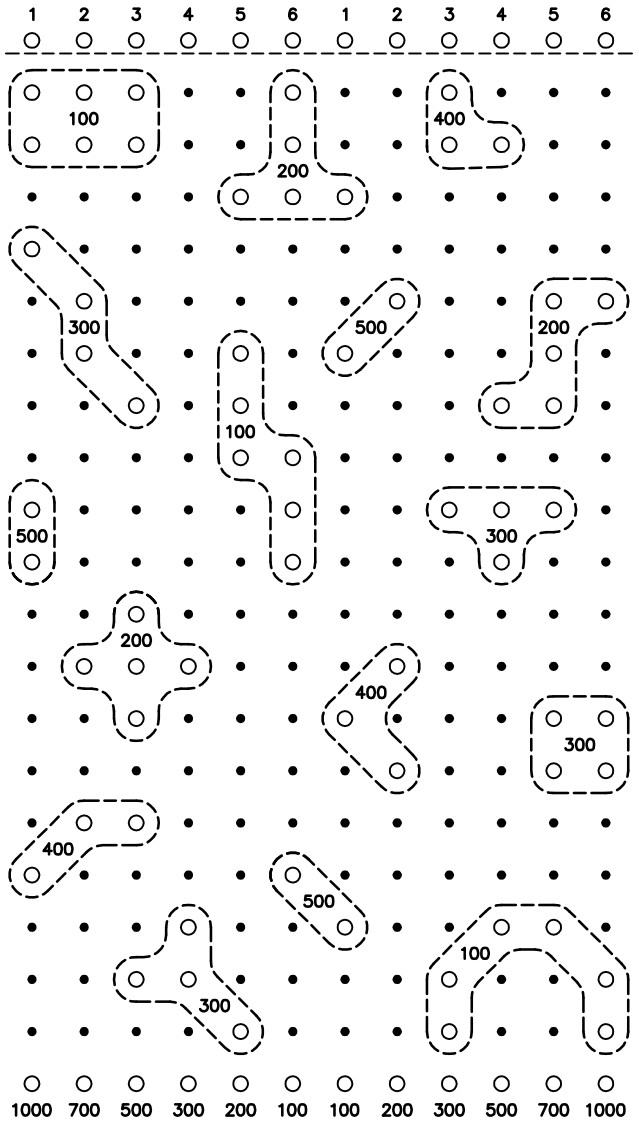
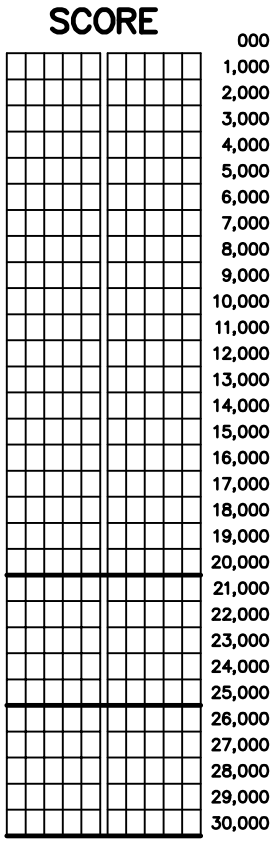
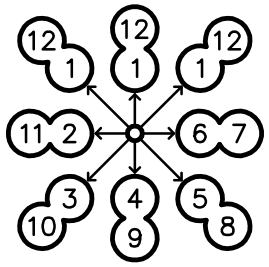
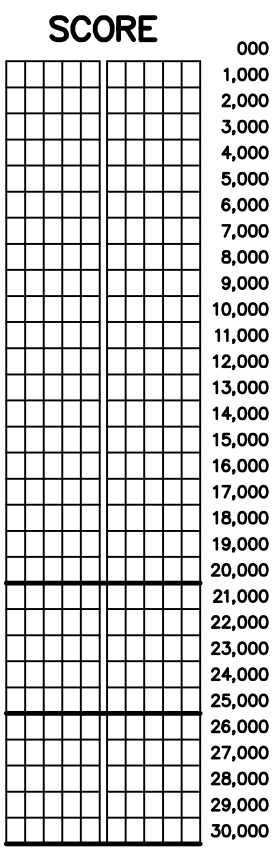
Sid Sackson's

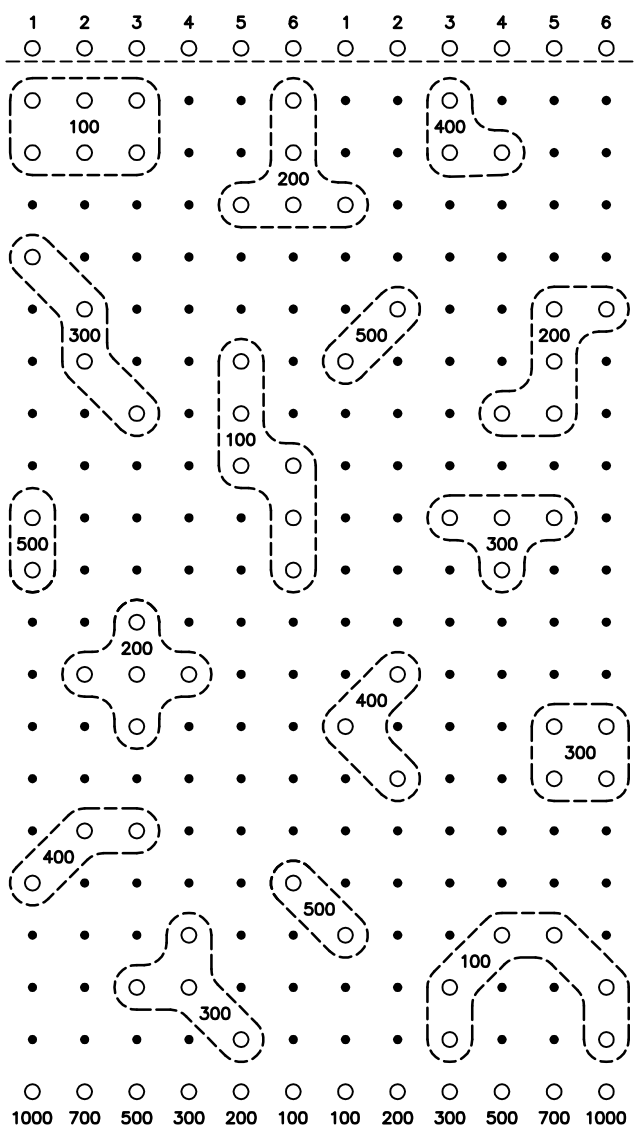
pinball











There are 2 game playing areas on this sheet. You will need 2 dice and 4 different colored markers, one color for each ball. Balls start at the top, and continue to the next adjacent mark determined by dice roll. The diagram at the top indicates the directions in which the ball can be moved. Ball movement is traced, from point to point, by drawing a line with a colored marker. 4 balls are played, one at a time.

To play: Roll the dice. Mark a circle at the top that matches one of the dice. Roll again and choose either number, or a sum of the two and draw a line in the direction permitted by the diagram. On its first move the ball must move down — straight or diagonally. If the ball cannot be moved, roll again. Continue by rolling the dice and moving the ball to the next adjacent point. The ball can move any direction except back to the top row or onto a spot that was used before. The ball continues until it reaches the bottom or until there is no unused adjacent point to which it can move. Each of the 4 balls is played in this manner.

Scoring: When the ball reaches a scoring section, score each circle marked by the given value by checking one box for each 100 points. As a bonus, when a scoring section is completed, multiply the given value by the number of different colors in the section. If a ball reaches a circle at the bottom of the field, it scores the number of points indicated under that circle. Each ball scores an additional bonus of 200 points for each different scoring section it enters. You win by scoring 30,000 or more points.