The flashing Wizard Hat displays when a game in play has met it's Pull Target and needs to be pulled. If the game has not been manually pulled, the computer will automatically pull the game after the chosen amount of time selected has been met. To select the Auto Pull time, go to: Main > Special Setup > Auto Pull Time

The flashing Crystal Ball displays when a game has met its Pull Target and was auto-pulled by the computer however, the game was then put back into play by the clerk.

The flashing Magic Wand displays when a game has been "beat up" and needs to be pulled.