

For Amusement  
Only

## **Lucky Seven**

One To Four  
Players

200,000 SCORES 1 CREDIT

300,000 SCORES 1 CREDIT

400,000 SCORES 1 CREDIT

**3 BALLS  
PER GAME**

**1 PLAY – 25c  
3 PLAYS – 50c**

480-1-SS

For Amusement  
Only

## **Lucky Seven**

One To Four  
Players

280,000 SCORES 1 CREDIT

380,000 SCORES 1 CREDIT

480,000 SCORES 1 CREDIT

**5 BALLS  
PER GAME**

**1 PLAY – 25c  
3 PLAYS – 50c**

480-2-SS

## **INSTRUCTIONS**

- Insert Coins and Then Press Start Button to Set Up Game For One to Four Players.
- Each Player Shoots One Ball at a Time as Indicated on Back Glass.
- Tilt Penalty - Ball in Play - Tilt Does Not Disqualify Player.
- Top Rollover Lanes and Center Targets Change Playfield Reels.
- Align Symbols on Reels to Increase "Reel Value."
- Making Both Drop Targets Scores "Reel Value" and Resets Targets for Possible Repeat Scoring. Targets Reset Only When Some "Reel Value" is Lit.
- Reel Value is as Follows:

|   |                          |
|---|--------------------------|
| Clover - Any - Any _____                | 5,000 and Double Bonus.  |
| Clover - Clover - Any _____             | 10,000 and Double Bonus. |
| Clover - Clover - Clover _____          | 20,000 and Extra Ball.   |
| Horseshoe - Horseshoe - Horseshoe _____ | 20,000                   |
| Diamond - Diamond - Diamond _____       | 30,000                   |
| Seven - Seven - Seven _____             | 30,000 and Special.      |
- Special Scores \_\_\_\_\_ 1 Credit.
- Beating "Highest Score" Scores \_\_\_\_\_ 3 Credits.
- Matching Last Two Numbers in Score to "Match" Numbers on Back Glass When Game is Over Scores \_\_\_\_\_ 1 Credit. 480-3-SS

## **INSTRUCTIONS**

- Insert Coins and Then Press Start Button to Set Up Game For One to Four Players.
- Each Player Shoots One Ball at a Time as Indicated on Back Glass.
- Tilt Penalty - Ball in Play - Tilt Does Not Disqualify Player.
- Top Rollover Lanes and Center Targets Change Playfield Reels.
- Align Symbols on Reels to Increase "Reel Value."
- Making Both Drop Targets Scores "Reel Value" and Resets Targets for Possible Repeat Scoring. Targets Reset Only When Some "Reel Value" is Lit.
- Reel Value is as Follows:

|   |                          |
|---|--------------------------|
| Clover - Any - Any _____                | 5,000 and Double Bonus.  |
| Clover - Clover - Any _____             | 10,000 and Double Bonus. |
| Clover - Clover - Clover _____          | 20,000 and Extra Ball.   |
| Horseshoe - Horseshoe - Horseshoe _____ | 20,000                   |
| Diamond - Diamond - Diamond _____       | 30,000                   |
| Seven - Seven - Seven _____             | 30,000 and Special.      |
- Special Scores \_\_\_\_\_ 1 Extra Ball.

480-4-SS

## **INSTRUCTIONS**

- Insert Coins and Then Press Start Button to Set Up Game For One to Four Players.
- Each Player Shoots One Ball at a Time as Indicated on Back Glass.
- Tilt Penalty - Ball in Play - Tilt Does Not Disqualify Player.
- Top Rollover Lanes and Center Targets Change Playfield Reels.
- Align Symbols on Reels to Increase "Reel Value."
- Making Both Drop Targets Scores "Reel Value" and Resets Targets for Possible Repeat Scoring. Targets Reset Only When Some "Reel Value" is Lit.
- Reel Value is as Follows:

|   |                          |
|---|--------------------------|
| Clover - Any - Any _____                | 5,000 and Double Bonus.  |
| Clover - Clover - Any _____             | 10,000 and Double Bonus. |
| Clover - Clover - Clover _____          | 20,000 and Extra Ball.   |
| Horseshoe - Horseshoe - Horseshoe _____ | 20,000                   |
| Diamond - Diamond - Diamond _____       | 30,000                   |
| Seven - Seven - Seven _____             | 30,000 and Extra Ball.   |

480-5-SS

# **INSTRUCTIONS**

- Insert Coins and Then Press Start Button to Set Up Game For One to Four Players.
- Each Player Shoots One Ball at a Time as Indicated on Back Glass.
- Tilt Penalty - Ball in Play - Tilt Does Not Disqualify Player.
- Top Rollover Lanes and Center Targets Change Playfield Reels.
- Align Symbols on Reels to Increase "Reel Value."
- Making Both Drop Targets Scores "Reel Value" and Resets Targets for Possible Repeat Scoring. Targets Reset Only When Some "Reel Value" is Lit.
- Reel Value is as Follows:

|   |                          |
|---|--------------------------|
| Clover - Any - Any _____                | 5,000 and Double Bonus.  |
| Clover - Clover - Any _____             | 10,000 and Double Bonus. |
| Clover - Clover - Clover _____          | 20,000 and Extra Ball.   |
| Horseshoe - Horseshoe - Horseshoe _____ | 20,000                   |
| Diamond - Diamond - Diamond _____       | 30,000                   |
| Seven - Seven - Seven _____             | 30,000 and Special.      |
- Special Scores \_\_\_\_\_ 1 Credit.

480-6-SS

# **INSTRUCTIONS**

- Insert Coins and Then Press Start Button to Set Up Game For One to Four Players.
- Each Player Shoots One Ball at a Time as Indicated on Back Glass.
- Tilt Penalty - Ball in Play - Tilt Does Not Disqualify Player.
- Top Rollover Lanes and Center Targets Change Playfield Reels.
- Align Symbols on Reels to Increase "Reel Value."
- Making Both Drop Targets Scores "Reel Value" and Resets Targets for Possible Repeat Scoring. Targets Reset Only When Some "Reel Value" is Lit.
- Reel Value is as Follows:

|   |                          |
|---|--------------------------|
| Clover - Any - Any _____                | 5,000 and Double Bonus.  |
| Clover - Clover - Any _____             | 10,000 and Double Bonus. |
| Clover - Clover - Clover _____          | 20,000 and Extra Ball.   |
| Horseshoe - Horseshoe - Horseshoe _____ | 20,000                   |
| Diamond - Diamond - Diamond _____       | 30,000                   |
| Seven - Seven - Seven _____             | 30,000 and Special.      |
- Special Scores \_\_\_\_\_ 1 Credit.
- Beating "Highest Score" Scores \_\_\_\_\_ Credit(s).
- Matching Last Two Numbers in Score to "Match" Numbers on Back Glass When Game is Over Scores \_\_\_\_\_ 1 Credit.

480-7-SS

# **INSTRUCTIONS**

- Insert Coins and Then Press Start Button to Set Up Game For One to Four Players.
- Each Player Shoots One Ball at a Time as Indicated on Back Glass.
- Tilt Penalty - Ball in Play - Tilt Does Not Disqualify Player.
- Top Rollover Lanes and Center Targets Change Playfield Reels.
- Align Symbols on Reels to Increase "Reel Value."
- Making Both Drop Targets Scores "Reel Value" and Resets Targets for Possible Repeat Scoring. Targets Reset Only When Some "Reel Value" is Lit.
- Reel Value is as Follows:

|   |                          |
|---|--------------------------|
| Clover - Any - Any _____                | 5,000 and Double Bonus.  |
| Clover - Clover - Any _____             | 10,000 and Double Bonus. |
| Clover - Clover - Clover _____          | 20,000                   |
| Horseshoe - Horseshoe - Horseshoe _____ | 20,000                   |
| Diamond - Diamond - Diamond _____       | 30,000                   |
| Seven - Seven - Seven _____             | 30,000                   |

480-8-SS

## **INSTRUCTIONS**

- Insert Coins and Then Press Start Button to Set Up Game For One to Four Players.
- Each Player Shoots One Ball at a Time as Indicated on Back Glass.
- Tilt Penalty - Ball in Play - Tilt Does Not Disqualify Player.
- Top Rollover Lanes and Center Targets Change Playfield Reels.
- Align Symbols on Reels to Increase "Reel Value."
- Making Both Drop Targets Scores "Reel Value" and Resets Targets for Possible Repeat Scoring. Targets Reset Only When Some "Reel Value" is Lit.
- Reel Value is as Follows:

|                                |                          |
|--------------------------------|--------------------------|
| Cherry - Any - Any _____       | 5,000 and Double Bonus.  |
| Cherry - Cherry - Any _____    | 10,000 and Double Bonus. |
| Cherry - Cherry - Cherry _____ | 20,000 and Extra Ball.   |
| Orange - Orange - Orange _____ | 20,000                   |
| Bell - Bell - Bell _____       | 30,000                   |
| Seven - Seven - Seven _____    | 30,000 and Special.      |
- Special Scores \_\_\_\_\_ 1 Credit.
- Beating "Highest Score" Scores \_\_\_\_\_ 3 Credits.
- Matching Last Two Numbers in Score to "Match" Numbers on Back Glass When Game is Over Scores \_\_\_\_\_ 1 Credit. 480-3-SS-GER

## **INSTRUCTIONS**

- Insert Coins and Then Press Start Button to Set Up Game For One to Four Players.
- Each Player Shoots One Ball at a Time as Indicated on Back Glass.
- Tilt Penalty - Ball in Play - Tilt Does Not Disqualify Player.
- Top Rollover Lanes and Center Targets Change Playfield Reels.
- Align Symbols on Reels to Increase "Reel Value."
- Making Both Drop Targets Scores "Reel Value" and Resets Targets for Possible Repeat Scoring. Targets Reset Only When Some "Reel Value" is Lit.
- Reel Value is as Follows:

|                                |                          |
|--------------------------------|--------------------------|
| Cherry - Any - Any _____       | 5,000 and Double Bonus.  |
| Cherry - Cherry - Any _____    | 10,000 and Double Bonus. |
| Cherry - Cherry - Cherry _____ | 20,000 and Extra Ball.   |
| Orange - Orange - Orange _____ | 20,000                   |
| Bell - Bell - Bell _____       | 30,000                   |
| Seven - Seven - Seven _____    | 30,000 and Special.      |
- Special Scores \_\_\_\_\_ 1 Extra Ball.

480-4-SS-GER

## **INSTRUCTIONS**

- Insert Coins and Then Press Start Button to Set Up Game For One to Four Players.
- Each Player Shoots One Ball at a Time as Indicated on Back Glass.
- Tilt Penalty - Ball in Play - Tilt Does Not Disqualify Player.
- Top Rollover Lanes and Center Targets Change Playfield Reels.
- Align Symbols on Reels to Increase "Reel Value."
- Making Both Drop Targets Scores "Reel Value" and Resets Targets for Possible Repeat Scoring. Targets Reset Only When Some "Reel Value" is Lit.
- Reel Value is as Follows:

|                                |                          |
|--------------------------------|--------------------------|
| Cherry - Any - Any _____       | 5,000 and Double Bonus.  |
| Cherry - Cherry - Any _____    | 10,000 and Double Bonus. |
| Cherry - Cherry - Cherry _____ | 20,000 and Extra Ball.   |
| Orange - Orange - Orange _____ | 20,000                   |
| Bell - Bell - Bell _____       | 30,000                   |
| Seven - Seven - Seven _____    | 30,000 and Extra Ball.   |

480-5-SS-GER

# **INSTRUCTIONS**

- Insert Coins and Then Press Start Button to Set Up Game For One to Four Players.
- Each Player Shoots One Ball at a Time as Indicated on Back Glass.
- Tilt Penalty - Ball in Play - Tilt Does Not Disqualify Player.
- Top Rollover Lanes and Center Targets Change Playfield Reels.
- Align Symbols on Reels to Increase "Reel Value."
- Making Both Drop Targets Scores "Reel Value" and Resets Targets for Possible Repeat Scoring. Targets Reset Only When Some "Reel Value" is Lit.
- Reel Value is as Follows:

|                                |                          |
|--------------------------------|--------------------------|
| Cherry - Any - Any _____       | 5,000 and Double Bonus.  |
| Cherry - Cherry - Any _____    | 10,000 and Double Bonus. |
| Cherry - Cherry - Cherry _____ | 20,000 and Extra Ball.   |
| Orange - Orange - Orange _____ | 20,000                   |
| Bell - Bell - Bell _____       | 30,000                   |
| Seven - Seven - Seven _____    | 30,000 and Special.      |
- Special Scores \_\_\_\_\_ 1 Credit.

480-6-SS-GER

# **INSTRUCTIONS**

- Insert Coins and Then Press Start Button to Set Up Game For One to Four Players.
- Each Player Shoots One Ball at a Time as Indicated on Back Glass.
- Tilt Penalty - Ball in Play - Tilt Does Not Disqualify Player.
- Top Rollover Lanes and Center Targets Change Playfield Reels.
- Align Symbols on Reels to Increase "Reel Value."
- Making Both Drop Targets Scores "Reel Value" and Resets Targets for Possible Repeat Scoring. Targets Reset Only When Some "Reel Value" is Lit.
- Reel Value is as Follows:

|                                |                          |
|--------------------------------|--------------------------|
| Cherry - Any - Any _____       | 5,000 and Double Bonus.  |
| Cherry - Cherry - Any _____    | 10,000 and Double Bonus. |
| Cherry - Cherry - Cherry _____ | 20,000 and Extra Ball.   |
| Orange - Orange - Orange _____ | 20,000                   |
| Bell - Bell - Bell _____       | 30,000                   |
| Seven - Seven - Seven _____    | 30,000 and Special.      |
- Special Scores \_\_\_\_\_ 1 Credit.
- Beating "Highest Score" Scores \_\_\_\_\_ Credit(s).
- Matching Last Two Numbers in Score to "Match" Numbers on Back Glass When Game is Over Scores \_\_\_\_\_ 1 Credit.

480-7-SS-GER

# **INSTRUCTIONS**

- Insert Coins and Then Press Start Button to Set Up Game For One to Four Players.
- Each Player Shoots One Ball at a Time as Indicated on Back Glass.
- Tilt Penalty - Ball in Play - Tilt Does Not Disqualify Player.
- Top Rollover Lanes and Center Targets Change Playfield Reels.
- Align Symbols on Reels to Increase "Reel Value."
- Making Both Drop Targets Scores "Reel Value" and Resets Targets for Possible Repeat Scoring. Targets Reset Only When Some "Reel Value" is Lit.
- Reel Value is as Follows:

|                                |                          |
|--------------------------------|--------------------------|
| Clover - Any - Any _____       | 5,000 and Double Bonus.  |
| Clover - Clover - Any _____    | 10,000 and Double Bonus. |
| Clover - Clover - Clover _____ | 20,000                   |
| Orange - Orange - Orange _____ | 20,000                   |
| Bell - Bell - Bell _____       | 30,000                   |
| Seven - Seven - Seven _____    | 30,000                   |

480-8-SS-GER

|  |               |
|--|---------------|
| <b>230,000 SCORES 1 CREDIT</b><br><b>330,000 SCORES 1 CREDIT</b> | <b>480-9</b>  |
| <b>240,000 SCORES 1 CREDIT</b><br><b>340,000 SCORES 1 CREDIT</b> | <b>480-10</b> |
| <b>250,000 SCORES 1 CREDIT</b><br><b>350,000 SCORES 1 CREDIT</b> | <b>480-11</b> |
| <b>260,000 SCORES 1 CREDIT</b><br><b>360,000 SCORES 1 CREDIT</b> | <b>480-12</b> |
| <b>270,000 SCORES 1 CREDIT</b><br><b>370,000 SCORES 1 CREDIT</b> | <b>480-13</b> |
| <b>280,000 SCORES 1 CREDIT</b><br><b>380,000 SCORES 1 CREDIT</b> | <b>480-14</b> |
| <b>290,000 SCORES 1 CREDIT</b><br><b>390,000 SCORES 1 CREDIT</b> | <b>480-15</b> |
| <b>300,000 SCORES 1 CREDIT</b><br><b>400,000 SCORES 1 CREDIT</b> | <b>480-16</b> |
| <b>310,000 SCORES 1 CREDIT</b><br><b>410,000 SCORES 1 CREDIT</b> | <b>480-17</b> |

|  |               |
|--|---------------|
| <b>320,000 SCORES 1 CREDIT</b><br><b>420,000 SCORES 1 CREDIT</b> | <b>480-18</b> |
| <b>330,000 SCORES 1 CREDIT</b><br><b>430,000 SCORES 1 CREDIT</b> | <b>480-19</b> |
| <b>340,000 SCORES 1 CREDIT</b><br><b>440,000 SCORES 1 CREDIT</b> | <b>480-20</b> |
| <b>350,000 SCORES 1 CREDIT</b><br><b>450,000 SCORES 1 CREDIT</b> | <b>480-21</b> |
| <b>360,000 SCORES 1 CREDIT</b><br><b>460,000 SCORES 1 CREDIT</b> | <b>480-22</b> |
| <b>370,000 SCORES 1 CREDIT</b><br><b>470,000 SCORES 1 CREDIT</b> | <b>480-23</b> |
| <b>380,000 SCORES 1 CREDIT</b><br><b>480,000 SCORES 1 CREDIT</b> | <b>480-24</b> |
| <b>390,000 SCORES 1 CREDIT</b><br><b>490,000 SCORES 1 CREDIT</b> | <b>480-25</b> |
| <b>400,000 SCORES 1 CREDIT</b><br><b>500,000 SCORES 1 CREDIT</b> | <b>480-26</b> |

|   |               |
|---|---------------|
| <p><b>410,000 SCORES 1 CREDIT</b></p> <p><b>510,000 SCORES 1 CREDIT</b></p> | <p>480-27</p> |
| <p><b>420,000 SCORES 1 CREDIT</b></p> <p><b>520,000 SCORES 1 CREDIT</b></p> | <p>480-28</p> |
| <p><b>430,000 SCORES 1 CREDIT</b></p> <p><b>530,000 SCORES 1 CREDIT</b></p> | <p>480-29</p> |
| <p>_____ <b>SCORES 1 CREDIT</b></p> <p>_____ <b>SCORES 1 CREDIT</b></p>     | <p>480-30</p> |
| <p>_____ <b>SCORES 1 CREDIT</b></p> <p>_____ <b>SCORES 1 CREDIT</b></p>     | <p>480-31</p> |
| <p>_____ <b>SCORES 1 CREDIT</b></p> <p>_____ <b>SCORES 1 CREDIT</b></p>     | <p>480-32</p> |
| <p>_____ <b>SCORES 1 CREDIT</b></p> <p>_____ <b>SCORES 1 CREDIT</b></p>     | <p>480-33</p> |
| <p>_____ <b>SCORES 1 CREDIT</b></p> <p>_____ <b>SCORES 1 CREDIT</b></p>     | <p>480-34</p> |
| <p>_____ <b>SCORES 1 CREDIT</b></p> <p>_____ <b>SCORES 1 CREDIT</b></p>     | <p>480-35</p> |



|                         |        |
|-------------------------|--------|
| _____ SCORES 1 CREDIT   |        |
| _____ SCORES 1 CREDIT   | 480-36 |
| 200,000 SCORES 1 CREDIT |        |
| 300,000 SCORES 1 CREDIT |        |
| 400,000 SCORES 1 CREDIT | 480-37 |
| 210,000 SCORES 1 CREDIT |        |
| 310,000 SCORES 1 CREDIT |        |
| 410,000 SCORES 1 CREDIT | 480-38 |
| 220,000 SCORES 1 CREDIT |        |
| 320,000 SCORES 1 CREDIT |        |
| 420,000 SCORES 1 CREDIT | 480-39 |
| 230,000 SCORES 1 CREDIT |        |
| 330,000 SCORES 1 CREDIT |        |
| 430,000 SCORES 1 CREDIT | 480-40 |
| 240,000 SCORES 1 CREDIT |        |
| 340,000 SCORES 1 CREDIT |        |
| 440,000 SCORES 1 CREDIT | 480-41 |
| 250,000 SCORES 1 CREDIT |        |
| 350,000 SCORES 1 CREDIT |        |
| 450,000 SCORES 1 CREDIT | 480-42 |
| 260,000 SCORES 1 CREDIT |        |
| 360,000 SCORES 1 CREDIT |        |
| 460,000 SCORES 1 CREDIT | 480-43 |
| 270,000 SCORES 1 CREDIT |        |
| 370,000 SCORES 1 CREDIT |        |
| 470,000 SCORES 1 CREDIT | 480-44 |

|   |        |
|---|--------|
| <p><b>280,000 SCORES 1 CREDIT</b></p> <p><b>380,000 SCORES 1 CREDIT</b></p> <p><b>480,000 SCORES 1 CREDIT</b></p> | 480-45 |
| <p><b>290,000 SCORES 1 CREDIT</b></p> <p><b>390,000 SCORES 1 CREDIT</b></p> <p><b>490,000 SCORES 1 CREDIT</b></p> | 480-46 |
| <p><b>300,000 SCORES 1 CREDIT</b></p> <p><b>400,000 SCORES 1 CREDIT</b></p> <p><b>500,000 SCORES 1 CREDIT</b></p> | 480-47 |
| <p><b>310,000 SCORES 1 CREDIT</b></p> <p><b>410,000 SCORES 1 CREDIT</b></p> <p><b>510,000 SCORES 1 CREDIT</b></p> | 480-48 |
| <p><b>250,000 SCORES 1 EXTRA BALL</b></p>   | 480-49 |
| <p><b>280,000 SCORES 1 EXTRA BALL</b></p>   | 480-50 |
| <p><b>310,000 SCORES 1 EXTRA BALL</b></p>   | 480-51 |
| <p><b>340,000 SCORES 1 EXTRA BALL</b></p>   | 480-52 |
| <p><b>370,000 SCORES 1 EXTRA BALL</b></p>   | 480-53 |

|                             |        |
|-----------------------------|--------|
| 410,000 SCORES 1 EXTRA BALL | 480-54 |
| 450,000 SCORES 1 EXTRA BALL | 480-55 |
| _____ SCORES 1 EXTRA BALL   | 480-56 |

Fonts used: Times New Roman, Helvetica, Helvetica Neue LT, Futura ExtraBold, Futura Md BT, HelveticaNeue, Century  
Card size: 154x83mm, score insert: 135x25mm

**Cards status:**

Card 480-1 is confirmed.  
Card 480-2 is confirmed.  
Card 480-3-SS needed to verify.  
Card 480-4-SS needed to verify.  
Card 480-5-SS is confirmed.  
Card 480-6-SS is confirmed.  
Card 480-7-SS is confirmed.  
Card 480-8-SS is confirmed.

Card 480-3-SS-GER needed to verify.  
Card 480-4-SS-GER needed to verify.  
Card 480-5-SS-GER is confirmed.  
Card 480-6-SS-GER is confirmed.  
Card 480-7-SS-GER needed to verify.  
Card 480-8-SS-GER needed to verify.

All score inserts are confirmed, but a few are missing.  
The missing score strips have blank score levels.  
Score insert 480-30 and 480-56 are originally blank.

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)

If you like my work, please send me a donation via PayPal.