

How to play **BLACK HOLE**

5 BALLS
PER GAME

CAPTIVE BALL	Completing yellow spot targets activates upper captive hole. Lower captive hole is always active and holds ball from player to player.
MULTIPLE BALL	After capturing two balls, shooting ball into Black Hole starts 2-ball play. If upper gate is open, 3-ball play starts upon re-entry.
SPECIAL	Completing B-L-A-C-K H-O-L-E flashing sequence lights lower playfield Special. Completing white drop targets 3 times lights upper Special.
EXTRA BALL	Completing white drop targets 2 times lights upper Extra Ball. Completing yellow drop targets, when lit, lights upper hole for Extra Ball.
RE-ENTRY	Completing either lower target bank opens gate. Right return lane opens gate when flashing.
BONUS	All lower playfield scoring is bonus. Bonus is displayed in playfield window and is collected after each ball.
MULTIPLIERS	Completing top rollovers advances multiplier. Lower playfield lane advances multiplier.

1 REPLAY FOR EACH SCORE OF 350,000 POINTS

1 REPLAY FOR EACH SCORE OF 650,000 POINTS

3 REPLAYS FOR BEATING HIGH SCORE TO DATE

1 REPLAY FOR EACH SCORE OF 250,000 POINTS
1 REPLAY FOR EACH SCORE OF 370,000 POINTS
1 REPLAY FOR EACH SCORE OF 590,000 POINTS

3 REPLAYS FOR BEATING HIGH SCORE TO DATE

Here's a faithful reproduction of a jpeg set of cards I found somewhere on the Internet and a 3-score card that I made up myself for my machine. I purposely made the boxed bigger than necessary so you can trim them to fit your machine exactly.

Enjoy!

Steve Kulpa

www.geocities.com/stevekulpa/

stevekulpa@yahoo.com

1/30/03