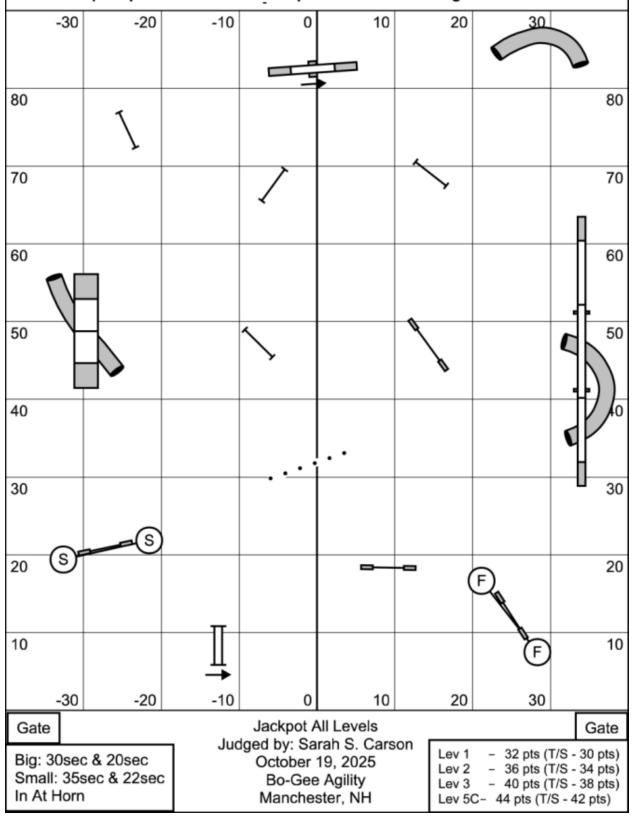
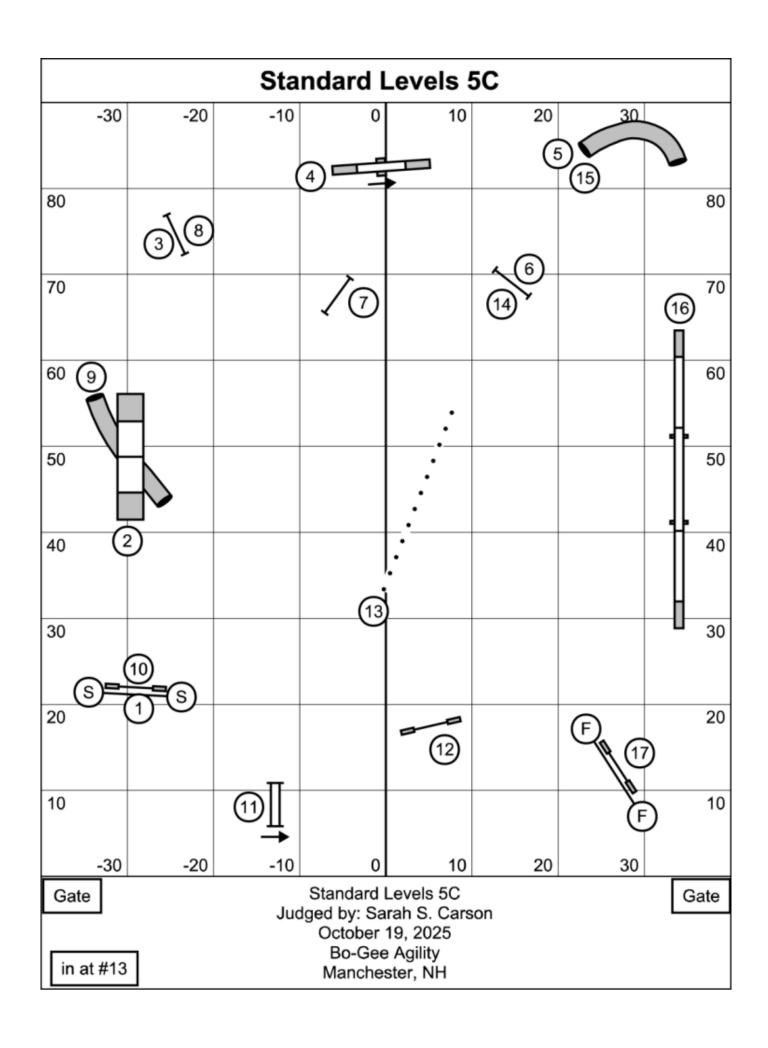
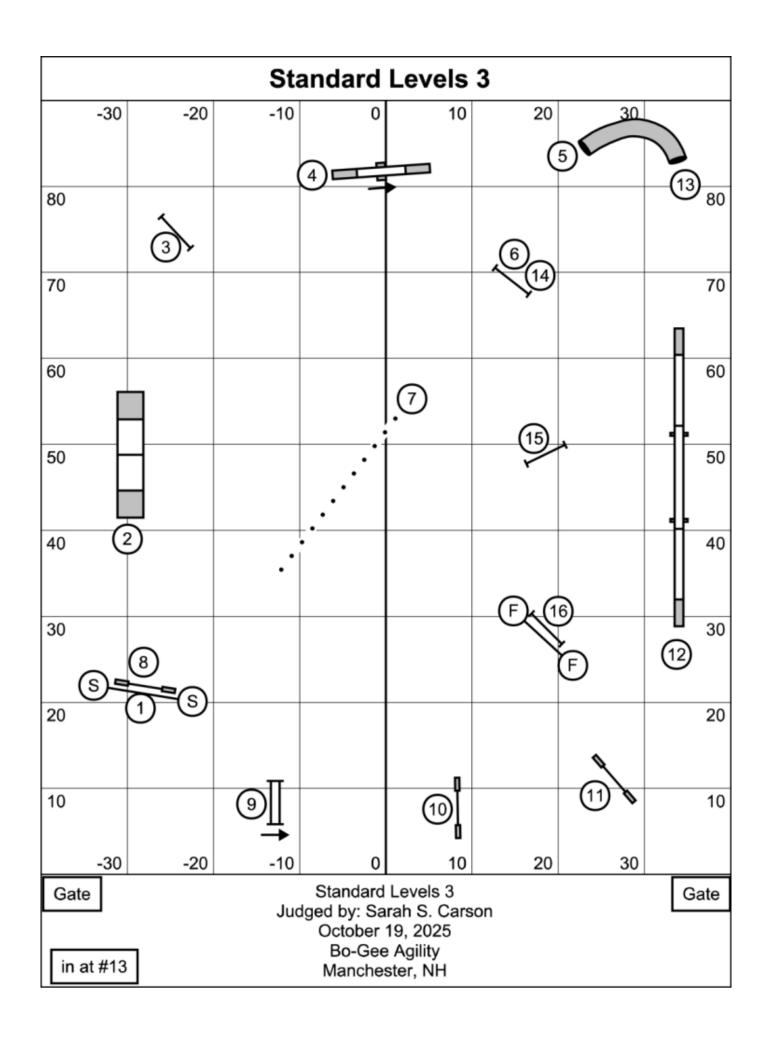
Jackpot All Levels

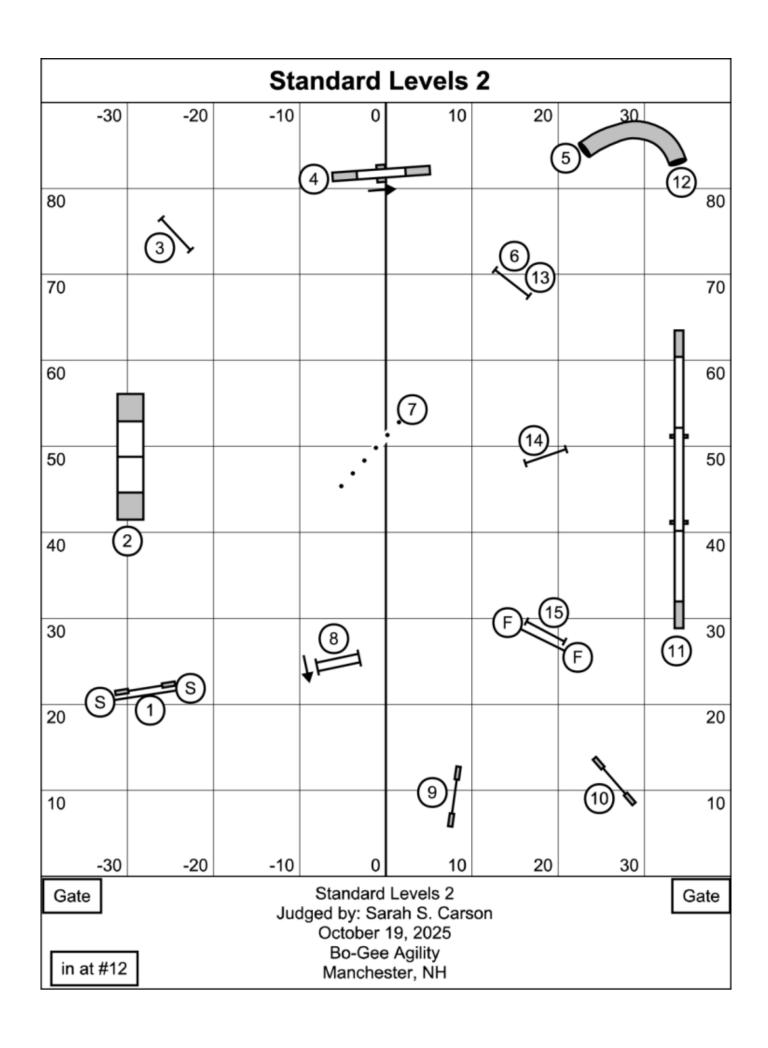
In Opening: everything is worth points twice. Jumps worth 1pt, Double jump, tunnels & weaves worth 3pts, and Contacts worth 5pts.

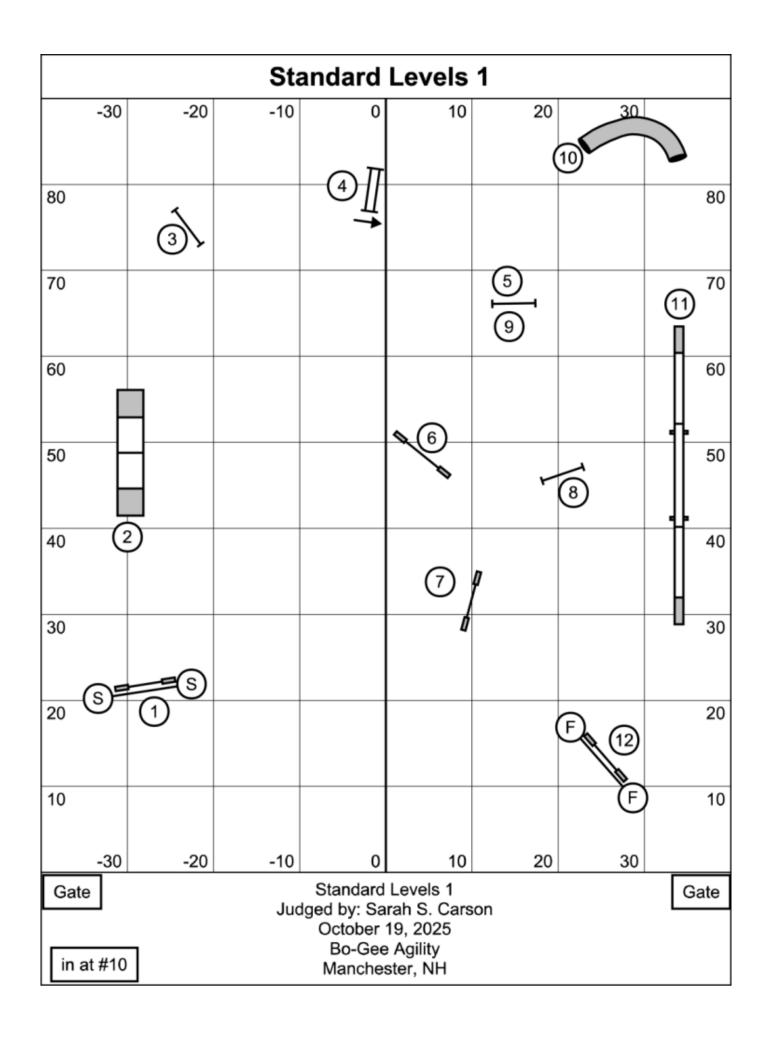
In Closing: all obstacles are worth double their regular point value one time only. Finish Jump stops time and is worth 5 points if successful- get there on time!

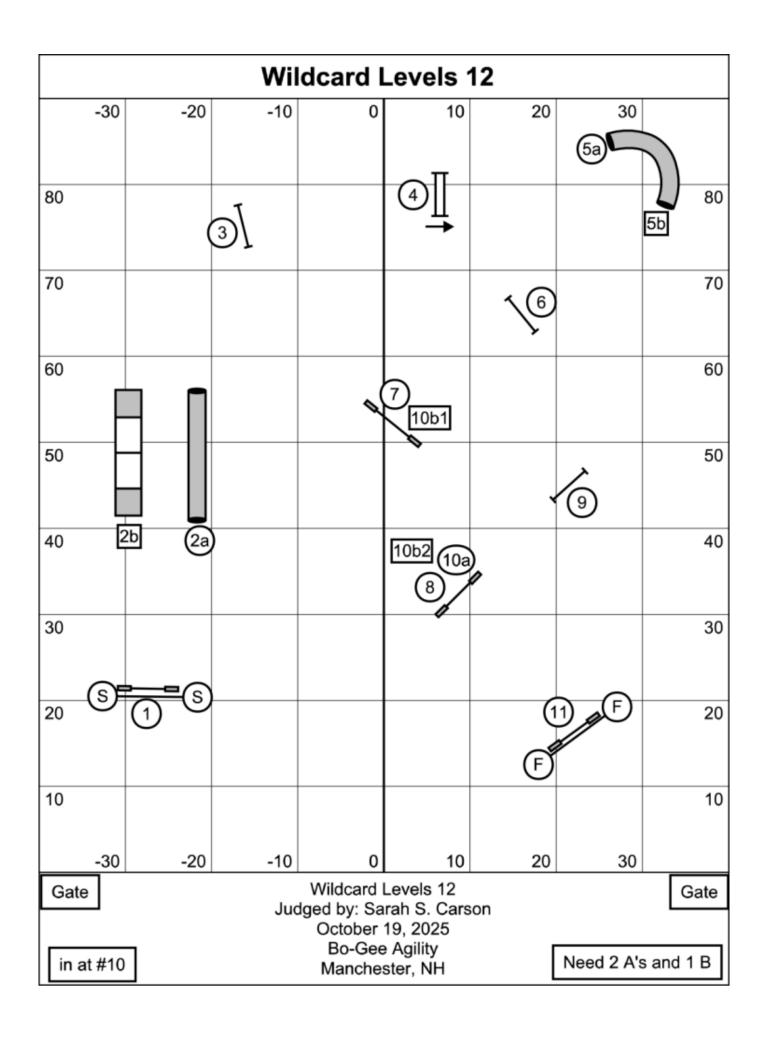


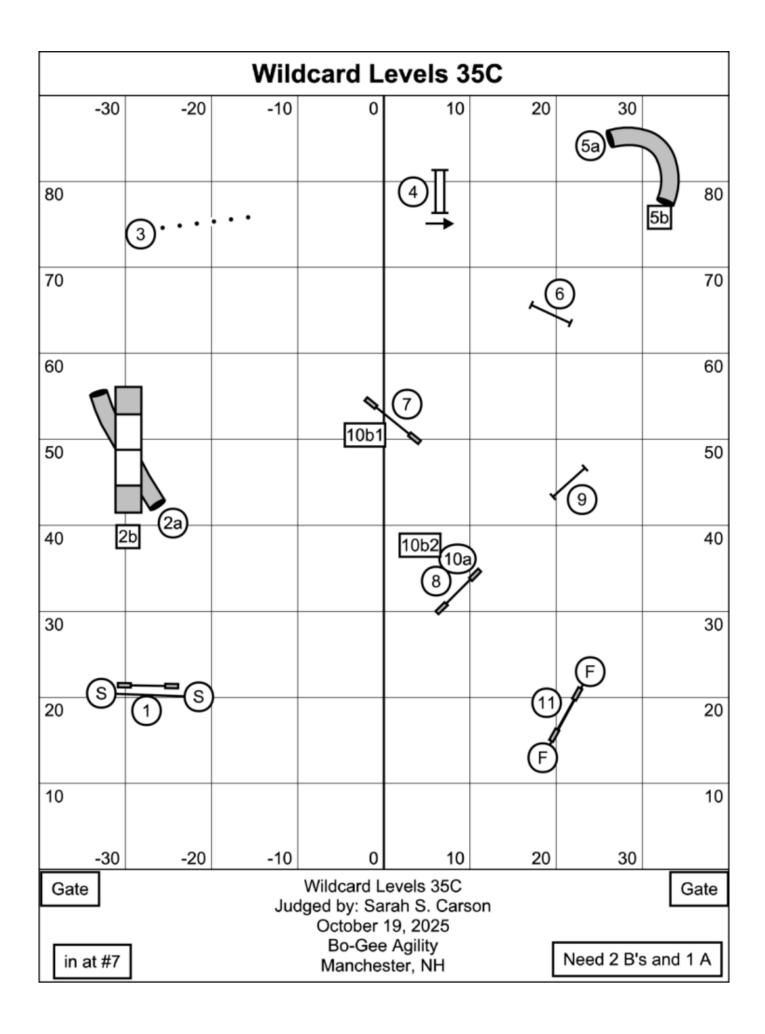








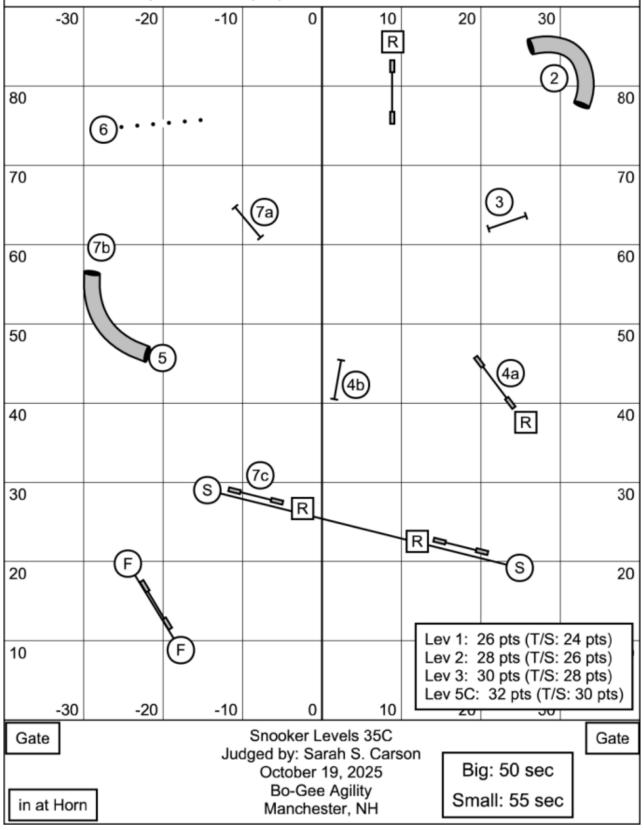




Snooker Levels 35C

In Opening: Everything is bi-directional. The combos can be taken in any order but be sure to complete all parts, even if the first part is faulted.

In Closing: #2 is bi-directional, #3-7 must be taken as directed. Finish jump is live after 3rd color completed. Finish jump is bi-directional and not faultable.



Snooker Levels 12

In Opening: Everything is bi-directional. The combos can be taken in any order but be sure to complete all parts, even if the first part is faulted.

In Closing: #2 is bi-directional, #3-7 must be taken as directed. Finish jump is live after 3rd color completed. Finish jump is bi-directional and not faultable.

