

INDIANA JONES PLAYFIELD SHOT MAPS

TOURNAMENT PLAY



Dot Matrix Display

STERN

With sufficient credit, press the **Green Start Button** for a normal game.

With sufficient credit, press the **Yellow Start Button*** for a Tournament Game.

***Note:** If it is not flashing, a Tournament has not started or has not been set-up.

This is the **pinball plunger**. Pull-back and let go when a pinball is sitting in the Skill Shot Lane (the pinball has now been plunged). Watch the **Dot Matrix Display** for hints and other helpful information during game play. Flashing lights also alert you on where to strike next!

Press the **Red Flipper Buttons** to keep the pinball in play and to make your shots to collect big points and awards.

INSTALL 8 BALLS
4 BALLS WILL AUTO FEED TO ARK ^{-0.5}

For Proper Operation of this Pinball Game, < 8 > Pinballs must be installed in the front 4-Ball Trough. < 4 of 8 > Pinballs will automatically feed into the Ark Assembly above the playfield.

Watch the Backpanel, X2 Scoring When Lit!

Backpanel

Cairo Swordsman Gate (over the Map Room)

Ball Lock (on the Crystal Skull Ramp)

Crystall Skull Ramp (Kingdom of the Crystal Skull)

Skill Shot Ramp (Gate pass locks in lit up choice)



HOLD FLIPPER BUTTON FOR STATUS INFO

HOLD FLIPPER BUTTON FOR STATUS INFO

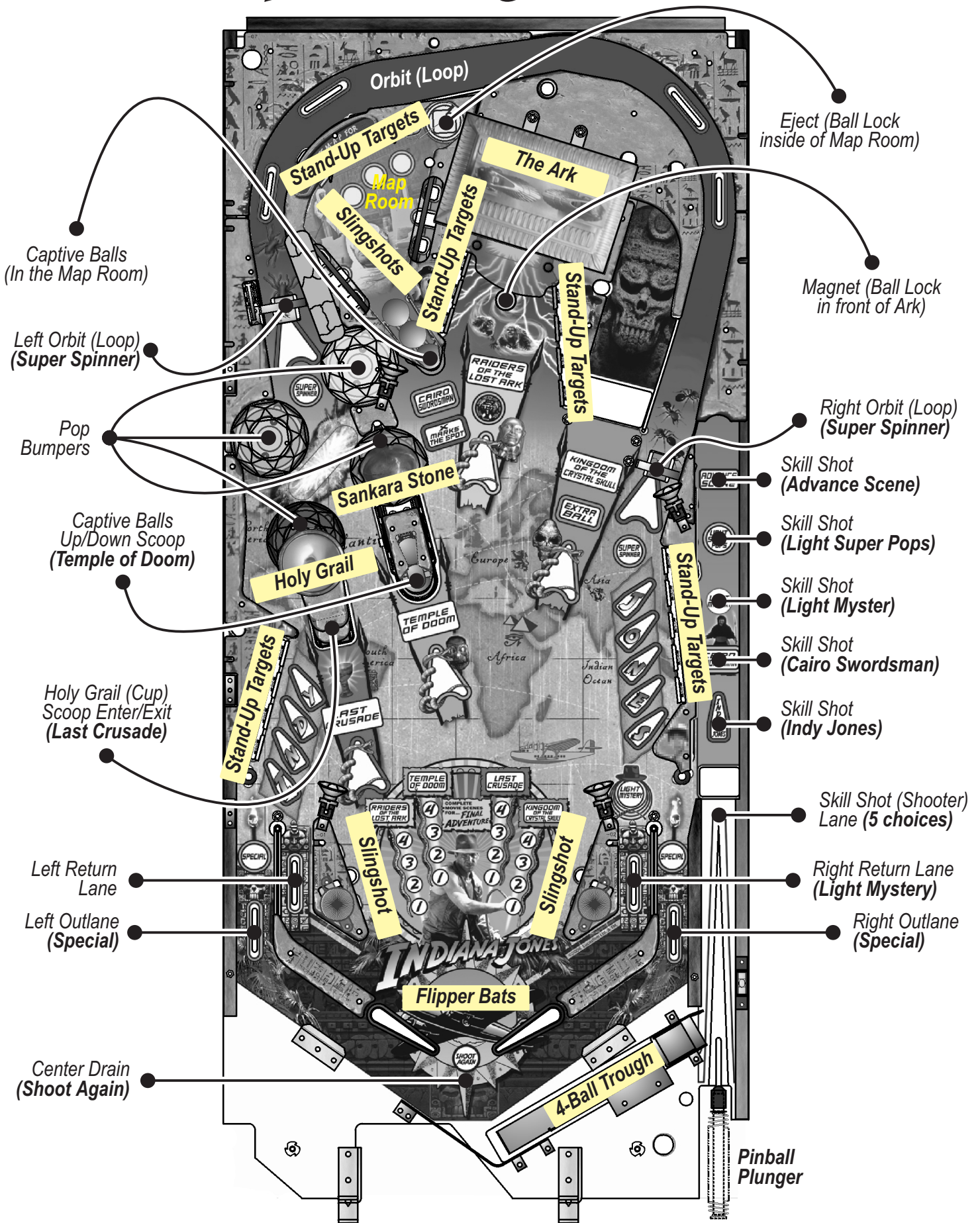
1. Press the Start button to start the game.
2. Press the Start button to start the game.
3. Press the Start button to start the game.
4. Press the Start button to start the game.
5. Press the Start button to start the game.
6. Press the Start button to start the game.
7. Press the Start button to start the game.
8. Press the Start button to start the game.
9. Press the Start button to start the game.
10. Press the Start button to start the game.



NON-TOURNAMENT PLAY
\$.75 = 1 ball x1
\$2.00 = 1 ball x3
TOURNAMENT PLAY!
\$1.50 = 1 ball x1

PLAYFIELD OVERVIEW

PLAYFIELD OVERVIEW

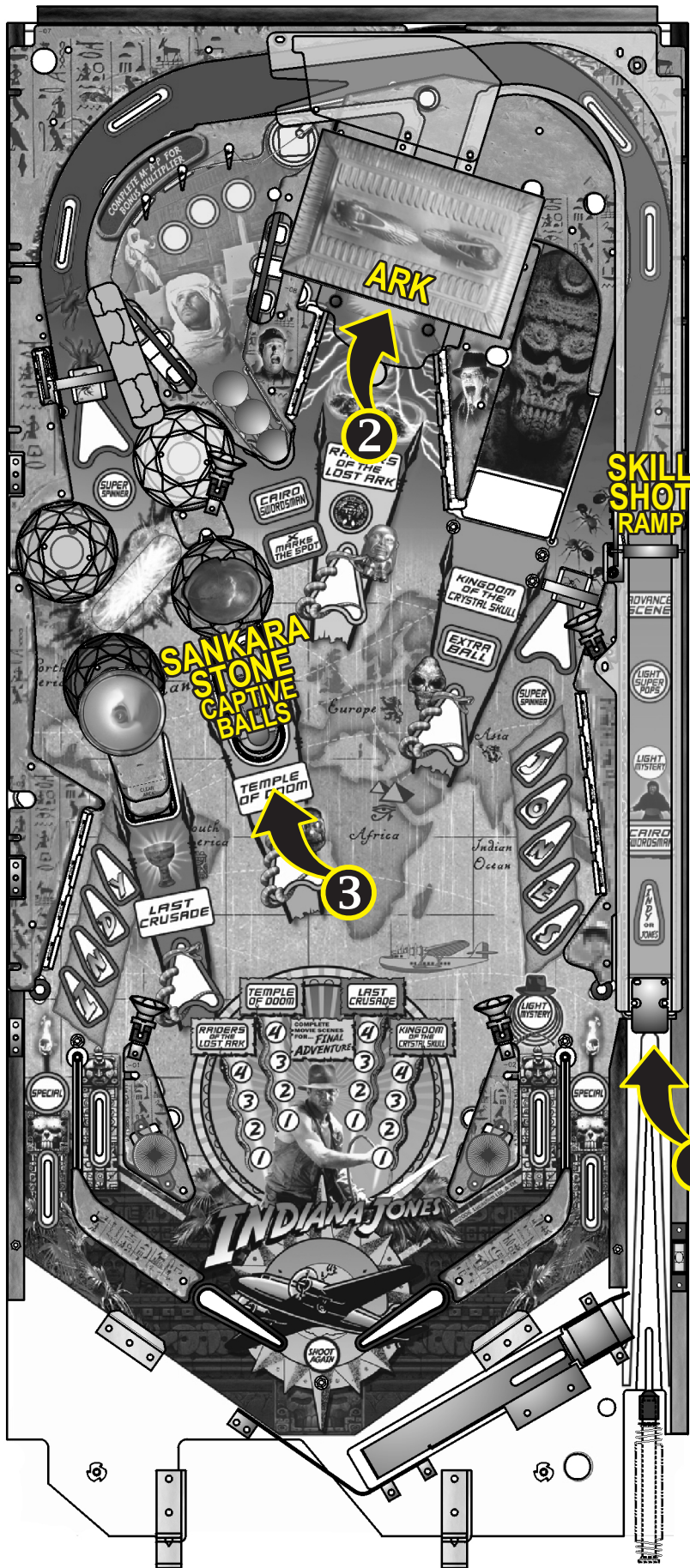




1. Press the **SHOOT AGAIN** button to start the game.
 2. Press the **SHOOT AGAIN** button to start the game.
 3. Press the **SHOOT AGAIN** button to start the game.
 4. Press the **SHOOT AGAIN** button to start the game.
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NON-TOURNAMENT PLAY
 \$.75 = 1 coin x1
 \$2.00 = 1 coin x3
TOURNAMENT PLAY!
 \$1.50 = 1 coin x1

INSTRUCTION CARD [1, 2 & 3]



2 Shoot the Ark to start **RAIDERS MULTIBALL**. In **RAIDERS MULTIBALL**, collect Jackpots and return to the Ark to complete movie scenes.

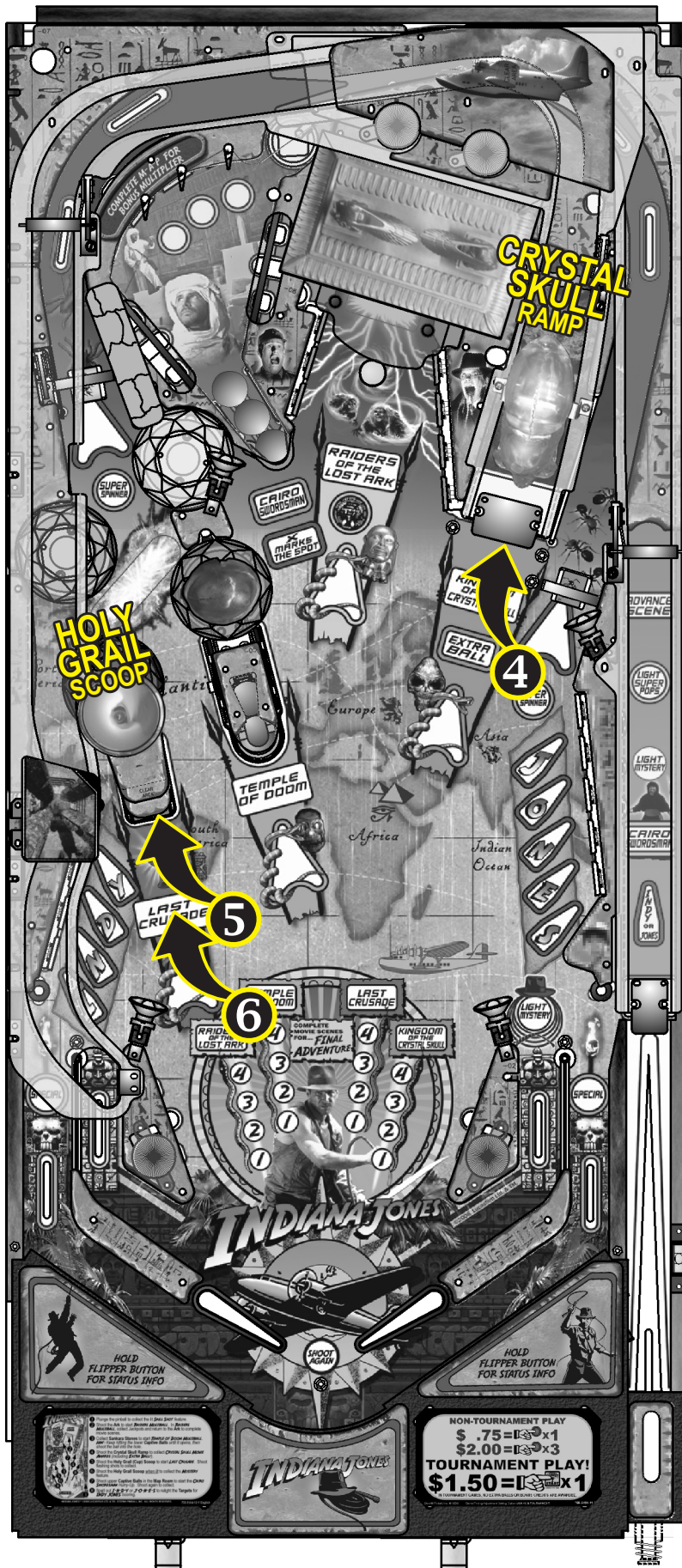
3 Collect Sankara Stones to start **TEMPLE OF DOOM MULTIBALL**.

HINT: Keep hitting the lower **Captive Balls** until it opens, then shoot the ball into the hole.

1 Plunge the pinball to collect the lit **SKILL SHOT** feature.



INSTRUCTION CARD [4, 5 & 6]



4 Shoot the **Crystal Skull Ramp** to collect **CRYSTAL SKULL MOVIE AWARDS** (including **EXTRA BALL!**).

5 Shoot the **Holy Grail (Cup) Scoop** to start **LAST CRUSADE**. Shoot flashing shots to collect.

6 Shoot the **Holy Grail Scoop** *when lit* to collect the **MYSTERY** feature.

NON-TOURNAMENT PLAY
 \$.75 = 1 coin x 1
 \$ 2.00 = 1 coin x 3
 TOURNAMENT PLAY!
 \$ 1.50 = 1 coin x 1



10

MAP ROOM CAPTIVE BALLS

9

7

8

8

HOLD FLIPPER BUTTON FOR STATUS INFO

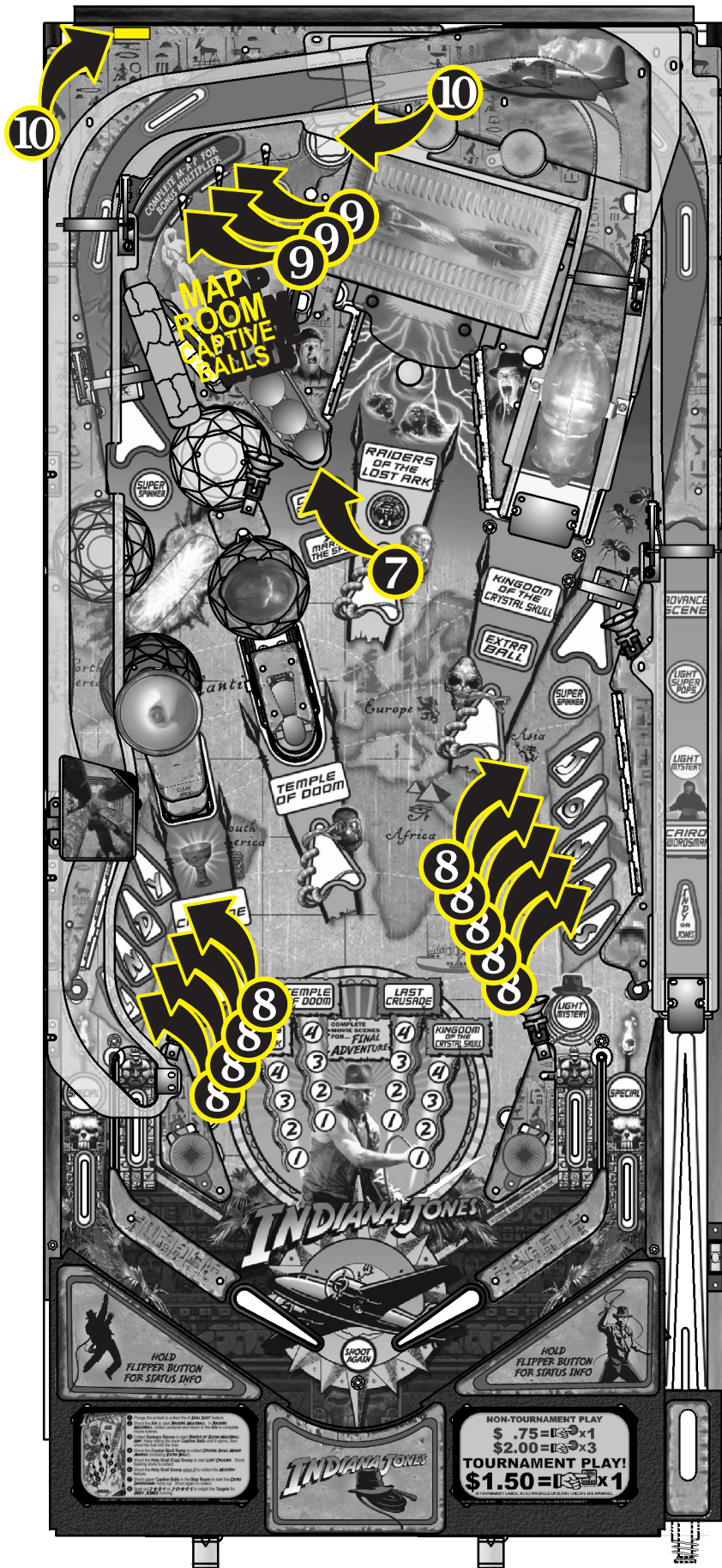
HOLD FLIPPER BUTTON FOR STATUS INFO

1. Press the central button to start the "Ball Game" feature.
 2. Press the left or right button to activate the "Ball Game" feature.
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INDIANA JONES

NON-TOURNAMENT PLAY
 \$.75 = 1x1
 \$2.00 = 1x3
 TOURNAMENT PLAY!
 \$1.50 = 1x1

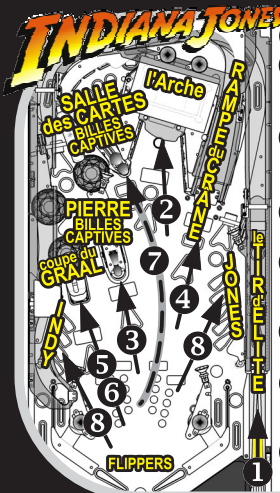
INSTRUCTION CARD [7, 8, 9 & 10]



- 9 Complete **M-A-P** for Bonus Multiplier.
- 10 2X Scoring is started when the pinball enters the *Eject Hole* in the **MAP ROOM** (see the *Dot Display* for the required number of shots needed to start the Round).
- 7 Shoot upper **Captive Balls** in the **Map Room** to start the **CAIRO SWORDSMAN Hurry-Up**. Shoot again to collect.
- 8 Spell out **I-N-D-Y** or **J-O-N-E-S** to relight the **Targets** for **INDY JONES** Scoring.

FRANÇAIS

TRIM PRINTED CARD TO 5.5" X 2.94" TO FIT



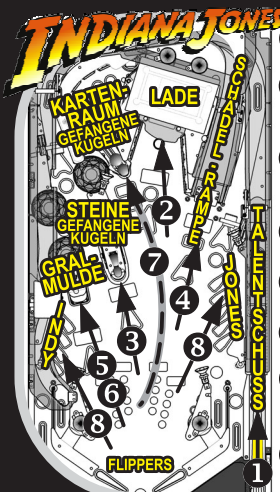
- 1 Propulsez la bille en jeu pour allumer **LE TIR D'ÉLITE**.
- 2 Tirez sur l'**Arche** pour lancer la **MULTIBILLE DES AVENTURIERS**. En mode **MULTIBILLE DES AVENTURIERS**, remportez les jackpots et retournez à l'**Arche** pour terminer les scènes de film.
- 3 Ramassez les **Pierres de Sankara** pour lancer la **MULTIBILLE DU TEMPLE DU PÉRIL**. **INDICE** : Continuez à viser les **billes captives** inférieures jusqu'à l'ouverture, puis propulsez la bille dans le trou.
- 4 Tirez sur la rampe du crâne de cristal pour obtenir le **PRIX DE CINÉMA DU CRÂNE DE CRISTAL** (avec la **BILLE SUPPLÉMENTAIRE!**)
- 5 Tirez sur la coupe du **Sacré Graal** pour lancer le mode de la **DERNIÈRE CROISADE**. Tirez sur les cibles intermittentes pour remporter des points.
- 6 Tirez sur la coupe du **Sacré Graal** lorsqu'elle s'allume pour obtenir le prix **MYSTÈRE**.
- 7 Tirez sur les **billes captives supérieures** de la **salle des cartes** pour lancer le mode **chrono** du **CHEVALIER DU CAIRE**. Tirez une nouvelle fois pour obtenir le prix.
- 8 Épelez **I-N-D-Y** ou **J-O-N-E-S** pour rallumer les **cibles** des points **INDY JONES (Mode)**.

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DEUTSCH

TRIM PRINTED CARD TO 5.5" X 2.94" TO FIT



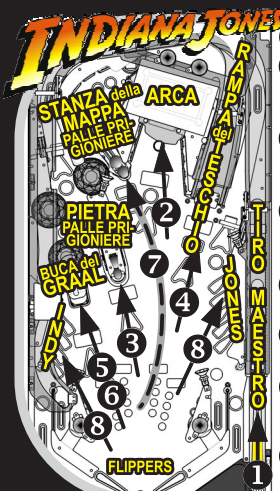
- 1 Ball schießen, um Punkte für beleuchteten **TALENTSCHUSS** zu sammeln.
- 2 Auf **Lade** schießen, um **JÄGER-MULTIBALL** zu starten. In **JÄGER-MULTIBALL** Jackpots sammeln und zur **Lade** zurückkehren, um Filmszenen abzuschließen.
- 3 **Shankara-Steine** sammeln, um **TEMPEL DES TODES-MULTIBALL** zu starten. **HINWEIS**: Die unteren **Gefangenen Kugeln** treffen, bis diese sich öffnen, dann Kugel ins Loch schießen.
- 4 Auf **Kristallschädel-Rampe** schießen, um **KRISTALLSCHÄDEL-FILMBONUS** (inkl. **EXTRAKUGEL!**) zu erhalten.
- 5 Auf **Graal-Mulde (Becher)** schießen, um **LETZTEN KREUZZUG (Modus)** zu starten. Aufleuchtende Schüsse bringen Punkte.
- 6 Auf **beleuchtete Graal-Mulde** schießen, um **ÜBERRASCHUNG** zu erhalten.
- 7 Auf obere **Gefangene Kugeln** im **Kartenraum** schießen, um **KAIRO-SCHWERTKÄMPFER (Eilmodus)** zu starten. Erneut schießen, um Punkte zu sammeln.
- 8 **I-N-D-Y** oder **J-O-N-E-S** buchstabieren, um Ziele wieder für **INDY JONES (Zählmodus)** zu beleuchten.

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ITALIANO

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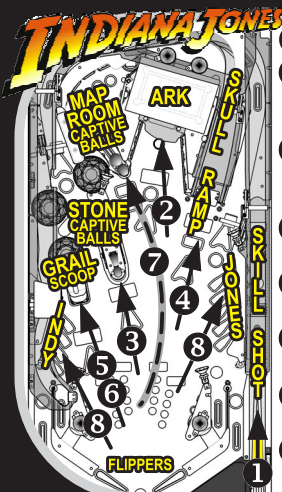
- 1 Tira la palla per prendere i punti del **TIRO MAESTRO** illuminato.
- 2 Per avviare **MULTIBALL PREDATORI** colpisci l'**Arca**. In **MULTIBALL PREDATORI**, collezioni Jackpot e torna sull'**Arca** per completare le scene del film.
- 3 Collezione le **Pietre magiche** per iniziare **MULTIBALL TEMPIO MALEDETTO**. **SUGGERIMENTO**: Continua a colpire **Palle prigioniere** in basso fino a quando si apre, poi tira la palla nella buca.
- 4 Colpisci la **Rampa del teschio di cristallo** per vincere **PREMI CINEMATOGRAFICI TESCHIO DI CRISTALLO** (i compreso una **PALLA EXTRA!**).
- 5 Colpisci la **Buca del Santo Graal (Coppa)** per avviare **L'ULTIMA CROCIATA (Modalità)**. Colpisci i tiri che lampeggiano per fare punti.
- 6 Colpisci la **Buca del Santo Graal** quando è accesa per collezionare punti della funzione **MISTERO**.
- 7 Colpisci **Palle prigioniere** in alto nella **Stanza della Mappa** per avviare **CONTEGGIO ALLA ROVESCIA SCIABOLATORE DEL CAIRO (Modalità)**. Colpisci ancora per fare punti.
- 8 Scrivi le lettere **I-N-D-Y** o **J-O-N-E-S** per riaccendere i **Bersagli** per il punteggio **INDY JONES (Modalità)**.

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INDIANA JONES MULTI-LANGUAGE INSTRUCTION CARDS

TRIM PRINTED CARD TO 5.5" X 2.94" TO FIT

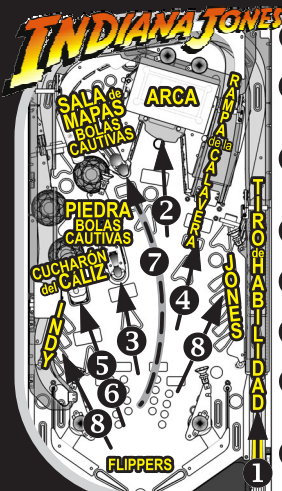


- 1 Plunge the pinball to collect the lit **SKILL SHOT** feature.
- 2 Shoot the Ark to start **RAIDERS MULTIBALL**. In **RAIDERS MULTIBALL**, collect Jackpots and return to the Ark to complete movie scenes.
- 3 Collect Sankara Stones to start **TEMPLE OF DOOM MULTIBALL**. **HINT: Keep hitting the lower Captive Balls until it opens, then shoot the ball into the hole.**
- 4 Shoot the Crystal Skull Ramp to collect **CRYSTAL SKULL MOVIE AWARDS** (including **EXTRA BALL!**).
- 5 Shoot the Holy Grail (Cup) Scoop to start **LAST CRUSADE**. Shoot flashing shots to collect.
- 6 Shoot the Holy Grail Scoop when lit to collect the **MYSTERY** feature.
- 7 Shoot upper Captive Balls in the Map Room to start the **CAIRO SWORDSMAN Hurry-Up**. Shoot again to collect.
- 8 Spell out **I-N-D-Y** or **J-O-N-E-S** to relight the Targets for **INDY JONES** Scoring.

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ENGLISH

TRIM PRINTED CARD TO 5.5" X 2.94" TO FIT



- 1 Lance la bola para ganar los puntos del **TIRO DE HABILIDAD** iluminado.
- 2 Déle al Arca para iniciar la **MULTIBOLA DE CAZADORES**. Con esta **MULTIBOLA**, reúna los premios gordos y regrese al Arca para completar las escenas de la película.
- 3 Reúna Piedras Sankara para iniciar la **MULTIBOLA DEL TEMPLO MALDITO**. **CONSEJO:** Siga golpeando las **Bolas Cautivas inferiores** hasta que se abra y entonces lance la bola al agujero.
- 4 Déle a la Rampa de la Calavera de Cristal para ganar los **PREMIOS DE LA PELÍCULA LA CALAVERA** (¡incluyendo la **BOLA EXTRA!**).
- 5 Déle al cucharón del Cáliz Sagrado para iniciar el modo de **ÚLTIMA CRUZADA**. Déle a los blancos intermitentes para reunir puntos.
- 6 Déle al **cucharón del Cáliz Sagrado cuando se ilumine** para ganar los puntos del **MISTERIO**.
- 7 Déle a las **Bolas Cautivas superiores** en la Sala de Mapas para iniciar el modo **CUENTA ATRÁS DEL ESPADACHÍN DE EL CAIRO**. Déle de nuevo para reunir los puntos.
- 8 Reúna las letras de **I-N-D-Y** o **J-O-N-E-S** para volver a iluminar las dianas del modo de Puntuación **INDY JONES**.

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ESPAÑOL



HOLD FLIPPER BUTTON FOR STATUS INFO

HOLD FLIPPER BUTTON FOR STATUS INFO

- 1 Press the central button to start the "Ball Drop" feature.
- 2 Press the left button to activate "Ball Drop".
- 3 Press the right button to activate "Ball Drop".
- 4 Press the central button to activate "Ball Drop".
- 5 Press the left button to activate "Ball Drop".
- 6 Press the right button to activate "Ball Drop".
- 7 Press the central button to activate "Ball Drop".
- 8 Press the left button to activate "Ball Drop".
- 9 Press the right button to activate "Ball Drop".
- 10 Press the central button to activate "Ball Drop".



NON-TOURNAMENT PLAY
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