

SAFE CRACKER™

OBJECT: Work against TIME to Break into the BANK. Make your way around the BOARD GAME in the back glass to get to the VAULT. Break into the vault for MAGIC TOKENS!

TIME: This game is timed. Extra time is awarded by making different shots on the playfield.

SUDDEN DEATH: When the TIMER goes to ZERO you are in SUDDEN DEATH. When that ball is lost the game is over.

BREAK-INS: Shoot for the FLASHING DROP TARGETS. When all targets are made the LOCK shot on the ramp will light. LOCK balls to light bank entrances for a BREAK-IN.

IN THE BANK: Check your position on the board game in the backglass. Spin the wheel in the display to move inside the bank. Avoid the chasing guard.

THE WHEEL: Lite the wheel by going thru the right upper mini-flipper lane or by shooting the ramp. Collect the value that the wheel lands on in the center of the timer by shooting for the Main Bank entrance when the yellow lamp is lit.

MULTI-BALL™: Multi-ball can be started after a bank BREAK-IN. Guards, laser beams, and exploding gifts can stop you from getting Multi-ball! Cyber-dogs and Alarms require quick shots back into the bank entrances.

HINT: Replay MAGIC TOKENS for surprising results!

16-10243

SAFE CRACKER™

1 PLAY .50¢
5 PLAYS \$2.00

GAME IS TIMED SEE RULE CARD

REPLAY MAGIC TOKENS FOR CREDIT.

16-10211

Font used: Impact, Helvetica.

Cards status:

16-10243 confirmed.

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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