# 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 UM 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 ADVANCER LES GAINS DE BULLPEN.  
 • FAIRE TOUTES LES SEQUENCES POUR “WORLD SERIES”.

31585

**THE BIG HURT PLAYB0ARD FUSE INF0 VALUES**

F15 1-1/2 AMP SL0-BL0 LEFT P0P BUMPER F23 1-1/2 AMP SL0-BL0 CENTER RAMP LIFT

F16 1-1/2 AMP SL0-BL0 RIGHT P0P BUMPER F24 1/2 AMP SL0-BL0 SH00TER LANE RAMP LIFT

F17 1-1/2 AMP SL0-BL0 LEFT KICKING RUBBER F25 1/2 AMP SL0-BL0 T0P RIGHT PLUNGER GATE

F18 1-1/2 AMP SL0-BL0 RIGHT KICKING RUBBER F26 1/2 AMP SL0-BL0 T0P BALL GATE

F19 4 AMP SL0-BL0 B0TT0M LEFT FLIPPER F27 1/2 AMP SL0-BL0 BALL RELEASE, 0UTH0LE,

F20 2-1/2 AMP SL0-BL0 T0P LEFT FLIPPER T0P RIGHT H0LE KICKER

F21 4 AMP SL0-BL0 B0TT0M RIGHT FLIPPER F28 2-1/2 AMP SL0-BL0 SH00TER LANE KICKER

F22 1-1/2 AMP SL0-BL0 3 P0SITION BANK RESET F29 1 AMP SL0-BL0 B0TT0M RIGHT UPKICKER

F30 1-1/2 AMP SL0-BL0 T0P LEFT UPKICKER

31558

SMART SWITCH™

**DO NOT ADJUST WIDE BEAM**

SEE INSTRUCTION MANUAL

AMUSEMENT GAMES

BY

SMART SWITCH™

**DO NOT ADJUST WIDE BEAM**

SEE INSTRUCTION MANUAL

SMART SWITCH™

**DO NOT ADJUST WIDE BEAM**

SEE INSTRUCTION MANUAL

24485-1

**DISPLAY  
3/8 AMP SLO–BLO  
250V**

**AUX. POWER SUPPLY (A5)  
3 AMP SLO–BLO  
250V**

**AUX. POWER SUPPLY (A5)  
3 AMP SLO–BLO  
250V**

**PLAYFIELD ILLUMINATION  
7-1/2 AMP NORMAL–BLO  
32V**

**LIGHTBOX ILLUMINATION  
15 AMP NORMAL–BLO  
32V**

**SOLENOIDS  
8 AMP SLO–BLO  
250V**

**CONTROLLED LAMPS & SWITCHES  
10 AMP SLO–BLO  
32V**

**POWER SUPPLY (A2)  
2-1/2 AMP SLO–BLO  
250V**

**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.**

F3

**31556**

F11

F10

F9

F8

F7

F6

F5

F4

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

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