

DEVIL RIDER

- « 5.000 PTS » DROP TARGETS BANKS

When all the targets of a bank are hit, the move ramp goes down. « ORANGE SPECIAL » advances and the « REACT » feature lights.

- « ADVANCE RED SPECIAL » TARGETS

If they are hit while flashing, « RED SPECIAL » advances and score on the head wheel increases.

- « 20.000 PTS » TARGETS

If hit while lighting, they score 20.000 points and increase the score on the head wheel.

- « ORANGE SPECIAL » TARGET

If it is hit when lighting, the value indicated on the right label is obtained.

- « RED SPECIAL » TARGET

If it is hit when lighting, the value indicated on the right label is obtained.

- RIDER ON THE HEAD

When the ball bounces to the upper level, the rider goes round and collects the scores indicated by the lit lamp.

- « SPOT MOVE RAMP » FIXED TARGETS

Hitting a lit target, you cause the fall of one of the targets in the corresponding bank, and the « REACT » lamp lights.

- SIDE TUNNELS

Flinging the ball into the tunnels, the bonus multipliers advances.

- REACT

The ball can be regained even in the loss cannels, pushing the flipper button, if the REACT lamp is lit.

MOD.191

..... POINTS

1 REPLAY

..... POINTS

1 REPLAY

SPECIAL ORANGE

1 EXTRA BALL

SPECIAL RED

1 REPLAY

WHEN HIGH SCORE IS OVERCOME

2 REPLAYS

MATCHING LAST NUMBER

1 REPLAY

3 BALLS PER GAME
FREE PLAY

5 BALLS PER GAME
FREE PLAY

Font used: Helvetica.

Cards status:

Instruction card confirmed.

Universal score award card added.

Universal Balls-Per-Game card added.

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

Enjoy and have fun,
Peter

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