GUARDIANS OF THE GALAXY

MAIN ATTRACTIONS
- Original Score Music and Other Pieces Composed by Ken Kale
- Hand-Drawn Art by Artist Christopher Franchi
- 6 Interactive Game Play Modes
- HD Video Scenes From the Original Film
- High Fidelity Sound System

GAME FEATURES
- Groot Bash Toy with Motorized Jaw
- Groot 4 Ball Lock Mechanism
- One Playfield Magnet to Divert Balls and Create Multiball Chaos
- Guardians of the Galaxy Bar Target
- Ball Scoop Kickback
- 2 Control Gate Divert Mechanisms
- 3 RGB LED Multiball Pop Dampers
- 5 Hadron Enforcer and 2 Great Stand-Up Targets
- 4 Flashing LED Ramp Mini Mars Domes

ADDITIONAL GAME FEATURES
- Rocket Figure (Static)
- Orb Toy (Static) in Open Position with Illuminated Infinity Stone
- Drop Target with Trip Coil Virtual Ball Lock

HARDWARE & TRIM
- Snap-Latch Front Molding
- Traditional Playfield Red Supports
- Powder-Coated Black Wrinkle Finish Legs, Side Arm, Hinges, and Front Lockdown Molding

LIGHTING
- Shot Arrow RGB LED Lighting
- RGB LED Lockdown Molding Hadron Enforcer (Smart Button)

GENERAL
- Stereo High Fidelity Sound System with 1 Channel Amplifier
- Separate Treble and Bass Adjustment
- CPU Mounted Line-Out Audio Connector for External Amplification
- General Illumination LED Lighting (White)
- SPIKE-2 Electronic System with Switching Power Supply

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