

For Amusement  
Only

## **BIG DEAL**

One or Two  
Players

550,000 SCORES 1 CREDIT

810,000 SCORES 1 CREDIT

**5 BALLS  
PER GAME**

**1 PLAY – 1 QUARTER**

MAXIMUM CREDITS – 20

471-1

For Amusement  
Only

## **BIG DEAL**

One or Two  
Players

450,000 SCORES 1 CREDIT

700,000 SCORES 1 CREDIT

**3 BALLS  
PER GAME**

**1 PLAY – 1 QUARTER**

MAXIMUM CREDITS – 20

471-2

## **INSTRUCTIONS**

- Insert coin and wait for machine to reset before inserting coin for next player.
- Each player shoots one ball at a time as indicated on back glass.
- Tilt penalty — Ball in play — does not disqualify player.
- Making 4 Aces lites **DOUBLE BONUS**.
- Making either B-I-G or D-E-A-L drop targets lites #1 Red Star.
- Making either B-I-G or D-E-A-L drop targets a second time lites #2 Red Star.
- When #1 Red Star and #2 Red Star are lit, top right Horseshoe Lane lites for possible extra ball.
- When #1 Red Star and #2 Red Star are lit, making B-I-G AND D-E-A-L drop targets scores — 1 CREDIT.
- Matching last two numbers of score to number that appears on backglass after game is over scores — 1 CREDIT.

471-3

## **INSTRUCTIONS**

- Insert coin and wait for machine to reset before inserting coin for next player.
- Each player shoots one ball at a time as indicated on back glass.
- Tilt penalty — Ball in play — does not disqualify player.
- Making 4 Aces lites **DOUBLE BONUS**.
- Making either B-I-G or D-E-A-L drop targets lites #1 Red Star.
- Making either B-I-G or D-E-A-L drop targets a second time lites #2 Red Star.
- When #1 Red Star and #2 Red Star are lit, top right Horseshoe Lane lites for possible extra ball.
- When #1 Red Star and #2 Red Star are lit, making B-I-G AND D-E-A-L drop targets scores — 1 CREDIT.

471-4

## **INSTRUCTIONS**

- Insert coin and wait for machine to reset before inserting coin for next player.
- Each player shoots one ball at a time as indicated on back glass.
- Tilt penalty — Ball in play — does not disqualify player.
- Making 4 Aces lites **DOUBLE BONUS**.
- Making either B-I-G or D-E-A-L drop targets lites #1 Red Star.
- Making either B-I-G or D-E-A-L drop targets a second time lites #2 Red Star.
- When #1 Red Star and #2 Red Star are lit, top right Horseshoe Lane lites for possible extra ball.
- When #1 Red Star and #2 Red Star are lit, making B-I-G AND D-E-A-L drop targets scores — **1 EXTRA BALL**.
- 1 extra ball per ball in play.

471-5

Fonts used: Helvetica 55 Roman, Helvetica, Helvetica75, Futura ExtraBold, Futura Medium, Futura Hv BT

### **Cards status:**

Card 471-1 is confirmed.

Card 471-2 is needed.

Card 471-3 is confirmed.

Card 471-4 is confirmed.

Card 471-5 is confirmed.

Card 471-14 is confirmed (score insert).

Card 471-15 is confirmed (score insert).

Card 16D-8727-3 front and back confirmed (balls per game insert).

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)