PinClash Timer Guide

For most challenges, the timer will stop once the associated animation is displayed on-screen.

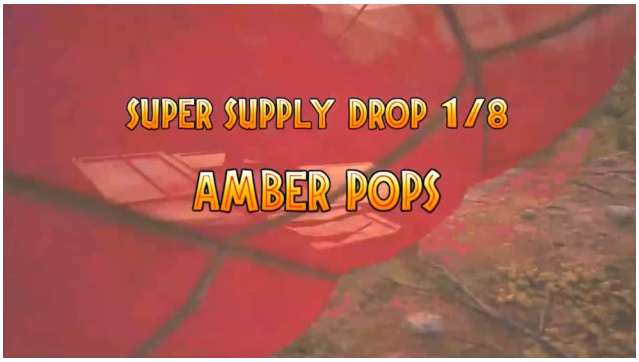
PLEASE NOTE – If you drain your ball some animations may be cancelled. Challenges will be considered incomplete unless the associated animation is displayed!

Start T-Rex Multiball - T-Rex Fed Animation

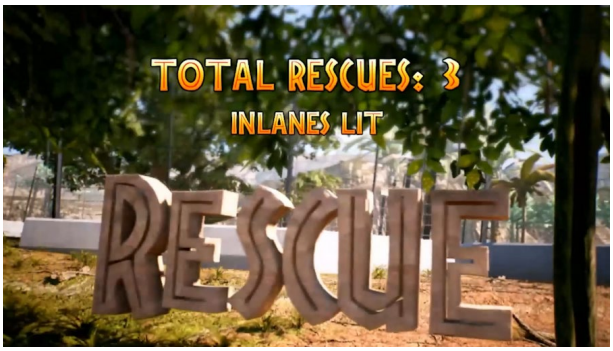
Capture One/Two Dinosaur(s) – Dinosaur Helicopter Animation

50,000,000+ / 100,000,000+ Score – Once the total score is displayed

Collect a Super Supply Drop – When the words SUPER SUPPLY DROP are shown in the animation. This animation is the same as the regular Supply Drop, thus the need to see SUPER SUPPLY DROP

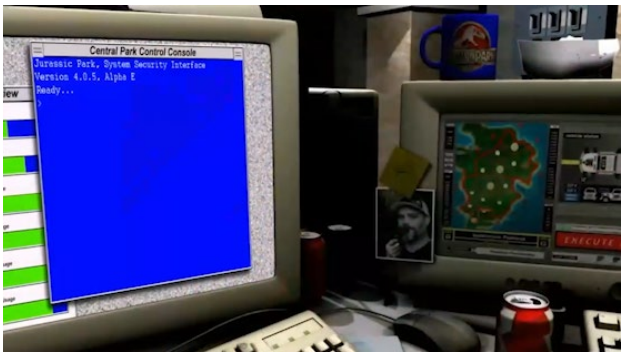


Rescue 3/6/8 Staff – TOTAL RESCUES: 3/6/8 on-screen.



Start 2x Scoring – When the 2x PLAYFIELD SCORING insert begins to blink.

Start a Control Room Mode – When the Control Room computer animation begins.



Start CHAOS Multiball – Beginning of CHAOS Multiball animation

Start Raptor Tri-Ball – RAPTOR TRI-BALL displayed

Collect a 20,000,000+/50,000,000+ Pteranodon Attack – Pteranodon Award displayed on-screen

Collect one letter in CHAOS Multiball – C in CHAOS MULTIBALL highlighted on screen

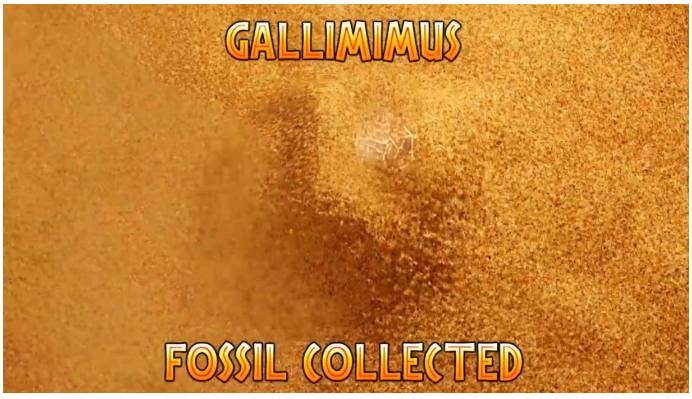
Collect two Raptor Jackpots – When the *SECOND* Raptor Jackpot value is displayed

Collect an Extra Ball – Beginning of the Extra Ball animation

Collect 3 DNA Combos – When the extra ball is lit is displayed, and only when from a combo! 6 rescues will NOT complete this challenge.

Earn a Perfect Paddock Bonus – Only when PERFECT PADDOCK! is displayed

Collect a Control Room Mode Fossil / T-Rex Event Fossil – When the Fossil award is displayed



Collect a T-Rex Multiball Super Jackpot – SUPER JACKPOT score display