

PYRAMID

INSTRUCTIONS

ONE OR TWO PLAYERS — 3 BALLS PER PLAYER

INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE.

REPEAT FOR SECOND PLAYER.

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.

410

B-17653-3

PYRAMID

INSTRUCTIONS

ONE OR TWO PLAYERS — 5 BALLS PER PLAYER

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REPEAT FOR SECOND PLAYER.

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.

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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.

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MAXIMUM ONE BALL PER PALL IN PLAY.

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B-17654-3

SCORE CARDS ARE LISTED FROM LIBERAL TO CONSERVATIVE.
RECOMMENDED CARDS ARE MARKED * FOR 3 BALL AND † FOR 5 BALL.

REPLAY SCORES		ADD-A-BALL SCORES	
A-17636	80,000 - 100,000 - 180,000	A-16825	70,000 - 120,000
A-17637	90,000 - 110,000 - 180,000	A-16827	80,000 - 130,000
* A-17638	90,000 - 120,000 - 180,000	A-17644	90,000 - 140,000
A-17639	100,000 - 120,000 - 180,000	* † A-17645	100,000 - 150,000
A-17640	100,000 - 130,000 - 190,000	A-17646	110,000 - 160,000
† A-17641	110,000 - 130,000 - 190,000	A-17647	120,000 - 170,000
A-17642	120,000 - 140,000 - 190,000	A-17648	130,000 - 180,000
A-16126	120,000 - 150,000 - 190,000		
A-16429	130,000 - 160,000		
A-17643	130,000		

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.

409

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-17653-3 instruction card 3 &5 ball confirmed.

B-17654-3 instruction card 3 &5 ball confirmed.

A-17633-1 index card confirmed (Cleopatra).

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

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