# SOLAR CITY

# INSTRUCTIONS

**ONE or TWO PLAYERS - - 3 BALLS PER PLAYER**

## INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE. REPEAT FOR SECOND PLAYER.

## TOP DROP TARGETS SCORE 2000 POINTS. COMPLETING TOP DROP TARGETS LIGHTS RIGHT EXTRA BALL ROLLOVER AND SPECIAL ROLLOVER. SIDE DROP TARGETS SCORE 500 POINTS. COMPLETING SIDE DROP TARGETS LIGHTS LEFT EXTRA BALL ROLLOVER. BULLS EYE TARGETS SCORE 1000 POINTS.

## BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL. BONUS VALUE DOUBLES ON LAST BALL.

## A TILT DOES NOT DISQUALIFY A PLAYER.

MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS  
 ON BACK GLASS AFTER GAME IS OVER SCORES 1 REPLAY.

393

A-17248-1

# SOLAR CITY

# INSTRUCTIONS

**ONE or TWO PLAYERS - - 5 BALLS PER PLAYER**

## INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE. REPEAT FOR SECOND PLAYER.

## DROP TARGETS SCORE 300 POINTS. COMPLETING TOP DROP TARGETS LIGHTS RIGHT EXTRA BALL AND SPECIAL ROLLOVER. COMPLETING SIDE DROP TARGETS LIGHTS LEFT EXTRA BALL ROLLOVER. BULLS EYE TARGETS SCORE 100 POINTS.

## BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL. BONUS VALUE DOUBLES ON LAST BALL.

## A TILT DOES NOT DISQUALIFY A PLAYER.

MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS  
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393

B-16663-3

# SOLAR CITY

# INSTRUCTIONS

**ONE or TWO PLAYERS - - 5 BALLS PER PLAYER**

## INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE. REPEAT FOR SECOND PLAYER.

## DROP TARGETS SCORE 300 POINTS. COMPLETING TOP DROP TARGETS LIGHTS RIGHT EXTRA BALL AND SPECIAL ROLLOVER. COMPLETING SIDE DROP TARGETS LIGHTS LEFT EXTRA BALL ROLLOVER. BULLS EYE TARGETS SCORE 100 POINTS.

## BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL. BONUS VALUE DOUBLES ON LAST BALL.

## A TILT DOES NOT DISQUALIFY A PLAYER.

MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS  
 ON BACK GLASS AFTER GAME IS OVER SCORES 1 REPLAY.

393

B-16663-3

# SOLAR CITY

# INSTRUCTIONS

**ONE or TWO PLAYERS - - 3 BALLS PER PLAYER**

## INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE. REPEAT FOR SECOND PLAYER.

## DROP TARGETS SCORE 2000 POINTS. COMPLETING TOP DROP TARGETS LIGHTS RIGHT EXTRA BALL AND SPECIAL ROLLOVER. COMPLETING SIDE DROP TARGETS LIGHTS LEFT EXTRA BALL ROLLOVER. BULLS EYE TARGETS SCORE 1000 POINTS.

## MAKING SPECIAL GIVES ONE EXTRA BALL.

## BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL. BONUS VALUE DOUBLES ON LAST BALL.

## A TILT DOES NOT DISQUALIFY A PLAYER.

MAXIMUM 1 EXTRA BALL PER BALL IN PLAY.

393

B-17246-1

# SOLAR CITY

# INSTRUCTIONS

**ONE or TWO PLAYERS - - 5 BALLS PER PLAYER**

## INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE. REPEAT FOR SECOND PLAYER.

## DROP TARGETS SCORE 300 POINTS. COMPLETING TOP DROP TARGETS LIGHTS RIGHT EXTRA BALL AND SPECIAL ROLLOVER. COMPLETING SIDE DROP TARGETS LIGHTS LEFT EXTRA BALL ROLLOVER. BULLS EYE TARGETS SCORE 100 POINTS.

## MAKING SPECIAL GIVES ONE EXTRA BALL.

## BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL. BONUS VALUE DOUBLES ON LAST BALL.

## A TILT DOES NOT DISQUALIFY A PLAYER.

MAXIMUM 1 EXTRA BALL PER BALL IN PLAY.

393

B-17246-1

**SCORES ARE LISTED FROM LIBERAL TO CONSERVATIVE.**

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

**NOTE: DUE TO ELECTRICAL ADJUSTMENTS THE 3 BALL SCORES**

**ON REPLAY ARE HIGHER THAN 5 BALL SCORES.**

REPLAY SCORES

A-17377 63,000 - 75,000

A-17093 66,000 - 78,000

A-17094 69,000 - 81,000

† A-16914 72,000 - 84,000

A-17254 75,000 - 87,000

A-17255 77,000 - 89,000

✽ A-16916 79,000 - 91,000

A-17098 81,000 - 93,000

A-16407 83,000 - 95,000

A-16408 85,000 - 97,000

ADD-A-BALL SCORES

A-17257 50,000 - 85,000

A-17258 55,000 - 90,000

A-17259 60,000 - 95,000

A-17260 70,000 - 97,000

A-17261 80,000 - 99,000

A-17262 50,000

✽ † A-17263 55,000

A-17264 60,000

A-17265 65,000

A-17266 70,000

A-17267 75,000

A-17268 80,000

A-16650-4

392

ADJUSTMENT PLUG LOCATION

PLAYBOARD — 3-5 ADJ. AND SIDE DROP TARGET ADJ.

LIGHTBOX — POINT SCORE ADJ., GAME ADJ. AND

MATCH FEATURE ADJ.

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

1 REPLAY FOR EACH SCORE OF 63,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 75,000 POINTS.

A-17377

1 REPLAY FOR EACH SCORE OF 66,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 78,000 POINTS.

A-17093

1 REPLAY FOR EACH SCORE OF 69,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 81,000 POINTS.

A-17094

1 REPLAY FOR EACH SCORE OF 72,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 84,000 POINTS.

A-16914

1 REPLAY FOR EACH SCORE OF 75,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 87,000 POINTS.

A-17254

1 REPLAY FOR EACH SCORE OF 77,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 89,000 POINTS.

A-17255

1 REPLAY FOR EACH SCORE OF 79,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 91,000 POINTS.

A-16916

1 REPLAY FOR EACH SCORE OF 81,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 93,000 POINTS.

A-17098

1 REPLAY FOR EACH SCORE OF 83,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 95,000 POINTS.

A-16407

1 REPLAY FOR EACH SCORE OF 85,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 97,000 POINTS.

A-16408

SCORING 50,000 POINTS ADDS 1 BALL.  
SCORING 85,000 POINTS ADDS 1 BALL.

A-17257

SCORING 55,000 POINTS ADDS 1 BALL.  
SCORING 90,000 POINTS ADDS 1 BALL.

A-17258

SCORING 60,000 POINTS ADDS 1 BALL.  
SCORING 95,000 POINTS ADDS 1 BALL.

A-17259

SCORING 70,000 POINTS ADDS 1 BALL.  
SCORING 97,000 POINTS ADDS 1 BALL.

A-17260

SCORING 80,000 POINTS ADDS 1 BALL.  
SCORING 99,000 POINTS ADDS 1 BALL.

A-17261

SCORING 50,000 POINTS ADDS 1 BALL.

A-17262

SCORING 55,000 POINTS ADDS 1 BALL.

A-17263

SCORING 60,000 POINTS ADDS 1 BALL.

A-17264

SCORING 65,000 POINTS ADDS 1 BALL.

A-17265

SCORING 70,000 POINTS ADDS 1 BALL.

A-17266

SCORING 75,000 POINTS ADDS 1 BALL.

A-17267

SCORING 80,000 POINTS ADDS 1 BALL.

A-17268

1 REPLAY FOR EACH SCORE OF POINTS.  
1 REPLAY FOR EACH SCORE OF POINTS.  
1 REPLAY FOR EACH SCORE OF POINTS.

A-12689-1

1 REPLAY FOR EACH SCORE OF POINTS.  
1 REPLAY FOR EACH SCORE OF POINTS.

A-16141

SCORING POINTS ADDS 1 BALL.

A-17242

SCORING POINTS ADDS 1 BALL.  
SCORING POINTS ADDS 1 BALL.

A-17243

**V**

REPLAY  
BUTTON  
RELAY

**P**

ADD  
PLAYER  
UNIT RELAY

**S**

START  
RELAY

**O**

BALL  
RETURN  
RELAY

**BX**

LAST  
BALL  
RELAY

**W**

2nd  
CHUTE  
RELAY

**Q**

GAME  
OVER  
RELAY

**DX**

1st  
BALL  
RELAY

**AX**

RESET  
CONTROL  
RELAY

**K**

DOUBLE  
BONUS  
RELAY

**G**

BONUS SCORE  
CONTROL  
RELAY

**T**

TILT  
RELAY

**R**

HOLD  
RELAY

**D**

SCORE  
CONTROL  
RELAY

**H**

TILT  
HOLD  
RELAY

**C**

SCORE  
CONTROL  
RELAY

**V**

REPLAY  
BUTTON  
RELAY

**1ST AND 2ND**

**CHUTE ADJUSTMENT**

**1st CHUTE**

**2nd CHUTE**

**1 COIN**

**1 PLAY**

**1 COIN**

**ADJ.**

**2, 3, 4 OR 5**

**PLAYS**

A-16993

}

}

**“W” RELAY**

**ADJUSTMENT**

**5**

**4**

**3**

**2**

A-6231

**PRIMARY FUSE**

**5 AMP. SLO-BLO**

25 VOLT PLAYBOARD LIGHTBOX

FUSE LIGHT FUSE LIGHT FUSE

15 10 12

AMP. AMP. AMP.

LINE VOLTAGE

Fonts used: Futura BdCn BT, Futura Hv BT, Futura Bk BT, Futura Md BT, News Gothic Std

Card size: 154x108 (instructions), 154x57mm (score)

**Cards status:**

A-17248-1 instruction card confirmed.

B-16663-3 instruction card confirmed.

B-17246-1 instruction card confirmed.

A-16650-4 score index card confirmed.

All score cards confirmed.

The relay strip and labels are taken from Target Alpha and are needed to verify.

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)

If you like my work, please send me a donation via PayPal.