

BIG HURT PINBALL

ALL OF THIS GAME'S MAIN FEATURES ARE EXPLAINED IN "**PLAYER CONTROLLED HELPFUL HINTS.**" DURING "**GAME OVER,**" PRESS AND HOLD THE RIGHT FLIPPER BUTTON WHILE USING THE LEFT FLIPPER BUTTON TO STEP THROUGH EACH OF THE HINTS.

EXTRA BALL:

THE BULLPEN (MYSTERY) OR CARD TRADE FEATURE MAY AWARD EXTRA BALL. THE "CATCHES" OR CONSOLATION FEATURE MAY LIGHT A HURRY-UP EXTRA BALL SHOT.

SPECIAL:

THE CONSOLATION FEATURE MAY LIGHT THE ROLLOVER SPECIAL (RIGHT OUTLANE) FOR A TIMED PERIOD. A SPECIAL MAY BE AWARDED FOR HIGH CATCHES, HOME RUNS, GRAND SLAMS OR STEALS.

CONSOLATION:

IF A PLAYER HAS A LOW SCORE WHEN BEGINNING THEIR LAST BALL, THEN HURRY-UP EXTRA BALL AND HURRY-UP SPECIAL MAY BE AWARDED. HURRY-UP 100M MAY ALSO BE AWARDED IF SINGLE PLAYER GAME.

OTHER FEATURES:

- SPELLING GRAND SLAM AWARDS **GRAND SLAM DERBY.**
- SPELLING BIG HURT AWARDS **DOUBLE JACKPOT.**
- COMPLETING THE 7TH INNING AWARDS **SEVENTH INNING STRETCH.**
- ADVANCING INNINGS ALSO ADVANCES SUPER JACKPOT.
- A HOME RUN AWARDS 10M POINTS, A GRAND SLAM AWARDS 40M POINTS.
- "**DOUBLE**" (CENTER SHOT) DOUBLES HOME RUN AND GRAND SLAM VALUES.
- THE POP BUMPERS ADVANCE THE BULLPEN FEATURE.
- COMPLETE ALL ROUNDS FOR **WORLD SERIES.**

31584

BIG HURT PINBALL

LES REGLES DE JEUX PRINCIPALES, SONT DISPONIBLES SUR L'AFFICHEUR. DURANT LE GAME OVER, APPUYEZ SUR LE BOUTON DE FLIPPER DROIT, ET UTILISEZ LE BOUTON DE FLIPPER GAUCHE POUR FAIRE DEFILER LES MESSAGES D'AIDE.

EXTRA BALL:

LES SEQUENCES "BULLPEN," "CARD TRADE," PEUVENT DONNER UNE EXTRA-BALL. LES SEQUENCES "CATCHES" OU CONSOLATION, PEUVENT ALLUMER EXTRA-BALL.

SPECIAL:

LA SEQUENCE CONSOLATION PEUT ALLUMER LE SPECIAL (PASSAGE DE SORTIE DROIT) POUR UN TEMPS. UN SPECIAL PEUT ETRE GAGNE PAR, +HT CATCHES, HOME RUNS, GRAND SLAM, OU STEALS.

CONSOLATION:

SI UN JOUEUR A FAIT UN SCORE TRES BAS AU DEBUT DE LA DERNIERE BILLE, UN SPECIAL PEUT ETRE GAGNE. 100M PEUT AUSSI ETRE GAGNE SI LE JOUEUR EST SEUL.

AUTRES SEQUENCES:

- TERMINER GRAND SLAM DONNE **GRAND SLAM DERBY.**
- TERMINER BIG HURT DONNE **DOUBLE JACKPOT.**
- FAIRE LE 7TH INNING DONNE **SEVENTH INNING STRETCH.**
- L'AVANCE DES INNINGS FAIT AUSSI AVANCER LE SUPER JACKPOT.
- HOME RUN DONNE 10.000.000, GRAND SLAM DONNE 40.000.000.
- "**DOUBLE**" (CENTRE) DOUBLE LA VALEUR HOME RUN ET GRAND SLAM.
- LES BUMPERS FONT AVANCER LES GAINS DE BULLPEN.
- FAIRE TOUTES LES SEQUENCES POUR "**WORLD SERIES**".

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THE BIG HURT PLAYBOARD FUSE INFO VALUES

F15	1-1/2 AMP	SLO-BLO	LEFT POP BUMPER	F23	1-1/2 AMP	SLO-BLO	CENTER RAMP LIFT
F16	1-1/2 AMP	SLO-BLO	RIGHT POP BUMPER	F24	1/2 AMP	SLO-BLO	SHOOTER LANE RAMP LIFT
F17	1-1/2 AMP	SLO-BLO	LEFT KICKING RUBBER	F25	1/2 AMP	SLO-BLO	TOP RIGHT PLUNGER GATE
F18	1-1/2 AMP	SLO-BLO	RIGHT KICKING RUBBER	F26	1/2 AMP	SLO-BLO	TOP BALL GATE
F19	4 AMP	SLO-BLO	BOTTOM LEFT FLIPPER	F27	1/2 AMP	SLO-BLO	BALL RELEASE, DUTHOLE, TOP RIGHT HOLE KICKER
F20	2-1/2 AMP	SLO-BLO	TOP LEFT FLIPPER	F28	2-1/2 AMP	SLO-BLO	SHOOTER LANE KICKER
F21	4 AMP	SLO-BLO	BOTTOM RIGHT FLIPPER	F29	1 AMP	SLO-BLO	BOTTOM RIGHT UPKICKER
F22	1-1/2 AMP	SLO-BLO	3 POSITION BANK RESET	F30	1-1/2 AMP	SLO-BLO	TOP LEFT UPKICKER

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AMUSEMENT GAMES
BY
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Technology

24485-1



SMART SWITCH™
DO NOT ADJUST WIDE BEAM
SEE INSTRUCTION MANUAL



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DISPLAY
3/8 AMP SLO-BLO
250V

(F3)

F11	AUX. POWER SUPPLY (A5) 3 AMP SLO-BLO 250V
F10	AUX. POWER SUPPLY (A5) 3 AMP SLO-BLO 250V
F9	PLAYFIELD ILLUMINATION 7-1/2 AMP NORMAL-BLO 32V
F8	LIGHTBOX ILLUMINATION 15 AMP NORMAL-BLO 32V
F7	SOLENOIDS 8 AMP SLO-BLO 250V
F6	CONTROLLED LAMPS & SWITCHES 10 AMP SLO-BLO 32V
F5	POWER SUPPLY (A2) 2-1/2 AMP SLO-BLO 250V
F4	DISPLAY 3/8 AMP SLO-BLO 250V

**WARNING – FOR CONTINUED PROTECTION AGAINST FIRE
HAZARD, REPLACE ONLY WITH A FUSE OF THE SAME TYPE
AND HAVING THE SAME ELECTRICAL RATING.**

**ATTENTION: UTILISER UN FUSIBLE DE RECHANGE
DE MEME TYPE DE...A...V.**

Instruction card size: 152x108mm

Fonts used: Helvetica, Helvetica75, Helvetica-Black, Eras Bold ITC, Wingdings, ocrA10, Times New Roman, News Gothic Std.

Cards status:

31584 instruction card (English) confirmed.

31585 instruction card (French) confirmed.

31558 playboard fuse info values card confirmed.

24485-1 Gottlieb/Premier globe card confirmed.

Smart switch card confirmed.

31556 fuse location card confirmed.

Score cards are available in a separate file.

Look for **Score cards for System 3 games**.

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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