# SPIDER-MAN

**INSTRUCTIONS 3 BALLS PER PLAYER**

## COMPLETING 1-2-3 SEQUENCE LIGHTS “SCORES BONUS,” ADDS ONE LIT SPOT TO RIGHT DROP TARGETS AND RESETS 1-2-3 SEQUENCE.

### COMPLETING A & B ROLLOVERS LIGHT THE RIGHT EXTRA BALL FEATURE WHEN ADJACENT SPOT IS LIT. THE POP BUMPERS MOVE THE LIT SPOTS.

### ALL DROP TARGETS SCORE 3000 POINTS. COMPLETING RIGHT DROP TARGETS LIGHTS LEFT EXTRA BALL FEATURE, SPIN TARGET AND RESETS BOTH TARGET BANKS.

**POP BUMPERS AND SPIN TARGET SCORE 100 OR 1000 WHEN LIT.**

**TILT DOES NOT DISQUALIFY A PLAYER.**

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

653

B-19864-1

# SPIDER-MAN

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MAKING “SPECIAL” SCORES ONE EXTRA BALL. MAXIMUM ONE BALL PER BALL  
IN PLAY.

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# REGLE DE JEU

# SPIDERMAN

**INSTRUCTIONS 3 BILLES PAR JOUEUR**

## Eteindre les chiffres 1-2-3 allume “SCORE BONUS” additionne un spot lumineux aux cibles de droite te fait réapparaitre les chiffres 1-2-3.

### Faire les passages A et B allume l’extra ball de droite lorsque le spot adjacent est allumé, les bumpers font changer l’allumage des spots.

### Toutes les cibles donnent 3000 points. Abattre toutes les cibles de droite, allume l’EXTRA BALL de gauche, la cible tournante, et réarme toutes les cibles.

Les bumpers et la cible tournante donnent 100 points, ou 1000 points  
lorsqu’ils sont allumés.

Le Tilt ne disqualifie pas le joueur.

A la fin de la partie, lorsque les deux derniers chiffres du joueur  
sont identiques aux deux chiffres affichés an bas au milieu du fronton  
(number to match) une partie est obtenue.–

**A-20084**

# REGLE DE JEU

# SPIDERMAN

**INSTRUCTIONS 5 BILLES PAR JOUEUR**

## Eteindre les chiffres 1-2-3 allume “SCORE BONUS” additionne un spot lumineux aux cibles de droite te fait réapparaitre les chiffres 1-2-3.

### Faire les passages A et B allume l’extra ball de droite lorsque le spot adjacent est allumé, les bumpers font changer l’allumage des spots.

### Toutes les cibles donnent 500 points. Abattre toutes les cibles de droite, allume alternativement l’EXTRA BALL de gauche, la cible tournante, et réarme toutes les cibles.

Les bumpers et la cible tournante donnent 100 points, ou 1000 points  
lorsqu’ils sont allumés.

Le Tilt ne disqualifie pas le joueur.

A la fin de la partie, lorsque les deux derniers chiffres du joueur  
sont identiques aux deux chiffres affichés an bas au milieu du fronton  
(number to match) une partie est obtenue.–

**A-20084**

NOTE: IF GAME IS OPERATED WITHOUT “HIGH GAME TO DATE” FEATURE TURN SCORE  
 CARD OVER.

A-19461 180,000–310,000–450,000

A-19462 200,000–330,000–470,000

A-19816 210,000–340,000–480,000

✽ A-19307 230,000–360,000–510,000

A-19464 240,000–370,000–510,000

A-19308 250,000–380,000–530,000

† A-19309 270,000–400,000–550,000

A-19910 290,000–420,000–570,000

A-19911 310,000–430,000–590,000

A-19821 190,000–330,000–480,000

✽ † A-19471 200,000–350,000–500,000

A-19426 210,000–360,000–510,000

A-19863-1

# SPIDER-MAN

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

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

F1 F2 F3 F4 F5 F6 F7

12A 7½A 5A ¼A 5A 5A ¼A

SB SB SB SB SB

6 VDC 24 VDC

LAMPS SOLENOIDS

**F-1** Lightbox Illumination

**F-2** Playboard Illumination

**F-3** Controlled Lamps

**F-4** Sound Board

**F-5** Power Supply

**F-6** Solenoids (24 VDC)

**F-7** Displays

12 VDC

POWER SUPPLY VOLUME

SOUND BOARD CONTROL

PRIMARY FUSE

5 AMP SLO-BLO/115 VAC

2.5 AMP SLO-BLO/230 VAC

1 REPLAY FOR EACH SCORE OF 180,000 POINTS

1 REPLAY FOR EACH SCORE OF 310,000 POINTS

1 REPLAY FOR EACH SCORE OF 450,000 POINTS

3 REPLAYS FOR BEATING HIGH SCORE TO DATE

A-19461

1 REPLAY FOR EACH SCORE OF 180,000 POINTS

1 REPLAY FOR EACH SCORE OF 310,000 POINTS

1 REPLAY FOR EACH SCORE OF 450,000 POINTS

A-19461

1 REPLAY FOR EACH SCORE OF 200,000 POINTS

1 REPLAY FOR EACH SCORE OF 330,000 POINTS

1 REPLAY FOR EACH SCORE OF 470,000 POINTS

3 REPLAYS FOR BEATING HIGH SCORE TO DATE

A-19462

1 REPLAY FOR EACH SCORE OF 200,000 POINTS

1 REPLAY FOR EACH SCORE OF 330,000 POINTS

1 REPLAY FOR EACH SCORE OF 470,000 POINTS

A-19462

1 REPLAY FOR EACH SCORE OF 210,000 POINTS

1 REPLAY FOR EACH SCORE OF 340,000 POINTS

1 REPLAY FOR EACH SCORE OF 480,000 POINTS

3 REPLAYS FOR BEATING HIGH SCORE TO DATE

A-19816

1 REPLAY FOR EACH SCORE OF 210,000 POINTS

1 REPLAY FOR EACH SCORE OF 340,000 POINTS

1 REPLAY FOR EACH SCORE OF 480,000 POINTS

A-19816

1 REPLAY FOR EACH SCORE OF 230,000 POINTS

1 REPLAY FOR EACH SCORE OF 360,000 POINTS

1 REPLAY FOR EACH SCORE OF 510,000 POINTS

3 REPLAYS FOR BEATING HIGH SCORE TO DATE

A-19307

1 REPLAY FOR EACH SCORE OF 230,000 POINTS

1 REPLAY FOR EACH SCORE OF 360,000 POINTS

1 REPLAY FOR EACH SCORE OF 510,000 POINTS

A-19307

1 REPLAY FOR EACH SCORE OF 240,000 POINTS

1 REPLAY FOR EACH SCORE OF 370,000 POINTS

1 REPLAY FOR EACH SCORE OF 510,000 POINTS

3 REPLAYS FOR BEATING HIGH SCORE TO DATE

A-19464

1 REPLAY FOR EACH SCORE OF 240,000 POINTS

1 REPLAY FOR EACH SCORE OF 370,000 POINTS

1 REPLAY FOR EACH SCORE OF 510,000 POINTS

A-19464

1 REPLAY FOR EACH SCORE OF 250,000 POINTS

1 REPLAY FOR EACH SCORE OF 380,000 POINTS

1 REPLAY FOR EACH SCORE OF 530,000 POINTS

3 REPLAYS FOR BEATING HIGH SCORE TO DATE

A-19308

1 REPLAY FOR EACH SCORE OF 250,000 POINTS

1 REPLAY FOR EACH SCORE OF 380,000 POINTS

1 REPLAY FOR EACH SCORE OF 530,000 POINTS

A-19308

1 REPLAY FOR EACH SCORE OF 270,000 POINTS

1 REPLAY FOR EACH SCORE OF 400,000 POINTS

1 REPLAY FOR EACH SCORE OF 550,000 POINTS

3 REPLAYS FOR BEATING HIGH SCORE TO DATE

A-19309

1 REPLAY FOR EACH SCORE OF 270,000 POINTS

1 REPLAY FOR EACH SCORE OF 400,000 POINTS

1 REPLAY FOR EACH SCORE OF 550,000 POINTS

A-19309

1 REPLAY FOR EACH SCORE OF 290,000 POINTS

1 REPLAY FOR EACH SCORE OF 420,000 POINTS

1 REPLAY FOR EACH SCORE OF 570,000 POINTS

3 REPLAYS FOR BEATING HIGH SCORE TO DATE

A-19910

1 REPLAY FOR EACH SCORE OF 290,000 POINTS

1 REPLAY FOR EACH SCORE OF 420,000 POINTS

1 REPLAY FOR EACH SCORE OF 570,000 POINTS

A-19910

1 REPLAY FOR EACH SCORE OF 310,000 POINTS

1 REPLAY FOR EACH SCORE OF 430,000 POINTS

1 REPLAY FOR EACH SCORE OF 590,000 POINTS

3 REPLAYS FOR BEATING HIGH SCORE TO DATE

A-19911

1 REPLAY FOR EACH SCORE OF 310,000 POINTS

1 REPLAY FOR EACH SCORE OF 430,000 POINTS

1 REPLAY FOR EACH SCORE OF 590,000 POINTS

A-19911

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 190,000 POINTS ADDS 1 BALL

SCORING 330,000 POINTS ADDS 1 BALL

SCORING 480,000 POINTS ADDS 1 BALL

A-19821

SCORING 200,000 POINTS ADDS 1 BALL

SCORING 350,000 POINTS ADDS 1 BALL

SCORING 500,000 POINTS ADDS 1 BALL

A-19471

SCORING 210,000 POINTS ADDS 1 BALL

SCORING 360,000 POINTS ADDS 1 BALL

SCORING 510,000 POINTS ADDS 1 BALL

A-19426

SCORING POINTS ADDS 1 BALL.

A-17242

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

A-17243

Used fonts: Futura Hv BT, Futura Md BT, Futura Bk BT, Helvetica, News Gothic MT Std, News Gothic Std, Segoe UI Symbol

Card size: 154x108mm (instructions), 154x58mm (score)

**Cards status:**

B-19864-1 instruction card confirmed.

B-19865-1 instruction card confirmed.

A-20084 French instruction card confirmed.

A-19863-1 score index card confirmed.

Various (fuse) labels 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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