



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 features. Complete all features to start World Premiere. 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

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