

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ Making blaster loop advances station #1 award.
- ★ Collect award by hitting the 3 orange bullseyes
- ★ Operate flex save lanes – with lower flipper buttons.  
– to retain auto flex.
- ★ Muscle power target doubles playfield values when lit.
- ★ Tilt penalty — ball-in-play.

M051-00E94-A016

**1 TO 4  
CAN PLAY**

## **“HARDBODY”**

**FOR  
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- ★ A circuit is awarded by completing – stations 1 thru 4.  
– any station 3 times.
- ★ A completed circuit qualifies center shot to raise ramps.  
Raising ramps exposes power rep shot.
- ★ Power rep shot awards – 50,000 points  
100,000 points  
200,000 points  
400,000 points and extra ball
- ★ Top inline drop targets – advances bonus multiplier.  
– awards extra ball when lit.

M051-00E94-A017

Fonts used: News Gothic MT Std, Wingdings.

**Cards status:**

M051-00E94-A017 confirmed  
M051-00E94-A016 confirmed

Recommended “High Score to Date” levels:  
(reset periodically)  
3 ball 3,624,360 points  
5 ball 3,624,360 points

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](http://www.inkochnito.nl)