

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

INSTRUCTIONS

5 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 500 POINTS. COMPLETING RIGHT DROP TARGETS LIGHTS LEFT EXTRA BALL FEATURE ALTERNATELY, 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.

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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.

MAKING "SPECIAL" SCORES ONE EXTRA BALL. MAXIMUM ONE BALL PER BALL IN PLAY.

TILT DOES NOT DISQUALIFY A PLAYER.

653

B-19865-1

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INSTRUCTIONS

5 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 500 POINTS. COMPLETING RIGHT DROP TARGETS LIGHTS LEFT EXTRA BALL FEATURE ALTERNATELY, SPIN TARGET AND RESETS BOTH TARGET BANKS.

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MAKING "SPECIAL" SCORES ONE EXTRA BALL. MAXIMUM ONE BALL PER BALL IN PLAY.

TILT DOES NOT DISQUALIFY A PLAYER.

653

B-19865-1

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 réapparaître 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 au 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 réapparaître 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 au bas au milieu du fronton (number to match) une partie est obtenue.–

A-20084

SPIDER-MAN

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

A-19461	180,000–310,000–450,000	A-19821	190,000–330,000–480,000
A-19462	200,000–330,000–470,000	* †A-19471	200,000–350,000–500,000
A-19816	210,000–340,000–480,000	A-19426	210,000–360,000–510,000
* 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		

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

A-19863-1

F1	F2	F3	F4	F5	F6	F7
12A	7½A	5A	¼A	5A	5A	¼A
		SB	SB	SB	SB	SB

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

6 VDC
LAMPS

24 VDC
SOLENOIDS

12 VDC
POWER SUPPLY
SOUND BOARD

VOLUME
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

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