# Last Action Hero

**M-BALL :** Shoot Captive Balls (1) to light M-BALL at the Left  
 Scoop (2). Shoot the Left Scoop to start M-BALL.

**Jackpot:** Shoot the Crane (3) during M-BALL to light Jackpot.  
 Collect Jackpot at the Ramp (4). Then Double  
 Jackpot at the Crane to light Shields.

**Shields:** Completing Shields (5) during M-BALL lights the  
 Crane. Shoot the Crane to light Super Jackpot at  
 the Ramp. Collecting Super Jackpot lights Double  
 Super Jackpot at the Crane. (Hint: Locked balls  
 increase Jackpot values.)

**Dynamite Values:** Shoot the Left Scoop for Dynamite fea-  
 tures. Complete all features to start World Pre-  
 miere. Shoot the Ramp to re-light the Scoop.

**Smart Missile:** One per game. Scores all lit features when  
 used.

755-5046-00

**WARNING !!**

**DO NOT PUT FINGERS NEAR  
MOTOR WHILE POWER IS ON**

Fonts used: Helvetica.

**Cards status:**

755-5046-00 confirmed.

The black and yellow decal is used behind the CRANE drop targets.

Shaker Motor Warning label confirmed. (100x40mm)

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)

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