



Skee-Ball Premium Home Arcade with Coal Cork

Starting at \$4,499

Bring the arcade home and Keep The Good Times Rollin'™!

Designed for the arcade enthusiast, game fanatic, and kid in all of us, our Premium Skee-Ball® alley will bring the authentic arcade sounds and classic features you know and love right to your home. Perfect your game or see who can hold the high score, in bringing some serious fun and joy into your home.

Take your game room to the next level with this high-quality, fine detailed official Skee-Ball® game, handcrafted in the heart of the Midwest where quality, fine details, and authenticity combine to create a masterpiece you'll be proud to show off.

Features:

- (5) heavy 2.75" round, woodgrain balls
- Authentic 6mm-thick cork ramp for lasting durability
- Classic playfield with durable, rubber "hundo" targets
- Lit playfield target area
- Authentic Skee-Ball® carnival arcade sounds
- Color changing LED under-glow that coordinates to each player
- Digital LED pixel marquee display with colorful visuals
- 6 fun game modes that allow 1 - 6 players
- Ball collection and auto-return on the front
- Easy access volume and game control buttons on front
- Available in 3 cork options: coal, scarlet and indigo
- Runs on 110v wall outlet
- Designed for indoor use
- Some assembly required

MADE IN THE USA

Assembled Dimensions:

- 24"W x 108"L x 66"H
- Approximately 245 lbs.

GAME PLAY

Classic: Each player rolls 9 balls up the ramp into the targets, high score wins.

Three-Ball: A twist on Classic, each player rolls 3 frames of 3 balls each, high score wins.

Speed: Players roll balls as fast as they can for 30 seconds, high score wins.

Countdown: Players roll 3 balls at a time to countdown from 310 to exactly zero. First player to zero wins. Note: if you bust, your turn is over for that round.

Light 'em up: Players roll 3 balls at a time, aiming to hit each target once. The goal is to hit each target with the least amount of balls. Note: you only need to hit one of the 'hundo' targets.

Blackjack: Each player is dealt a random card. Roll one ball at a time to reach exactly twenty-one. Don't bust or your game is over. Game ends after completing the round in which any player scores a twenty-one.

10 Target = Ace, 11 points first time, 1 point each time after

20 Target = 2 points

30 Target = 3 points

40 Target = 4 points

50 Target = 5 points

Hundo Targets = 10 points

