

# **MIDDLE EARTH™**

**Drop targets light "Extra Ball" and "Special" features**

**Standing targets increase value of Thumpers, Spinners, and Rollovers**

**Lighting all rollovers = Double Bonus**

**Tilt disqualifies ball in play**

**Matching last two numbers in score to number that appears in "Match Display" after game is over scores one replay.**

## **FREE PLAY**

020292-01

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## **FREE PLAY**

# 3 BALLS

FIRST REPLAY

.....

SECOND REPLAY

.....

# 5 BALLS

FIRST REPLAY

.....

SECOND REPLAY

.....

|           |     |                |
|-----------|-----|----------------|
| AUDIO     | 2A  | 250V           |
| DISPLAY   | .5A | 250V (SLO-BLO) |
| DISPLAY   | .5A | 250V (SLO-BLO) |
| LAMP      | 15A | 250V           |
| LOGIC     | 7A  | 250V (SLO-BLO) |
| SOLENOIDS | 15A | 250V           |

**CAUTION: REPLACEMENT FUSES MUST HAVE THE  
SAME RATINGS INDICATED ABOVE**

007024-01

Font used: Helvetica, Times New Roman

**Cards status:**

020292-01 confirmed.

Ball-in-Play cards universal.

Change score levels to fit your desired level.

Fuse card 007024-01 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](http://www.inkochnito.nl)

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