# CLEOPATRA

**INSTRUCTIONS**

**ONE, TWO, THREE OR FOUR PLAYERS — 3 BALLS PER PLAYER**

INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE.  
 REPEAT FOR ADDITIONAL PLAYERS.

HITTING ROLLOVERS AND CORRESPONDING DROP TARGETS INCREASES  
 BONUS VALUE. COMPLETING DROP TARGETS LIGHTS CENTER TARGET  
 ALTERNATELY. COMPLETING ROLLOVERS OR DROP TARGETS LIGHTS  
 BULLS-EYE TARGETS ALTERNATELY FOR “EXTRA BALL”. COMPLETING  
 ROLLOVERS AND DROP TARGETS LIGHTS BULLS-EYE TARGETS .  
 ALTERNATELY FOR “SPECIAL”.

DROP TARGET VALUE IS 1000 POINTS FOR EACH COMPLETED ROLLOVER.

CENTER POP BUMPER VALUE IS 1000 POINTS.

CENTER TARGET VALUE IS 500 OR 5000 WHEN LIT.

HOLE VALUE IS 5000 POINTS.

BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL. BONUS VALUE  
 DOUBLES WHEN LEFT AND RIGHT HOLES ARE LIT OR ON LAST BALL  
 IN PLAY.

MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS ON  
 BACK GLASS AFTER GAME IS OVER SCORES ONE REPLAY.

B-17634-3

409

# CLEOPATRA

**INSTRUCTIONS**

**ONE, TWO, THREE OR FOUR PLAYERS — 5 BALLS PER PLAYER**

INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE.  
 REPEAT FOR ADDITIONAL PLAYERS.

HITTING ROLLOVERS AND CORRESPONDING DROP TARGETS INCREASES  
 BONUS VALUE. COMPLETING DROP TARGETS LIGHTS CENTER TARGET  
 ALTERNATELY. COMPLETING ROLLOVERS OR DROP TARGETS LIGHTS  
 BULLS-EYE TARGETS OCCASIONALLY FOR “EXTRA BALL”. COMPLETING  
 ROLLOVERS AND DROP TARGETS LIGHTS BULLS-EYE TARGETS .  
 ALTERNATELY FOR “SPECIAL”.

DROP TARGET VALUE IS 1000 POINTS FOR EACH COMPLETED ROLLOVER.

CENTER POP BUMPER VALUE IS 100 POINTS.

CENTER TARGET VALUE IS 500 OR 5000 WHEN LIT.

HOLE VALUE IS 3000 POINTS.

BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL. BONUS VALUE  
 DOUBLES WHEN LEFT AND RIGHT HOLES ARE LIT OR ON LAST BALL  
 IN PLAY.

MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS ON  
 BACK GLASS AFTER GAME IS OVER SCORES ONE REPLAY.

B-17634-3

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 ALTERNATELY FOR “SPECIAL”.

DROP TARGET VALUE IS 1000 POINTS FOR EACH COMPLETED ROLLOVER.

CENTER POP BUMPER VALUE IS 1000 POINTS.

CENTER TARGET VALUE IS 500 OR 5000 WHEN LIT.

HOLE VALUE IS 5000 POINTS.

BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL. BONUS VALUE  
 DOUBLES WHEN LEFT AND RIGHT HOLES ARE LIT OR ON LAST BALL  
 IN PLAY.

MAKING “SPECIAL” GIVES ONE EXTRA BALL.

MAXIMUM ONE BALL PER PALL IN PLAY.

B-17635-3

409

# CLEOPATRA

**INSTRUCTIONS**

**ONE, TWO, THREE OR FOUR PLAYERS — 5 BALLS PER PLAYER**

INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE.  
 REPEAT FOR ADDITIONAL PLAYERS.

HITTING ROLLOVERS AND CORRESPONDING DROP TARGETS INCREASES  
 BONUS VALUE. COMPLETING DROP TARGETS LIGHTS CENTER TARGET  
 ALTERNATELY. COMPLETING ROLLOVERS OR DROP TARGETS LIGHTS  
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BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL. BONUS VALUE  
 DOUBLES WHEN LEFT AND RIGHT HOLES ARE LIT OR ON LAST BALL  
 IN PLAY.

MAKING “SPECIAL” GIVES ONE EXTRA BALL.

MAXIMUM ONE BALL PER PALL IN PLAY.

B-17635-3

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**SCORE CARDS ARE LISTED FROM LIBERAL TO CONSERVATIVE.**

**RECOMMENDED CARDS ARE MARKED \* FOR 3 BALL AND † FOR 5 BALL.**

ADJUSTMENT PLUG LOCATION

INSIDE LIGHTBOX < POINT SCORE ADJ., MATCH FEATURE ADJ.  
AND GAME ADJ.

BOTTOM PANEL < 1st & 2nd CHUTE ADJ. AND “W” RELAY ADJ.

PLAYBOARD < 3-5 BALL ADJ.

**REPLAY SCORES**

A-17636 80,000 - 100,000 - 180,000

A-17637 90,000 - 110,000 - 180,000

\* A-17638 90,000 - 120,000 - 180,000

A-17639 100,000 - 120,000 - 180,000

A-17640 100,000 - 130,000 - 190,000

† A-17641 110,000 - 130,000 - 190,000

A-17642 120,000 - 140,000 - 190,000

A-16126 120,000 - 150,000 - 190,000

A-16429 130,000 - 160,000

A-17643 130,000

**ADD-A-BALL SCORES**

A-16825 70,000 - 120,000

A-16827 80,000 - 130,000

A-17644 90,000 - 140,000

\* † A-17645 100,000 - 150,000

A-17646 110,000 - 160,000

A-17647 120,000 - 170,000

A-17648 130,000 - 180,000

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A-17633-1

1 REPLAY FOR EACH SCORE OF 80,000 POINTS.

1 REPLAY FOR EACH SCORE OF 100,000 POINTS.

1 REPLAY FOR EACH SCORE OF 180,000 POINTS.

A-17636

1 REPLAY FOR EACH SCORE OF 90,000 POINTS.

1 REPLAY FOR EACH SCORE OF 110,000 POINTS.

1 REPLAY FOR EACH SCORE OF 180,000 POINTS.

A-17637

1 REPLAY FOR EACH SCORE OF 90,000 POINTS.

1 REPLAY FOR EACH SCORE OF 120,000 POINTS.

1 REPLAY FOR EACH SCORE OF 180,000 POINTS.

A-17638

1 REPLAY FOR EACH SCORE OF 100,000 POINTS.

1 REPLAY FOR EACH SCORE OF 120,000 POINTS.

1 REPLAY FOR EACH SCORE OF 180,000 POINTS.

A-17639

1 REPLAY FOR EACH SCORE OF 100,000 POINTS.

1 REPLAY FOR EACH SCORE OF 130,000 POINTS.

1 REPLAY FOR EACH SCORE OF 190,000 POINTS.

A-17640

1 REPLAY FOR EACH SCORE OF 110,000 POINTS.

1 REPLAY FOR EACH SCORE OF 130,000 POINTS.

1 REPLAY FOR EACH SCORE OF 190,000 POINTS.

A-17641

1 REPLAY FOR EACH SCORE OF 120,000 POINTS.

1 REPLAY FOR EACH SCORE OF 140,000 POINTS.

1 REPLAY FOR EACH SCORE OF 190,000 POINTS.

A-17642

1 REPLAY FOR EACH SCORE OF 120,000 POINTS.

1 REPLAY FOR EACH SCORE OF 150,000 POINTS.

1 REPLAY FOR EACH SCORE OF 190,000 POINTS.

A-16126

1 REPLAY FOR EACH SCORE OF 130,000 POINTS.

1 REPLAY FOR EACH SCORE OF 160,000 POINTS.

A-16429

1 REPLAY FOR EACH SCORE OF 130,000 POINTS.

A-17643

SCORING 70,000 POINTS ADDS 1 BALL.

SCORING 120,000 POINTS ADDS 1 BALL.

A-16825

SCORING 80,000 POINTS ADDS 1 BALL.

SCORING 130,000 POINTS ADDS 1 BALL.

A-16827

SCORING 90,000 POINTS ADDS 1 BALL.

SCORING 140,000 POINTS ADDS 1 BALL.

A-17644

SCORING 100,000 POINTS ADDS 1 BALL.

SCORING 150,000 POINTS ADDS 1 BALL.

A-17645

SCORING 110,000 POINTS ADDS 1 BALL.

SCORING 160,000 POINTS ADDS 1 BALL.

A-17646

SCORING 120,000 POINTS ADDS 1 BALL.

SCORING 170,000 POINTS ADDS 1 BALL.

A-17647

SCORING 130,000 POINTS ADDS 1 BALL.

SCORING 180,000 POINTS ADDS 1 BALL.

A-17648

Fonts used: Futura Hv BT, Futura Md BT, News Gothic MT Std, Helvetica

**Cards status:**

B-17634-3 instruction card 3 &5 ball confirmed.

B-17635-3 instruction card 3 &5 ball confirmed.

A-17633-1 index card confirmed.

All score cards confirmed.

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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