

MIDDLE EARTH™

Drop targets light "Extra Ball" and "Special" features

Standing targets increase value of Thumpers, Spinners, and Rollovers

Lighting all rollovers = Double Bonus

Tilt disqualifies ball in play

Matching last two numbers in score to number that appears in "Match Display" after game is over scores one replay.

FREE PLAY

020292-01

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FREE PLAY

3 BALLS

FIRST REPLAY

.....

SECOND REPLAY

.....

5 BALLS

FIRST REPLAY

.....

SECOND REPLAY

.....

AUDIO	2A	250V
DISPLAY	.5A	250V (SLO-BLO)
DISPLAY	.5A	250V (SLO-BLO)
LAMP	15A	250V
LOGIC	7A	250V (SLO-BLO)
SOLENOIDS	15A	250V

**CAUTION: REPLACEMENT FUSES MUST HAVE THE
SAME RATINGS INDICATED ABOVE**

007024-01

SUPER-ACTION-FLIPPER
MIDDLE EARTH
MIT DOPPELTEM SPIELFELD

Spielanleitung:

- **3 Kugeln pro Spiel**
- **Chance für »Extra-Kugel« und Spezial-Freispiel, wenn alle Abschußziele getroffen werden und Lampe aufleuchtet.**
- **Treffen der stehenden Anschußziele ergibt Punkte-Erhöhung an Schlagtürmen, Spinnern und Überlaufkontakten.**
- **Doppel-Bonus bei Aufleuchten der 5 inneren sternförmigen Überrollknöpfe.**
- **Bei »Tilt« (Kippen) keine Wertung mit Spielkugel.**

Font used: Helvetica, Times New Roman, Wingdings

Cards status:

020292-01 confirmed.

Ball-in-Play cards universal.

Change score levels to fit your desired level.

Fuse card 007024-01 confirmed.

German instruction card confirmed.

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

If you like my work, please send me a donation via PayPal.