

FOR AMUSEMENT ONLY

**BLACKOUT**

1 TO 4 PLAYERS

500,000 SCORES 1 CREDIT

750,000 SCORES 1 CREDIT

**1 PLAY – 1 QUARTER  
4 PLAYS – 1 DOLLAR**

**5 BALLS  
PER GAME**

MAXIMUM CREDITS – 20

495-1

FOR AMUSEMENT ONLY

**BLACKOUT**

1 TO 4 PLAYERS

440,000 SCORES 1 CREDIT

590,000 SCORES 1 CREDIT

**1 PLAY – 1 QUARTER  
4 PLAYS – 1 DOLLAR**

**3 BALLS  
PER GAME**

MAXIMUM CREDITS – 20

495-2

# **INSTRUCTIONS**

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Making 1 – 2 – 3 Lights Multipliers. Right Flipper Button Rotates 1 – 2 – 3 Lanes.
- Top Stand-Up Target Lights And Rotates Jet Bumpers.
- Making 5-Left Targets Once Increases Hole Kicker Value To 5000 And Also Advances Left Spinner Value, 2nd Time Lights Inside Lane Rollovers, 3rd Time Lights Out Lanes For Specials.
- Making Top 3-Bank Drop Targets Once Increases Eject Hole Value To 5000, 2nd Time Lights Both Right Side Spinners.
- Making Center 3-Bank Drop Targets Once Increases Eject Hole Value To 5000; Light Rotates From Spinners.
- “Blackout” Is Obtained By Making Each Target Bank Once Or Top 3 Bank Drop Target 3 Times On Same Ball. Making “Blackout” Doubles Eject Hole Light Values.
- Extra Ball Lights By Building Up Left Spinner Lane Value To 20,000.
- Left Spinner Lane Values Are Obtained By Making 5-Left Targets And Completing Entire Loop Through Left And Top Spinners.
- Tilt Penalty - Ball In Play - Does Not Disqualify Player.
- Special Scores \_\_\_\_\_ 1 CREDIT.
- Beating Highest Score Awards \_\_\_\_\_ 3 CREDITS.
- Matching Last Two Score Numbers With Number In Match Window On Back Glass Scores \_\_\_\_\_ 1 CREDIT.

495-3

# **INSTRUCTIONS**

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Making 1 – 2 – 3 Lights Multipliers. Right Flipper Button Rotates 1 – 2 – 3 Lanes.
- Top Stand-Up Target Lights And Rotates Jet Bumpers.
- Making 5-Left Targets Once Increases Hole Kicker Value To 5000 And Also Advances Left Spinner Value, 2nd Time Lights Inside Lane Rollovers, 3rd Time Lights Out Lanes For Specials.
- Making Top 3-Bank Drop Targets Once Increases Eject Hole Value To 5000, 2nd Time Lights Both Right Side Spinners.
- Making Center 3-Bank Drop Targets Once Increases Eject Hole Value To 5000; Light Rotates From Spinners.
- “Blackout” Is Obtained By Making Each Target Bank Once Or Top 3 Bank Drop Target 3 Times On Same Ball. Making “Blackout” Doubles Eject Hole Light Values.
- Extra Ball Lights By Building Up Left Spinner Lane Value To 20,000.
- Left Spinner Lane Values Are Obtained By Making 5-Left Targets And Completing Entire Loop Through Left And Top Spinners.
- Tilt Penalty - Ball In Play - Does Not Disqualify Player.
- Special Scores \_\_\_\_\_ 1 EXTRA BALL.

495-4

## **INSTRUCTIONS**

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Making 1 – 2 – 3 Lights Multipliers. Right Flipper Button Rotates 1 – 2 – 3 Lanes.
- Top Stand-Up Target Lights And Rotates Jet Bumpers.
- Making 5-Left Targets Once Increases Hole Kicker Value To 5000 And Also Advances Left Spinner Value, 2nd Time Lights Inside Lane Rollovers, 3rd Time Lights Out Lanes For Specials.
- Making Top 3-Bank Drop Targets Once Increases Eject Hole Value To 5000, 2nd Time Lights Both Right Side Spinners.
- Making Center 3-Bank Drop Targets Once Increases Eject Hole Value To 5000; Light Rotates From Spinners.
- “Blackout” Is Obtained By Making Each Target Bank Once Or Top 3 Bank Drop Target 3 Times On Same Ball. Making “Blackout” Doubles Eject Hole Light Values.
- Extra Ball Lights By Building Up Left Spinner Lane Value To 20,000.
- Left Spinner Lane Values Are Obtained By Making 5-Left Targets And Completing Entire Loop Through Left And Top Spinners.
- Tilt Penalty - Ball In Play - Does Not Disqualify Player.
- Special Scores \_\_\_\_\_ 1 CREDIT.

495-5

## **INSTRUCTIONS**

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Making 1 – 2 – 3 Lights Multipliers. Right Flipper Button Rotates 1 – 2 – 3 Lanes.
- Top Stand-Up Target Lights And Rotates Jet Bumpers.
- Making 5-Left Targets Once Increases Hole Kicker Value To 5000 And Also Advances Left Spinner Value, 2nd Time Lights Inside Lane Rollovers, 3rd Time Lights Out Lanes For Specials.
- Making Top 3-Bank Drop Targets Once Increases Eject Hole Value To 5000, 2nd Time Lights Both Right Side Spinners.
- Making Center 3-Bank Drop Targets Once Increases Eject Hole Value To 5000; Light Rotates From Spinners.
- “Blackout” Is Obtained By Making Each Target Bank Once Or Top 3 Bank Drop Target 3 Times On Same Ball. Making “Blackout” Doubles Eject Hole Light Values.
- Extra Ball Lights By Building Up Left Spinner Lane Value To 20,000.
- Left Spinner Lane Values Are Obtained By Making 5-Left Targets And Completing Entire Loop Through Left And Top Spinners.
- Tilt Penalty - Ball In Play - Does Not Disqualify Player.
- Special Scores \_\_\_\_\_ 50,000 POINTS
- Beating Highest Score Awards \_\_\_\_\_ 3 CREDITS.
- Matching Last Two Score Numbers With Number In Match Window On Back Glass Scores \_\_\_\_\_ 1 CREDIT.

495-6

# Spielanleitung

- Münze einwerfen und warten, bis Kredit angezeigt wird.
- Alle Spieleranzeigen (Displays) werden auf 00 . . . zurückgesetzt, wenn der Kreditknopf betätigt wird. Jetzt können weitere Münzen eingeworfen werden - bis maximal 30 Kredite –
- Der Bonusmultiplikator wechselt durch Treffen "1-2-3". Die "1-2-3" Anzeigelampen wechseln durch Betätigen des rechten Flipperknopf.
- Das linke obere Target und die mittlere 3-Bank kontrolliert die wechselnde Turmbeleuchtung.
- Werden die grünen blinkenden 5 Targets das erste Mal getroffen, erhöht sich das linke Spinnerlicht auf 10.000 und die grüne 5.000 leuchte am Kugelauswurfloch. Beim 2. Abschluß die blinkenden 5 Targets erhöht sich das linke Spinnerlicht auf 15.000 und der untere, innere Überrollkontakt leuchtet. Beim 3. Abschluß leuchtet die "Special"-Lampen am Kugelauslauf.
- Beim Abschluß der 3 oberen Targets leuchtet die gelbe 5.000 am Kugelauswurfloch. Beim 2. Abschluß leuchtet an beiden rechten "Spinners". Beim 3. Abschluß leuchtet Blackout am Kugelauswurfloch.
- Die grüne, gelbe und rote 5.000 Lampe muss am Kugelauswurfloch leuchten, dann geht zusätzlich die Blackout-Lampe an, und die Punktzahl des Kugelauswurfloches verdoppelt sich ( $3 \times 5.000 \times 2 = 30.000$ ).
- Durch Betätigen der linken und der rechten oberen "Spinners" schreibt und wechselt (bis 20.000) das Licht an der linken Spinner. Beim nächsten Wechsel leuchtet das "Extra Ball" am Kugelauswurfloch.
- Durch Schlagen oder Stoßen des Gerätes wird nur die im Spiel befindliche Kugel disqualifiziert (Tilt).
- Erreichen der Höchstzahl (High Score) = 3 Freispiele.
- Übereinstimmen der Endzahlen am Spielende = 1 Freispiel.

16A-6775-495

Fonts used: Helvetica, Helvetica Narrow, Helvetica 55 Roman, Futura ExtraBold, Futura Hv BT

## Cards status:

495-1 confirmed.

495-2 confirmed.

495-3 confirmed.

495-4 confirmed.

495-5 confirmed.

495-6 confirmed.

16A-6775-495 (German) confirmed.

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

Enjoy and have fun,

Peter

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