

FOR AMUSEMENT ONLY **Black Knight** 1 TO 4 PLAYERS

2,000,000 SCORES 1 CREDIT

3,000,000 SCORES 1 CREDIT

BONUS BALL AWARDED TO PLAYER WITH
BEST SCORE WHEN 2 OR MORE PLAY

**5 BALLS
PER GAME**

**1 PLAY – 50¢
3 PLAYS – \$1.00**

MAXIMUM CREDITS — 30

500-1

FOR AMUSEMENT ONLY **Black Knight** 1 TO 4 PLAYERS

2,000,000 SCORES 1 CREDIT

3,000,000 SCORES 1 CREDIT

BONUS BALL AWARDED TO PLAYER WITH
BEST SCORE WHEN 2 OR MORE PLAY

**1 PLAY – 50¢
3 PLAYS – \$1.00**

**3 BALLS
PER GAME**

MAXIMUM CREDITS — 30

500-2

INSTRUCTIONS

- Start:** Clear game of balls on ball shooter before pushing start button.
- Bonus X:** Lower Playfield Turnaround lites bonus multiplier.
- Magna-Save™:** Completing target bank lites *Magna-Save* for use. Activate *Magna-Save* by pushing red buttons on cabinet sides.
- Mystery:** Left flipper lane lites Mystery, scored value shown in display(s).
- Spinner:** Right flipper lane lites spinner.
- Last Chance:** Releases locked balls when lit on last ball in play.
- Multi-Ball™:** Scored by locking 3 balls, or lower hole kicker when lit.
- Extra Ball:** Lit by completing Target bank pairs 3 times. Won alternately by making top left ramp or Turnaround.
- Bonus Ball:** Timed *Multi-Ball* for best score when 2 or more play. Completing all 4 target banks lites Special. Special scores - 1 CREDIT
- Tilt Penalty – Ball in play; does not disqualify player.
 - Beating highest score awards _____ 3 CREDITS
 - Matching scores _____ 1 CREDIT

500-3

INSTRUCTIONS

- Start:** Clear game of balls on ball shooter before pushing start button.
- Bonus X:** Lower Playfield Turnaround lites bonus multiplier.
- Magna-Save™:** Completing target bank lites *Magna-Save* for use. Activate *Magna-Save* by pushing red buttons on cabinet sides.
- Mystery:** Left flipper lane lites Mystery, scored value shown in display(s).
- Spinner:** Right flipper lane lites spinner.
- Last Chance:** Releases locked balls when lit on last ball in play.
- Multi-Ball™:** Scored by locking 3 balls, or lower hole kicker when lit.
- Extra Ball:** Lit by completing Target bank pairs 3 times. Won alternately by making top left ramp or Turnaround.
- Bonus Ball:** Timed *Multi-Ball* for best score when 2 or more play. Completing all 4 target banks lites Special. Special scores - 1 BONUS BALL
- Tilt Penalty – Ball in play; does not disqualify player.
 - Beating highest score awards _____ 3 CREDITS
 - Matching scores _____ 1 CREDIT

500-4

Cards status:

Card 500-1 is confirmed.

Card 500-2 is confirmed.

Card 500-3 is confirmed.

Card 500-4 is confirmed.

Card 500-5 is needed.

Card 500-6 is needed.

Card 500-7 is confirmed. This is a card to hide the "High Score" and "Match" awards, leaving only the "Tilt Penalty" message in display.

Card 500-8 is needed.

Card 500-9 is confirmed. This is a score card. 1,000,000 scores 1 credit. Bonus Ball awarded.

Card 500-10 is confirmed. This is a score card. 1,000,000 and 2,000,000 scores 1 credit

Card 500-11 is confirmed. This is a score card. 700,000 scores 1 extra ball. Bonus Ball awarded.

Card 500-12 is confirmed. This is a score card. 700,000 and 1,200,000 scores 1 extra ball. Bonus Ball awarded.

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