

# F-14 TOMCAT Pre-Flight Checklist

- Score T-O-M-C-A-T to light: LOCKS, *Multi-Ball*, RELEASE, and RIPOFF.
- Launch Ramp lamps: RED = LOCKS; BLUE = LANDINGS.
- Shoot lit RELEASE or RIPOFF with 3 LOCKS to start *Multi-Ball* Play.
- Shoot Launch Ramp DURING *Multi-Ball* to score LANDING.
- 3 Landings win FIGHTER JACKPOT.
- Kill Gen. Yagov or lit KILL Targets to advance KILLS toward EXTRA BALL.
- Shoot FLY BY to light and score BONUS X and start HOT STREAK.
- Shoot TOMCAT targets repeatedly to advance HOT STREAK BONUS.
- Hitting lit 1 - 6 targets lights FLY BY BONUS X and Spinner.
- Flight Insurance returns last Ball to player for FLY AGAIN, when lit.

TOP SECRET: *Multi-Ball* Special.

16-554-1

F-14 Instruction card  
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Size: 6" x 3.25"