

SPIDER-MAN

INSTRUCTIONS

3 BALLS PER PLAYER

COMPLETING 1-2-3 SEQUENCE LIGHTS "SCORES BONUS," ADDS ONE LIT SPOT TO RIGHT DROP TARGETS AND RESETS 1-2-3 SEQUENCE.

COMPLETING A & B ROLLOVERS LIGHT THE RIGHT EXTRA BALL FEATURE WHEN ADJACENT SPOT IS LIT. THE POP BUMPERS MOVE THE LIT SPOTS.

ALL DROP TARGETS SCORE 3000 POINTS. COMPLETING RIGHT DROP TARGETS LIGHTS LEFT EXTRA BALL FEATURE, SPIN TARGET AND RESETS BOTH TARGET BANKS.

POP BUMPERS AND SPIN TARGET SCORE 100 OR 1000 WHEN LIT.

TILT DOES NOT DISQUALIFY A PLAYER.

MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS ON BACKGLASS AFTER GAME IS OVER SCORES ONE REPLAY.

653

B-19864-1

SPIDER-MAN

INSTRUCTIONS

5 BALLS PER PLAYER

COMPLETING 1-2-3 SEQUENCE LIGHTS "SCORES BONUS," ADDS ONE LIT SPOT TO RIGHT DROP TARGETS AND RESETS 1-2-3 SEQUENCE.

COMPLETING A & B ROLLOVERS LIGHT THE RIGHT EXTRA BALL FEATURE WHEN ADJACENT SPOT IS LIT. THE POP BUMPERS MOVE THE LIT SPOTS.

ALL DROP TARGETS SCORE 500 POINTS. COMPLETING RIGHT DROP TARGETS LIGHTS LEFT EXTRA BALL FEATURE ALTERNATELY, SPIN TARGET AND RESETS BOTH TARGET BANKS.

POP BUMPERS AND SPIN TARGET SCORE 100 OR 1000 WHEN LIT.

TILT DOES NOT DISQUALIFY A PLAYER.

MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS ON BACKGLASS AFTER GAME IS OVER SCORES ONE REPLAY.

653

B-19864-1

SPIDER-MAN

INSTRUCTIONS

3 BALLS PER PLAYER

COMPLETING 1-2-3 SEQUENCE LIGHTS "SCORES BONUS," ADDS ONE LIT SPOT TO RIGHT DROP TARGETS AND RESETS 1-2-3 SEQUENCE.

COMPLETING A & B ROLLOVERS LIGHT THE RIGHT EXTRA BALL FEATURE WHEN ADJACENT SPOT IS LIT. THE POP BUMPERS MOVE THE LIT SPOTS.

ALL DROP TARGETS SCORE 3000 POINTS. COMPLETING RIGHT DROP TARGETS LIGHTS LEFT EXTRA BALL FEATURE, SPIN TARGET AND RESETS BOTH TARGET BANKS.

POP BUMPERS AND SPIN TARGET SCORE 100 OR 1000 WHEN LIT.

MAKING "SPECIAL" SCORES ONE EXTRA BALL. MAXIMUM ONE BALL PER BALL IN PLAY.

TILT DOES NOT DISQUALIFY A PLAYER.

653

B-19865-1

SPIDER-MAN

INSTRUCTIONS

5 BALLS PER PLAYER

COMPLETING 1-2-3 SEQUENCE LIGHTS "SCORES BONUS," ADDS ONE LIT SPOT TO RIGHT DROP TARGETS AND RESETS 1-2-3 SEQUENCE.

COMPLETING A & B ROLLOVERS LIGHT THE RIGHT EXTRA BALL FEATURE WHEN ADJACENT SPOT IS LIT. THE POP BUMPERS MOVE THE LIT SPOTS.

ALL DROP TARGETS SCORE 500 POINTS. COMPLETING RIGHT DROP TARGETS LIGHTS LEFT EXTRA BALL FEATURE ALTERNATELY, SPIN TARGET AND RESETS BOTH TARGET BANKS.

POP BUMPERS AND SPIN TARGET SCORE 100 OR 1000 WHEN LIT.

MAKING "SPECIAL" SCORES ONE EXTRA BALL. MAXIMUM ONE BALL PER BALL IN PLAY.

TILT DOES NOT DISQUALIFY A PLAYER.

653

B-19865-1

SPIDER-MAN

INSTRUCTIONS

3 BILLES PAR JOUEUR

Eteindre les chiffres 1-2-3 allume "SCORE BONUS" additionne un spot lumineux aux cibles de droite te fait réapparaître les chiffres 1-2-3.

Faire les passages A te B allume l'extra ball de droite lorsque le spot adjacent est allumé, les bumpers font changer l'allumage des spots.

Toutes les cibles donnent 3000 points. Abattre toutes les cibles de droite, allume l'EXTRA BALL de gauche, la cible tournante, et réarme toutes les cibles.

Les bumpers et la cible tournante donnent 100 points, ou 1000 points lorsqu'ils sont allumés.

Le Tilt ne disqualifie pas le joueur.

A la fin de la partie, lorsque les deux derniers chiffres du joueur sont identiques aux deux chiffres affichés au bas au milieu du fronton (number to match) une partie est obtenue.-

A-20084

SPIDER-MAN

INSTRUCTIONS

5 BILLES PAR JOUEUR

Eteindre les chiffres 1-2-3 allume "SCORE BONUS" additionne un spot lumineux aux cibles de droite te fait réapparaître les chiffres 1-2-3.

Faire les passages A te B allume l'extra ball de droite lorsque le spot adjacent est allumé, les bumpers font changer l'allumage des spots.

Toutes les cibles donnent 500 points. Abattre les cibles de droite, allume alternativement, l'EXTRA BALL de gauche, la cible tournante, et réarme toutes les cibles.

Les bumpers et la cible tournante donnent 100 points, ou 1000 points lorsqu'ils sont allumés.

Le Tilt ne disqualifie pas le joueur.

A la fin de la partie, lorsque les deux derniers chiffres du joueur sont identiques aux deux chiffres affichés au bas au milieu du fronton (number to match) une partie est obtenue.-

A-20084

1 REPLAY FOR EACH SCORE OF 210,000 POINTS
1 REPLAY FOR EACH SCORE OF 360,000 POINTS
1 REPLAY FOR EACH SCORE OF 510,000 POINTS
3 REPLAYS FOR BEATING HIGH SCORE TO DATE

A-19307

1 REPLAY FOR EACH SCORE OF 210,000 POINTS
1 REPLAY FOR EACH SCORE OF 360,000 POINTS
1 REPLAY FOR EACH SCORE OF 510,000 POINTS

A-19307

1 REPLAY FOR EACH SCORE OF 270,000 POINTS
1 REPLAY FOR EACH SCORE OF 400,000 POINTS
1 REPLAY FOR EACH SCORE OF 550,000 POINTS
3 REPLAYS FOR BEATING HIGH SCORE TO DATE

A-19309

1 REPLAY FOR EACH SCORE OF 270,000 POINTS
1 REPLAY FOR EACH SCORE OF 400,000 POINTS
1 REPLAY FOR EACH SCORE OF 550,000 POINTS

A-19309

SCORING 200,000 POINTS ADDS 1 BALL
SCORING 350,000 POINTS ADDS 1 BALL
SCORING 500,000 POINTS ADDS 1 BALL

A-19471

SPIDER-MAN

SCORES ARE LISTED FROM LIBERAL TO CONSERVATIVE.
RECOMMENDED CARDS ARE MARKED * FOR 3 BALL AND † FOR 5 BALL.

REPLAY SCORES			ADD-A-BALL SCORES	
A-19461	180,000 – 310,000 – 450,000		A-19821	190,000 – 330,000 – 480,000
A-19462	200,000 – 330,000 – 470,000	* †	A-19471	200,000 – 350,000 – 500,000
A-19816	210,000 – 340,000 – 480,000		A-19426	210,000 – 360,000 – 510,000
* A-19307	230,000 – 360,000 – 510,000			
A-19464	240,000 – 370,000 – 510,000			
A-19308	250,000 – 380,000 – 530,000			
† A-19309	270,000 – 400,000 – 550,000			
A-19910	290,000 – 420,000 – 570,000			
A-19911	310,000 – 430,000 – 590,000			

NOTE: IF GAME IS OPERATED WITHOUT “HIGH GAME TO DATE” FEATURE TURN SCORE
CARD OVER.

A-19863-1

Used fonts: Futura Hv BT, Futura Md BT, Futura Bk BT, Helvetica, News Gothic MT Std, News Gothic Std.

Cards status:

B-19864-1 instruction card confirmed.

B-19865-1 instruction card confirmed.

A-20084 French instruction card confirmed.

A-19309 score card confirmed.

A-19471 score (add a ball) card confirmed.

A-19863-1 score index card confirmed.

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun,
Peter

www.inkochnito.nl