

FOR AMUSEMENT ONLY **COSMIC GUNFIGHT** 1 to 4 PLAYERS

2,000,000 SCORES 1 CREDIT

3,000,000 SCORES 1 CREDIT

**5 BALLS
PER GAME**

1 PLAY _ _ _ _ _ 25¢

MAXIMUM CREDITS – 30

502-1
B

FOR AMUSEMENT ONLY **COSMIC GUNFIGHT** 1 to 4 PLAYERS

1,000,000 SCORES 1 CREDIT

2,000,000 SCORES 1 CREDIT

**3 BALLS
PER GAME**

1 PLAY _ _ _ _ _ 25¢

MAXIMUM CREDITS – 30

502-
A

INSTRUCTIONS

- Bonus X: • Flipper return lanes light right-hand side lane for bonus multiplier: 2X-3X-4X-5X.
- Multi-Ball™ Play: • Making 1-2-3 lights eject hole lock lamp. Locking balls starts Multi-Ball play.
- Cosmic Ball: • Lighting all ABC's once qualifies player for Cosmic Ball.
• Cosmic Ball awarded to qualified players after last regular ball.
• Lighting the 3 drop target sequence lamps during Cosmic Ball scores a Special.
- Extra Ball: • Making drop target 3-bank in sequence turns on sequence lamp for that bank.
• Lighting all 3 sequence lamps lights eject hole for Extra Ball.
• Lighting all ABC's twice also lights eject hole for an Extra Ball.
• No Extra Ball during Cosmic Ball.

- Special awards 1 CREDIT
- Beating highest score awards 3 CREDITS
- Matching scores 1 CREDIT

502-2
B

Cards status:

Card 502-1 B confirmed.
Card 502-1 A needed to verify.
Card 502-2 B confirmed.
Card 502-3 is needed.
Card 502-4 is needed.

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