

## **INSTRUCTIONS**

## **«ATTACK»**

## **4 PLAYERS**

- Dropping one, two or three targets lits X2, X3 or X5 multiplying the bonus. With the 3 targets dropped prepares Special by the target of the captive ball.
- Bonus are lit by rollovers or stars A, B, C, D, E, F and are collected when ball leaves the playfield.
- The “Extra Bonus” and “Extra Ball” are lit by the revolving target and are collected by the kickout hole at the top. “Extra Ball” is prepared by the right hand side outlane.
- The kickout hole on the left increases its value every time the ball enters in it.
- The kickout hole on top also lits 30.000 at the captive ball.
- TILT only penalizes ball in play.

## **REPLAYS**

- By the star, when A, B, C, D, E and F are lit.
- By the captive ball target, when three drop targets are down.
- By high score.
- By match feature.
- By scoring more than the recorded “High score to date”.

## **3 BALLS PER GAME**

1 Replay at	points
2 Replays at	points
3 Replays at	points

## **REPLAYS**

- By the star, when A, B, C, D, E and F are lit.
- By the captive ball target, when three drop targets are down.
- By high score.
- By match feature.
- By scoring more than the recorded “High score to date”.

## **5 BALLS PER GAME**

1 Replay at	points
2 Replays at	points
3 Replays at	points

## **INSTRUCTIONS**

## **«ATTACK»**

## **4 PLAYERS**

- Dropping one, two or three targets lights X2, X3 or X5 bonus multiplier. With the 3 targets dropped, Special is lit at the target of the captive ball.
- Bonuses are added by rollovers or stars A, B, C, D, E, F and are collected when ball leaves the playfield.
- The “Extra Bonus” and “Extra Ball” are lit by the revolving target and are collected by the kickout hole at the top. “Extra Ball” when lit, is awarded at the right hand side outlane.
- The kickout hole value on the left increases every time the ball enters the hole.
- The kickout hole at the top also lights 30.000 at the captive ball.
- TILT only penalizes ball in play.

## **REPLAYS**

- By the star, when A, B, C, D, E and F are lit.
- By the captive ball target, when three drop targets are down.
- By high score.
- By match feature.
- By scoring more than the recorded “High score to date”.

## **3 BALLS PER GAME**

# Freeplay

## **REPLAYS**

- By the star, when A, B, C, D, E and F are lit.
- By the captive ball target, when three drop targets are down.
- By high score.
- By match feature.
- By scoring more than the recorded “High score to date”.

## **5 BALLS PER GAME**

# Freeplay

Fonts used: Times New Roman, Futura Hv BT

**Cards status:**

English cards confirmed.

Spanish cards needed.

Card size needed to verify. (74x143mm)

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun,

Peter

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