

FOR AMUSEMENT ONLY

Pharaoh / No.1778 / Williams Electronics, Inc.

May 1981, 4 players

Model number: 504

Production run: 2,500

Theme: Historical

Design: Tony Kraemer

Art: Seamus McLaughlin

FREE PLAY

**5 BALLS
PER GAME**

FOR AMUSEMENT ONLY

Pharaoh

1 TO 4 PLAYERS

1,000,000 SCORES 1 CREDIT

2,000,000 SCORES 1 CREDIT

**1 PLAY – 1 QUARTER
4 PLAYS – 1 DOLLAR**

**5 BALLS
PER GAME**

MAXIMUM CREDITS – 30

504-1

FOR AMUSEMENT ONLY

Pharaoh

1 TO 4 PLAYERS

700,000 SCORES 1 CREDIT

1,500,000 SCORES 1 CREDIT

**3 BALLS
PER GAME**

**1 PLAY – 1 QUARTER
4 PLAYS – 1 DOLLAR**

MAXIMUM CREDITS – 30

504-2

INSTRUCTIONS

PHARAOH: Making matching targets in upper 3-banks advances P-H-A-R-A-O-H. Captive Ball awards PHARAOH Bonus (5,000 per lit letter). When letters are flashing (Stop & Score), awards 3X or 5X lit value. Completing P-H-A-R-A-O-H alternates lites Hidden Tomb and Slaves Tomb for possible Extra Ball.

Stop & Score: Hidden Tomb (Slaves Tomb) starts Stop & Score countdown from 3X (5X) PHARAOH Bonus and flashes letter in PHARAOH, Score displayed collected by making either eject hole.

Magna-Save™: Targets in lower 3-Banks advances lighting of magna-unit lamps. Activate Magna-Save by pushing red buttons on cabinet sides.

Multi-Ball™: Making eject hole with arrow lit locks up Ball, and initiates Multi-Ball play and 2X scoring.

- Completing both lower 3-Banks lites Hidden Tomb to collect bonus.
- Special awards _____ 1 CREDIT
- Beating highest score awards _____ 3 CREDITS
- Matching Scores _____ 1 CREDIT

504-3

INSTRUCTIONS

PHARAOH: Making matching targets in upper 3-banks advances P-H-A-R-A-O-H. Captive Ball awards PHARAOH Bonus (5,000 per lit letter). When letters are flashing (Stop & Score), awards 3X or 5X lit value. Completing P-H-A-R-A-O-H alternates lites Hidden Tomb and Slaves Tomb for possible Extra Ball.

Stop & Score: Hidden Tomb (Slaves Tomb) starts Stop & Score countdown from 3X (5X) PHARAOH Bonus and flashes letter in PHARAOH, Score displayed collected by making either eject hole.

Magna-Save™: Targets in lower 3-Banks advances lighting of magna-unit lamps. Activate Magna-Save by pushing red buttons on cabinet sides.

Multi-Ball™: Making eject hole with arrow lit locks up Ball, and initiates Multi-Ball play and 2X scoring.

- Completing both lower 3-Banks lites Hidden Tomb to collect bonus.
 - Special awards _____ EXTRA BALL OR BONUS BALL
 - Beating highest score awards _____ 3 CREDITS
 - Matching Scores _____ 1 CREDIT
- 504-4

Cards status:

Free play card is my own design.

Card 504-1 is needed to verify.

Card 504-2 is needed to verify.

Card 504-3 is needed to verify.

Card 504-4 is confirmed.

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun.

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