Sixteen Pinball Table and Backglass cards
 - ◆ Harley Quinn™ vs Coney Island (Easy)
 - ◆ The Joker™ Tower (Moderate)
 - ◆ Suicide Squad™ (Moderate)
 - ◆ Gotham City™ Gems (Advanced)
- 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



**IF YOU HAVE NEW PLAYERS IN YOUR GROUP,
START WITH HARLEY VS CONEY ISLAND.**



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 the game under special conditions.



HARLEY QUINN VS. CONEY ISLAND BACKGLASS

ZONE

SCORE TRACKER

NUDGE

HARLEY QUINN VS. CONEY ISLAND



HARLEY QUINN VS. CONEY ISLAND TABLE

ZONE

ZONE

ZONE



START ARROW

SET OF 3 BUMPERS

SET OF 3 DROP TARGETS

SET OF 4 DROP TARGETS

BONUS INDICATORS

ROUND TRACK

OUTLANE

INLANE

RED FLIPPER

YELLOW FLIPPER

INLANE

OUTLANE

ANATOMY OF PINS

Super Skill Pinball: Ramp It Up! comes with four "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" which is where a new ball token is placed.

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 Yellow Flipper and Red 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: Note temporary game effects.

SUICIDE SQUAD™ BACKGLASS



SUICIDE SQUAD™ TABLE



GOTHAM CITY™ GEMS BACKGLASS



GOTHAM CITY™ GEMS TABLE



THE JOKER TOWER™ BACKGLASS



THE JOKER TOWER™ 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.



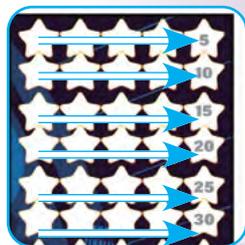
Your Round ends when you have no ball tokens in play. Rounds may end at different times for each player.

SCORING POINTS

Whenever you earn a 🍀, fill a star 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 star and erase all the other 🍀s.



END OF GAME

Harley Quinn™ vs. Coney Island and Gotham City™ Gems last a total of two Rounds.

The Joker™ Tower and Suicide Squad™ last a single Round - the first time you lose the ball the game ends.

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; these 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

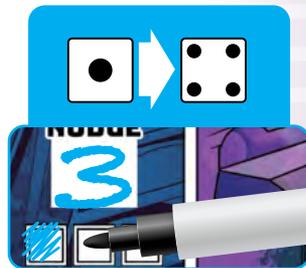
If you Nudge, you might Tilt on the next roll.

- 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.

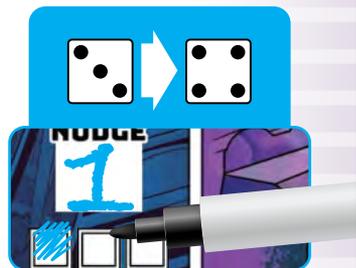
Example: The roll is , but you really want a . You Nudge the  into a , fill a Nudge box, and write 1 as the Nudge amount.

Since you wrote a 1 as the Nudge amount, you will only Tilt if the next roll is doubles (, , , , , or ).

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

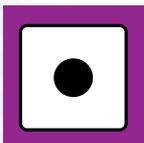
Move your ball token to a feature containing an unfilled box that has your chosen die value. **Normally, you must move your ball token to a lower Zone.**

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 Harley vs Coney Island, the dice results are $\square \cdot \square$. Your ball token is on the start arrow. From here, you could move your ball token to any of the highlighted features shown below.

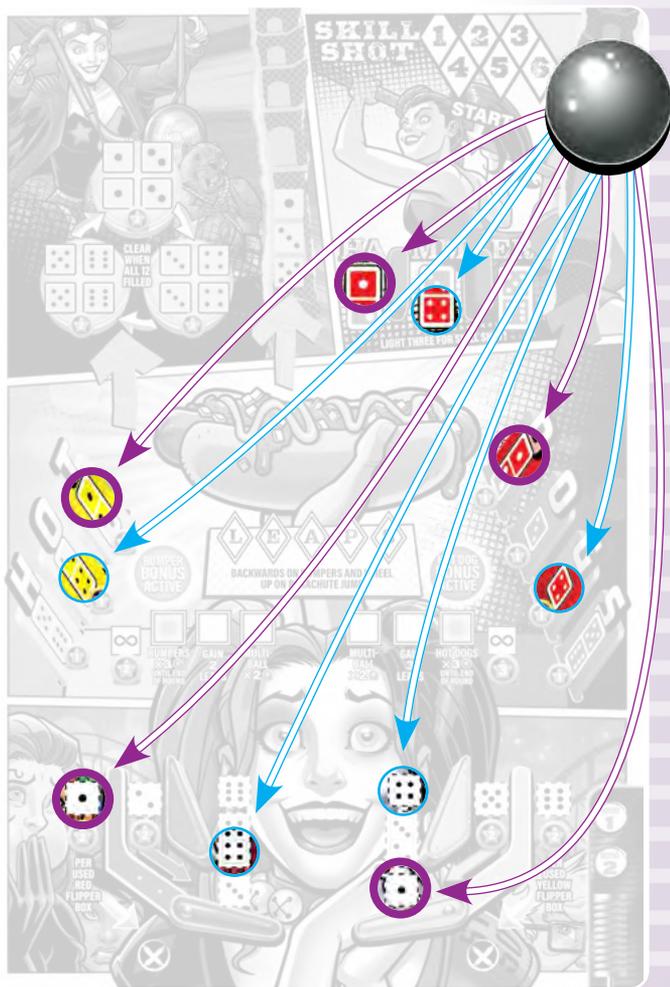


If you use the $\square \cdot$, you can move your ball token to any of the features highlighted in purple.



If you use the $\square \cdot \square$, you can move your ball token to any of the features highlighted in blue.

Note: The $\square \cdot$ and $\square \cdot \square$ in the Bumpers cannot be reached from the Start Arrow as the ball can only move to HAMMER or lower from the Start arrow, and the Bumpers are in the same Zone.



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 Coney Island, the Yellow Flipper leads to the HOT targets, the Bumpers, and the Ferris Wheel (on the backglass board).

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

Example: On Coney Island, the Red Flipper leads to the DOGS targets, HAMMER, and the Parachute Drop.

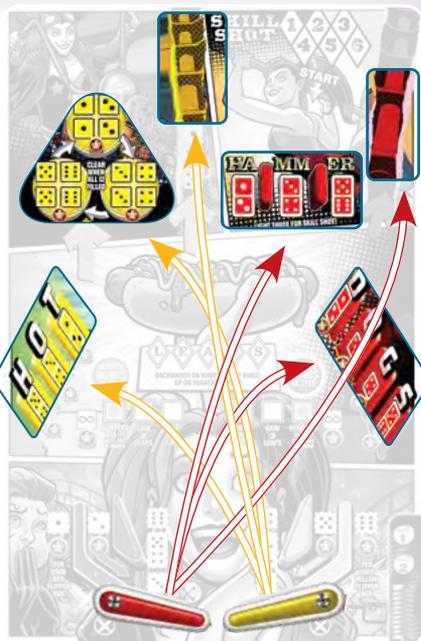
When you move from a Flipper, you are not required to move the ball to the **highest** Zone — you can hit any feature of the correct color.

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 $\bullet \bullet \bullet$. 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 Hammer boxes on Harley vs Coney Island are combination boxes. The left box can be filled if you rolled either a  or . The middle box can be filled if you rolled either a  or . The right box can be filled if you rolled a  or .

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



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 12.

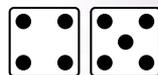
Example Turn 1: The first roll of a new Harley vs Coney Island game is  and . You can fill a box in the Hammer Zone or below containing a  or , but you decide to start in the Hammer Zone. You choose the  and fill the  box and move the ball token there. Other players are not affected by your choice to use the . They may select either the  or the .



Example Turn 2: The roll is  . Your ball token must move to a lower Zone. You choose the DOGS targets and fill in a . You also score a , since all Drop Targets are worth . Fill the first star on the Backglass to show this.



Example Turn 3: The roll is  . You have to move down to the Flipper Zone. If you can't fill in a box here you lose the ball and the Round ends. Fortunately you still have many options. You choose to use the  to move the ball through the right Inlane, scoring two  and placing the ball on the Yellow Flipper. Next turn you will need to move to any Yellow target that matches the die.



COMMON FEATURES OF PINS

These are more detailed descriptions of common features found on many Pins. 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.

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

Each Pin allows 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.

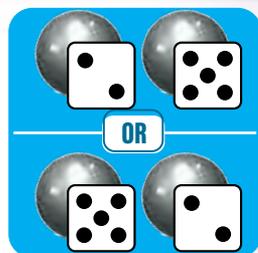
You move and get any bonuses from one ball token before you do so with the second token.

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.

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 can move to but not directly to .



DROP TARGET SETS

These are features that 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.

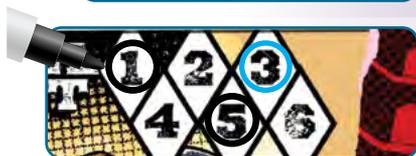
You may have multiple Skill Shots circled, but you may not circle a number that is already circled.

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 HAMMER set in Harley vs Coney Island. 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 final Round, your game is over. If other players are still going, wait until they are finished with their third 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! Page 36 has space to record your high score on specific Pins.



HARLEY QUINN™ VS. CONEY ISLAND

After a hard day of causing mayhem, Harley Quinn is ready to relax by riding the rides at Coney Island, eating a ton of hot dogs from Frank's Franks, and, well, causing more mayhem!

**BUMPER CARS
(SET OF 3)**



**SKILL SHOT
TRACKER**



HAMMER



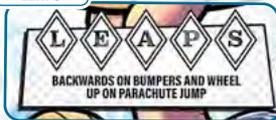
**START
ARROW**



**HOT DROP
TARGETS
(SET OF 3)**



LEAPS



**DOGS DROP
TARGETS
(SET OF 4)**



∞	BUMPER BONUS ACTIVE	∞	HOT DOG BONUS ACTIVE
∞	BUMPER BONUS +3 PER END OF ROUND	∞	HOT DOG BONUS +3 PER END OF ROUND
2	GAIN LEAPS	3	GAIN LEAPS
2	MULTI-BALL LEAPS	3	MULTI-BALL LEAPS

PER USED RED FLIPPER BOX

PER USED YELLOW FLIPPER BOX



SPECIAL RULES

HAMMER

The Start arrow launches the ball into these targets. Gain a skill shot when completing all three (see page 14). Like all Sets, remember to erase the Hammer targets when all three are filled. The Red Flipper can shoot the ball back into these targets.



BUMPER CARS

Each Bumper Box is worth 2 stars. You may use the white arrows to move between the bumpers, so you can move from the bumper to the bumper, but not vice versa. Erase the bumper boxes when all 12 are filled. The ball can move to the Bumpers only from the Yellow Flipper (not from the Start arrow).

Note for players of the original Super Skill Pinball 4-Cade: Unlike that game, the Bumper Bonus does not allow you to move against the bumper arrows.



WONDER WHEEL

The Wonder Wheel is a special feature. The ball moves clockwise around the wheel from car to car, and you score stars equal to the number shown in the car.

You may board the Wonder Wheel from the Yellow Flipper only by using a , , or , and moving the ball to the BOARD space at the bottom as shown by the dice on the Yellow Ramp. You do not cross out the BOARD box at the bottom of the Wonder Wheel. It is always available to move to on a , , or  from the Yellow flipper.

There are no die icons in the Wonder Wheel cars. Instead, you move a number of cars clockwise equal to your chosen die. You must move to an open box. Cross out the box and score the stars.

EXCEPTION: If you move to the BOARD box, you do not score any stars, but the box is not crossed out. If you cannot move to an empty car, you leave the Wonder Wheel by moving down the ramp to the HOT DOGS zone. You may always do this if you choose, even if you can move to an empty space.

If you fill all spaces on the Wonder Wheel (except Board), you clear them all and gain 2 Skill Shots.

Example: Your ball is on the yellow flipper. You roll a , , and decide to use the  to move to the BOARD space. You don't cross it out.



Next turn you roll a ,  and move five spaces clockwise to the box near the top of the wheel. You cross it out and score 5 🌟s.



Next turn you roll a , , and must move to the 1 🌟 space on the other side of the wheel (or exit the wheel).



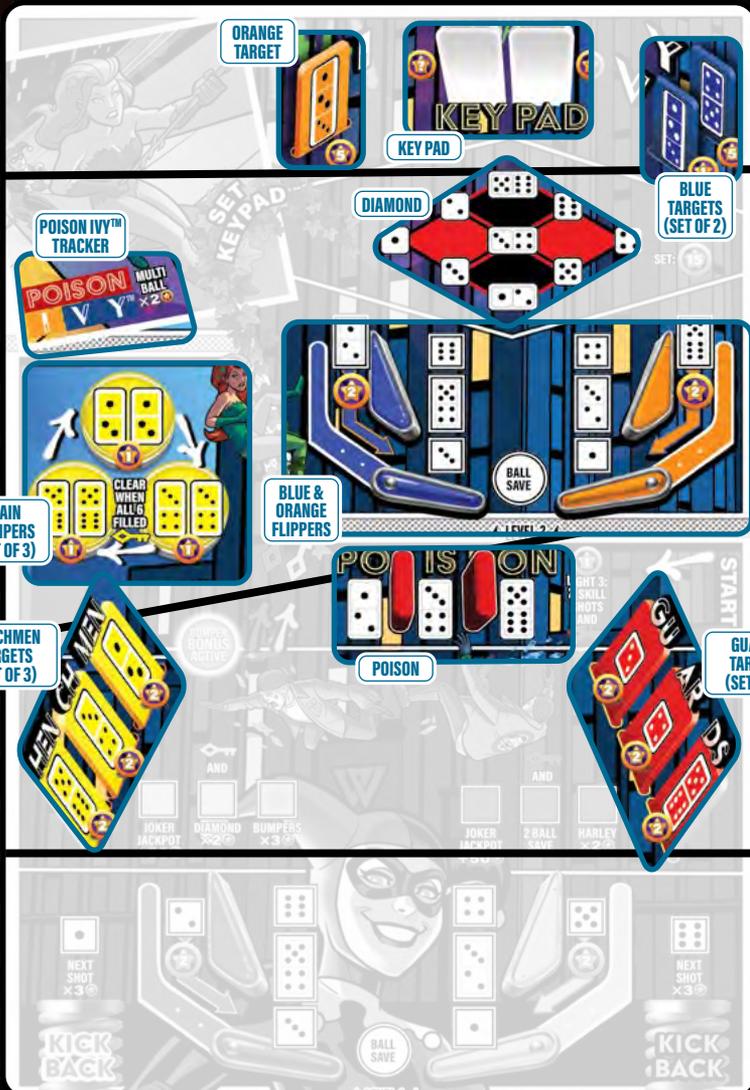
Next turn you roll a , . You choose the , and keep moving around the wheel, past the BOARD space to the 2 🌟 space.



Skill Shots, Nudges, and Multiball all work as normal with the Wonder Wheel. During Multiball, both balls may be on the Wonder Wheel at the same time.

THE JOKER™ TOWER

Break into the tower and climb to the top floor for your final confrontation with The Joker!



ORANGE TARGET

KEY PAD

BLUE TARGETS (SET OF 2)

POISON IVY™ TRACKER

DIAMOND

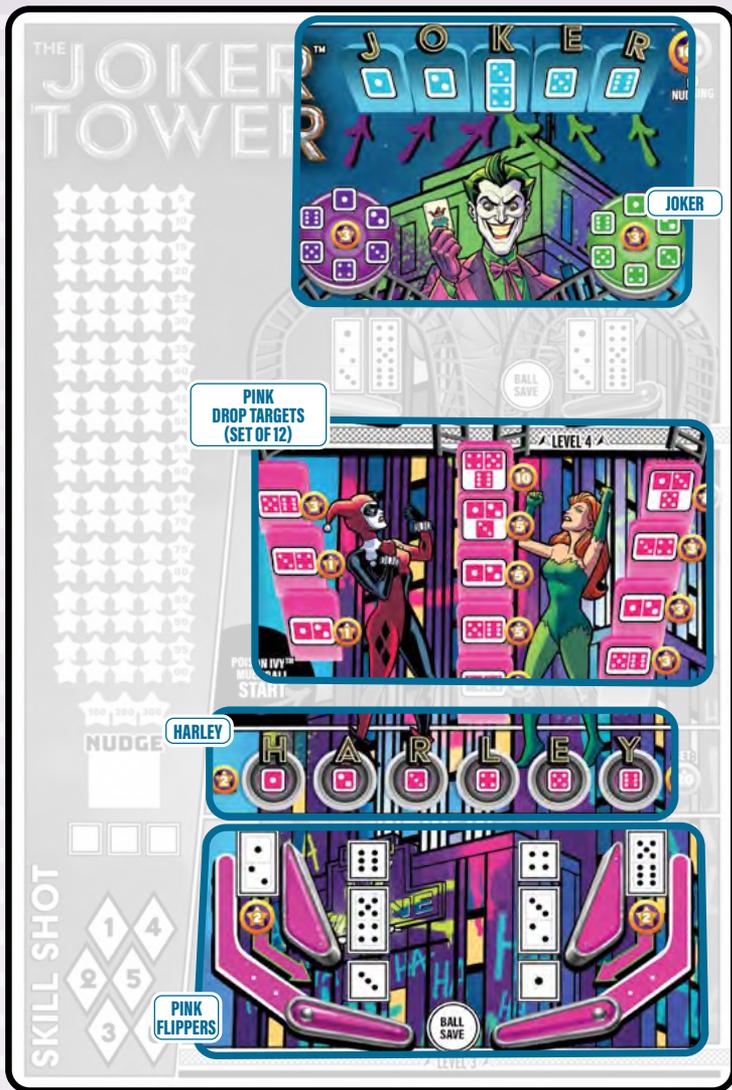
MAIN BUMPERS (SET OF 3)

BLUE & ORANGE FLIPPERS

POISON

GUARDS TARGETS (SET OF 3)

HENCHMEN TARGETS (SET OF 3)



SPECIAL RULES

The two boards of The Joker™ Tower should be oriented vertically, unlike the standard Super Skill Pinball tables.

The Joker™ Tower is comprised of four levels. You need to complete missions to be able to advance to the next level. **Once a ball advances to a new level it may not go back.** If you cannot catch a ball on the flippers on that level, the ball is lost.

This table is only one Round. Once you have no more balls on the table, the game is over.

The turn you move to a new level you must mark a box there as normal.

LEVEL 1: ENTRYWAY

Only a horde of guards and henchmen stand in your way. No problem!

To exit this level you must get a Red key and a Yellow key, which opens the ramp to Level 2. There are two ways to get each key. There are no advantages to getting the same key multiple times.

Start: At start the ball is launched into the POISON targets or lower (not Bumpers).

POISON: Completing these three targets awards 2 Skill Shots and a Red Key. These are a Set. Completing POISON also makes you eligible for POISON IVY™ Multiball if you complete IVY on Level 2. Mark off the POISON tracker in the upper left as a reminder that you completed POISON.



BUMPERS: When all six Bumper boxes are filled, gain a Yellow Key. These are a Set.



HENCHMEN / GUARDS:

When either of these Sets is complete, gain a matching color Key, and choose one of the bonuses:



- **JOKER +50 stars:** The JOKER JACKPOT on level 4 is worth +50 stars.
- **DIAMOND 2x stars:** The DIAMOND targets on level 2 are worth 2x stars (both individual targets and set completion).
- **BUMPERS 3x stars:** The Bumpers on both Level 1 and Level 4 are 3x stars.
- **2 BALL SAVE:** There is one Ball Save on each level. Select two to be active by circling them. These spaces may be marked off instead of a flipper box. After using a ball save place the ball on either of the flippers prior to the next roll.
- **HARLEY 2x stars:** The six HARLEY targets are worth 2x stars (both individual and set completion).





KICKBACKS

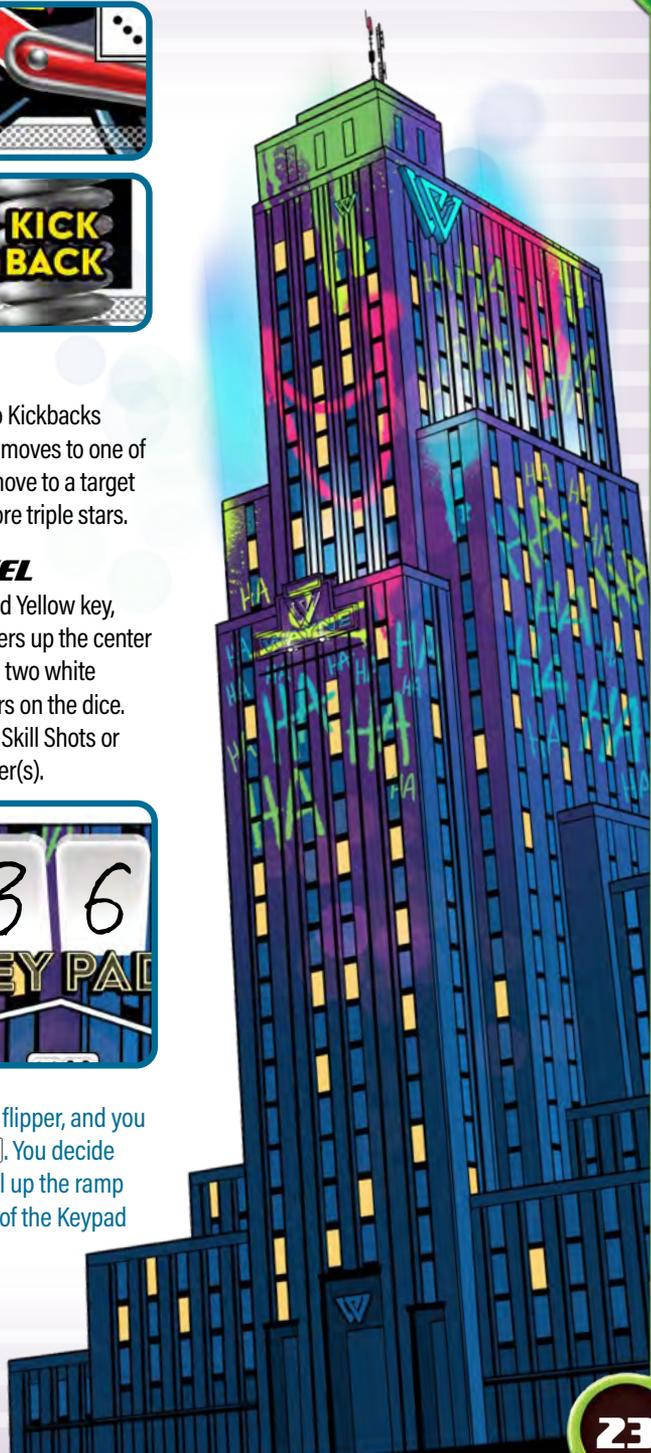
In the Flipper Zone there are two Kickbacks (Red and Yellow). When the ball moves to one of those, on the next shot it must move to a target with matching color and will score triple stars.

EXITING THE LEVEL

To exit the level, collect a Red and Yellow key, and shoot the ball from the flippers up the center ramp. When you do so, mark the two white KEYPAD targets with the numbers on the dice. If you change the numbers with Skill Shots or Nudges, use the modified number(s).



Example: The ball is on the Red flipper, and you have both keys. You roll a . You decide to exit Level 1, and move the ball up the ramp to Level 2. You write a '3' in one of the Keypad boxes, and a '6' in the other.



LEVEL 2: DIAMONDS ARE A GIRL'S BEST FRIEND

You stole the Harlequin Diamonds with Joker years ago. Can't hurt to scoop some up while you're heading upstairs. And maybe you can convince Poison Ivy™ to come join the fun!

There are three Zones on this level: The KEYPAD Zone (which includes the IVY targets), the DIAMOND Zone, and the Flipper Zone.

When the ball enters this level it first moves to the DIAMOND ZONE.

To open the Level Exit, hit both KEYPAD drop targets.

KEYPAD Targets: When both of these are marked, you may exit the Level. You score stars equal to the number entered into the boxes when leaving Level 1.

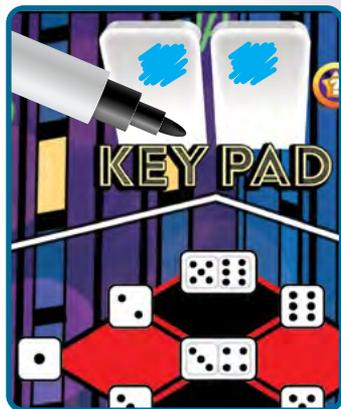
IVY Targets: These three targets are a Set. When you complete them, if you have also completed POISON on Level 1, begin POISON IVY™ MULTIBALL. All scores are doubled while you have two balls. Each ball may be on a different Level, but may not move back to a lower level (as normal). The new ball is placed on LEVEL 3 at Start.

DIAMOND Targets: These nine circle targets are a Set. When the ball enters the zone it may move to any open target, including the   in the center. If the ball is on a Diamond target it may move to an adjacent, open diamond target along a line.

Example, if the ball is on the  target on the lower left side of the diamond it may move to the , , or  targets.



If all 9 targets are filled, score a bonus of 15 stars for the Set, and erase all diamond targets. Note that these targets may be doubled by the DIAMOND bonus on level 1.



EXITING THE LEVEL: To exit the level, mark off both KEYPAD targets. Then, when the ball is on a flipper you may choose to move to Level 3.

LEVEL 3: HARLEY CRASHES THE PARTY

There's a party going on in The Joker™ Tower tonight? Make sure everyone knows Harley is here while smashing through the wall to Puddin's lair.

There are three Zones on this level: The WALL Zone, The HARLEY Zone, and the Flipper Zone. The flippers and targets are all the same color. Any target may be hit by either flipper.

When the ball first enters this Level, it can hit any target in the WALL Zone or below.



WALL TARGETS: There are three Wall Target Sets (left, center, right, each in a separate box). The targets in each Set must be hit in sequence, from bottom to top. When all targets are complete, the ball may be shot up to Level 4.

HARLEY SCOOPS: These six targets are a Set. When all are complete, score the Set bonus, and erase them all. Note that these targets and Set bonus may be doubled from the Level 1 HARLEY bonus.

EXITING THE LEVEL: To exit the level, complete at least one of the sets of WALL targets. Then shoot the ball up the ramp behind the targets. The left ramp leads to the Purple bumper. The right ramp goes to the Green bumper. If you use the center ramp you may move to either bumper.

LEVEL 4: JOKER

The final confrontation...

There are two Zones on this Level: JOKER/ BUMPER Zone, and Flipper Zone.

From the flippers, the ball may only move to the appropriate Green/Purple bumper. The ball may only move to the JOKER targets from the Bumpers.



If the ball is on a JOKER target or Bumper, it may ONLY move along a line to an unmarked target. Example: If the ball is on the Purple bumper it may move to the J, O, or K targets only. If it is on the O target it may only move to the Purple bumper. From the K target you can move to the Purple or Green bumpers.

NO NUDGING IS ALLOWED ON THIS LEVEL.

Bumper Targets: The Bumper stars may be doubled by the Level 1 Bumpers 3x bonus.

JOKER Targets: When you complete the JOKER Targets you score the 100 star JOKER JACKPOT, plus any bonuses from Level 1 (all doubled if you still have Multiball active).

COMPLETING THE JOKER JACKPOT ENDS THE GAME.

SUICIDE SQUAD™

The Suicide Squad™ is out for more mayhem.
Can they score big points - and survive?

START
GAIN SQUAD MEMBER AT GAME START BASED ON FIRST ROLL

WALLER

START ARROWS

FLAG DROP TARGETS (SET OF 2)

AND RECRUIT A NEW SQUAD MEMBER

STARRO ARM BOX

STARRO EYE

EYE BONUS
IF YOU DON'T USE A SQUAD ABILITY

STARRO ARM

CLEAR WHEN ALL 'I' FILLED

RICK DROP TARGETS (SET OF 4)

AMANDA DROP TARGETS (SET OF 3)

ARMS BONUS ACTIVE

MULTI BALL ACTIVE

EYE BONUS ACTIVE

STARRO ARMS

2x SKILL SHOTS

FRAG FRASES

MULTI BALL

NICK BACKS

STARRO EYE

KICK BACK

KICK BACK

Using a Squad Member is similar to Nudging. When you use a Squad Member, mark off the next box underneath them, from left to right. Put the number that you cross out into the box above their portrait, with the Skull icon. Then resolve it on the next roll just like a Nudge/Tilt check. If the check fails, the Squad Member is eliminated. Cross off their portrait, and they cannot be used for the rest of the game.

Note: The first box on each track is an X. You can safely use the ability one time with no chance of elimination. The last box, the 5, is shown in black. You can use the ability any number of times, and as long as you pass the check (rolling a  and a ) , you can use it again at the 5 level.

Remember that you can't use abilities to modify the dice for this check. It is always the raw dice rolls.



Example: You use the Killer Croc™ ability to change a 2 to a 5. This is the third time you have used his ability, so you cross off the '2' box and write a 2 above his picture. The next turn the roll is . The difference is not less than the number you wrote, so Killer Croc™ survives. Erase the 2 in the skull box. The next time you use his ability you will cross off the '3'.



There is no Nudging allowed in Suicide Squad. The abilities take the place of Nudging.



You can combine multiple abilities in a single turn. For example, Enchantress™ can change a die from a 3 to a 4, and then Harley Quinn™ can move to a 4 target in the same zone with her ability. Both Squad Members would have boxes marked off, and both would be at risk next turn for elimination.

You cannot use one Squad Member's ability two times during a turn. For example, during multiball Killer Croc™ cannot increase both dice.

- **BOOMERANG™:** The ball moves to any target that can be legally hit, where you mark off the box, and then returns to where it started the turn. You score points for the target you mark off normally.
- **HARLEY QUINN™:** The ball moves to any target in the same Zone instead of having to go to a lower Zone.

Example: You are on the 4 WALLER target. You roll a 4, and use Harley to move to the 4 WALLER target.

- **DEADSHOT™:** You move the ball normally. You can then use the second die to mark off any other target in the same Zone, scoring points as normal.
- **KILLER CROC™, ENCHANTRESS™:** You can change a die to any higher (Killer Croc™) or lower (Enchantress™) value.
- **WALLER:** When the three WALLER targets are complete, gain 5 stars and recruit a new Squad Member. You only recruit each member once - if they are eliminated, they are out of the game.
- **FLAGG:** When these two targets are complete, gain 3 stars and erase up to two boxes underneath Squad Members, but no more than one from a single one. Erase the rightmost box that is filled in.

Example: You complete these targets and erase a box from Harley Quinn™ and Deadshot™. You can't erase two boxes from Harley Quinn™.

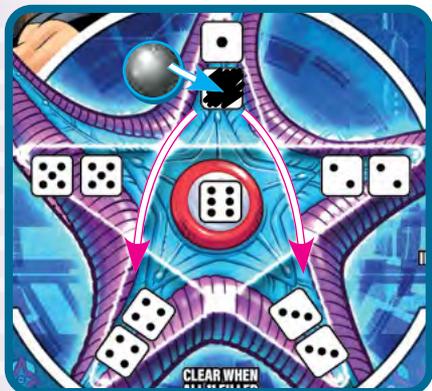
WALLER and FLAGG are in the same Zone.

1	2	3	4	5
BOOMERANG™	HARLEY QUINN™	DEADSHOT™	KILLER CROC™	ENCHANTRESS™
X 1 2 3 5	X 1 2 3 5	X 1 2 3 5	X 1 2 3 5	X 1 2 3 5
MOVE BALL TO VALID TARGET AND BACK TO ORIGINAL BOX.	MOVE TO TARGET IN SAME ZONE INSTEAD OF LOWER ZONE.	AFTER MOVING BALL, MARK OFF A SECOND BOX IN THE SAME ZONE USING THE OTHER DIE. DO NOT REVEAL BALL AGAIN.	CHANGE A DIE TO ANY HIGHER VALUE.	CHANGE A DIE TO ANY LOWER VALUE.

STARRO™

Starro™ has 10 arm boxes and one eye box. From an arm box you may move the ball to another arm box along the 'star' lines.

Example: You move the ball from the WALLER targets to Starro™ using a '1'. The ball is moved to a '1' box at the top of Starro, and is crossed out. On the next turn you may move the ball to a '3' or '4' box, following the lines.



If you are unable to move to another Arm box on Starro™ you drop down to a lower zone.

The EYE (6) target is locked until all 10 arm boxes have been filled. Once that is complete, the '6' space is now an eligible target. However, you can NOT reach it directly from an arm box since there is no connecting line.

Once the EYE is marked off, erase all Starro boxes. The Eye box is again locked until you mark off all the arms. From the Eye space you may only move down to a lower zone, unless using a Squad Member ability.

Each arm box scores 1 star. The Eye scores 15 stars.

BONUS: If you do not use a Squad Member ability the turn you hit the eye, score 2x stars.

RICK / AMANDA

Score 1 🍀 for each of these targets you fill. Completing either the RICK or AMANDA targets allows you to pick from one of these bonuses. All apply until the end of the game.

RICK

- **FLAGG: Erase 3** Each time the FLAGG targets are complete you may erase up to 3 Squad Member boxes instead of 2. You still cannot erase more than one on each squad member..
- **Starro Arms 3x stars:** Each Starro Arm box is worth 3x 🍀s.
- **2x Skill Shot:** Gain 2 Skill Shots.
- **3 🍀:** Always available.



AMANDA

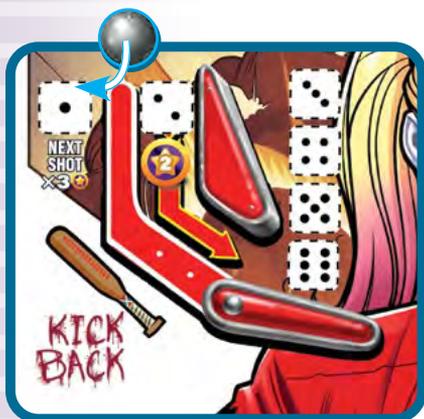
- **Kickback 2x stars:** Shots made from the Kickbacks score double (so 6x stars).
- **Starro Eye 2x star:** Score 2x stars on the Starro Eye target.
- **Multiball 2x stars:** Start Multiball.
- **2 🍀:** Always available.



The RICK and AMANDA targets are in the same Zone.

KICKBACKS

In the Flipper Zone there are two Kickbacks (Red and Yellow). When the ball starts on one of those it must move to a white or matching color target and will score triple stars.



GOTHAM CITY™ GEMS

Harley is teaming up with three of Gotham's girls for a night of mayhem! Join forces with Catwoman™, Poison Ivy™, and Black Canary™ for a night none of you will forget.

KO
KO DROP TARGETS (SET OF 2)

START
POW
POW
LIGHT THREE FOR SKILL SHOT!

START
ARROW
WAM
WAM DROP TARGETS (SET OF 3)

KAPOW

TEAM UP
MULTIBALL × 3 ON TEAM SHAPE

BAMBAM
BAMBAM DROP TARGETS (SET OF 3)

OUCH
OUCH DROP TARGETS (SET OF 4)

BUMPERS ×3
BOOM! ×2
RED BLAST ×2
GAIN 2× SKILL SHOTS
YELLOW BLAST ×2
WAM ×2

BUMPER BONUS ACTIVE

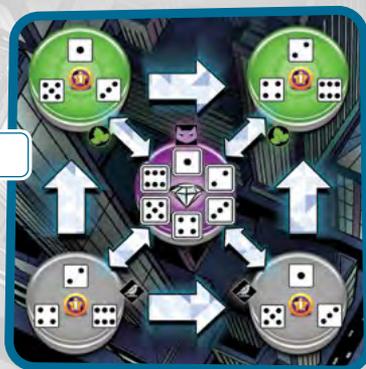
WAM BONUS ACTIVE

PER USED RED FLIPPER BOX

PER USED YELLOW FLIPPER BOX

GOTHAM CITY GEMS

**BUMPERS
(SET OF 12)**



**DIAMOND
VALUE
TRACK**



SKILL SHOT

SKILL SHOT



SPECIAL RULES

When you complete the three Team Up Multiball targets in the center, you activate multiball, and Team Up with whomever you last hit to complete the set. Mark the TEAM UP indicator on the back glass as a reminder whom you are teamed up with. Your team up lasts as long as you are in multiball.

Unlike normal multiball, you don't get 2x stars for all shots. Instead, you gain 3x stars, but only when you hit a target with a symbol (square, circle, or diamond) that matches the symbol of whomever you are teamed up with. If the symbol doesn't match, you can still hit it, but just score the normal stars instead of 3x.

If you complete the TEAM UP MULTIBALL targets while still in multiball, you switch your teammate to whomever you last hit.

You can start multiball as many times during a ball as you are able and you can team up with the same partner any number of times.

POW

The POW targets give you a Skill Shot when complete. These can be reached from the Red Flipper, or when leaving the Bumpers.

KO

Gain 2 stars for each KO target. Note that even though each target has three numbers in different shapes, hitting any will mark the entire target. The shapes are just used to give bonus stars if in multiball.

When both targets are complete, advance the DIAMOND VALUE track.

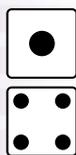
WAM

These targets can only be hit from the Red Flipper. They must be hit in order (◻◻◻ target, then ◻◻◻ then ◻◻◻).

BOOM!

This feature is a Captive Ball that can be hit from the Yellow Flipper, on a , , or . This box is never filled in as shown by the infinity symbol. Then the other, unchosen die, is used to mark off one of the boxes, which scores that many stars. When all six Boom boxes are filled, they are erased. You may move to the Boom box with a , , or  even if the unchosen die would fill in a box that is already filled.

Example: You are on the Yellow Flipper and roll a . You use the  to move to the BOOM feature, then fill in the 3-star space and score 3 stars. Later in the game you are on the Yellow Flipper and roll . You can move to the BOOM feature, but the 3-star space is already filled so you score no points.



BUMPERS

The Bumpers are located on the backglass. They can be reached from either the red or yellow flippers.

There are four Outer Bumpers, and one central Diamond Bumper. When you move to the Bumpers from the Flippers you must move to an available space on an Outer Bumper. If no space is available you may not move up the ramp.

If all twelve Outer Bumper spaces are filled, erase them all.

When on an Outer Bumper, the ball may be moved to the next Bumper clockwise, or to the Diamond Bumper in the center. Each box on the Diamond Bumper may only be marked once per game. They are not cleared if all six are filled.

When marking a box on the Diamond Bumper, score stars equal to the current value on the Diamond Value track on the backglass. At the start of the game it is 3 stars. Each time you complete the KO targets it increases in value.

If the ball is on the Diamond Bumper it can move to any of the Outer Bumpers.

If the ball cannot remain on the Bumpers (or you choose not to keep it there), it moves down the ramp to the POW targets.



BAM OUCH

Score 1 star for each of these targets you fill. Completing either the BAM or OUCH targets allows you to pick from one of these bonuses:

BAM

- **BOOM 2x stars:** BOOM targets score 2x 🍀s. Applies for the rest of the game.
- **Bumpers 3x stars:** Outer Bumpers score 3x Stars. The inner Diamond bumper is not affected.
- **Red Blast 2x stars:** You may immediately move the ball to any target that could be hit from the Red Flipper using the current die roll. Score 2x stars.
- **2🍀:** Always available.

OUCH

- **Gain 2 Skill Shots:** Mark them on the Skill Shot track.
- **WAM 2x star:** Score 2x stars on WAM Targets until the end of the game
- **Yellow Blast 2x stars:** You may immediately move the ball to any target that could be hit from the Yellow Flipper using the current die roll. Score 2x stars.
- **3🍀:** Always available.



