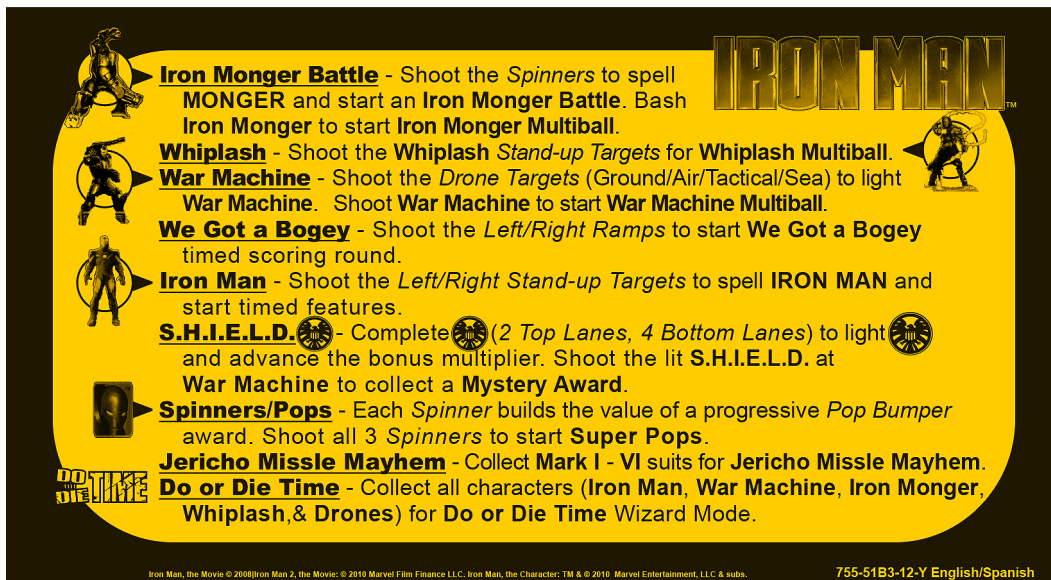


INSTRUCTION CARD

IRON MAN

VAULT EDITION



IRON MONGER BATTLE - Shoot the *Spinners* to spell **MONGER** and start an **Iron Monger Battle**. Bash Iron Monger to start **Iron Monger Multiball**.

Whiplash - Shoot the *Whiplash Stand-up Targets* for **Whiplash Multiball**.

War Machine - Shoot the *Drone Targets* (Ground/Air/Tactical/Sea) to light **War Machine**. Shoot **War Machine** to start **War Machine Multiball**.

We Got a Bogey - Shoot the *Left/Right Ramps* to start **We Got a Bogey** timed scoring round.

Iron Man - Shoot the *Left/Right Stand-up Targets* to spell **IRON MAN** and start timed features.

S.H.I.E.L.D. - Complete (2 Top Lanes, 4 Bottom Lanes) to light and advance the bonus multiplier. Shoot the lit **S.H.I.E.L.D.** at **War Machine** to collect a **Mystery Award**.

Spinners/Pops - Each *Spinner* builds the value of a progressive *Pop Bumper* award. Shoot all 3 *Spinners* to start **Super Pops**.

Jericho Missile Mayhem - Collect **Mark I - VI** suits for **Jericho Missile Mayhem**.

Do or Die Time - Collect all characters (**Iron Man, War Machine, Iron Monger, Whiplash, & Drones**) for **Do or Die Time Wizard Mode**.

IRON MAN

DO OR DIE TIME

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