

# THE BEST WIZARD

## INSTRUCTIONS

### 5 BALLS PER PLAY

POINTS ARE SCORED AS INDICATED.

POP BUMPERS SCORE 1000 POINTS.

COMPLETING LEFT DROP TARGET SEQUENCE LIGHTS CENTER TARGET FOR "WOW" AND LEFT BOTTOM ROLLOVER. COMPLETING RIGHT DROP TARGET SEQUENCE LIGHTS CENTER TARGET FOR "WOW" AND RIGHT BOTTOM ROLLOVER.

COMPLETING W-I-Z-A-R-D SEQUENCE LIGHTS DROP TARGETS FOR "WOW". HITTING "Z" OR "A" YIELDS "Z" AND "A".

"WOW" VALUE IS 50,000 POINTS.

TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

A

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B

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POP BUMPERS SCORE 100 POINTS.

COMPLETING LEFT DROP TARGET SEQUENCE LIGHTS LEFT BOTTOM ROLLOVER. COMPLETING RIGHT DROP TARGET SEQUENCE LIGHTS RIGHT BOTTOM ROLLOVER. COMPLETING BOTH DROP TARGET SEQUENCES LIGHTS CENTER TARGET FOR "WOW".

COMPLETING W-I-Z-A-R-D SEQUENCE LIGHTS DROP TARGETS FOR "WOW". COMPLETED SEQUENCE RESETS AFTER BALL IN PLAY.

"WOW" VALUE IS 1 ADDITIONAL BALL INDICATED BY THE LIT RED ORB, MAXIMUM 5. ADDITIONAL BALLS ARE PLAYED FIRST BEFORE DECREMENTING THE BALL IN PLAY.

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H

SCORE CARDS ARE LISTED FROM  
LIBERAL TO CONSERVATIVE.

RECOMMENDED CARD IS MARKED

\* FOR 3 BALL AND † FOR 5 BALL.

A-17439	30,000 - 70,000 - 100,000
* A-14761	30,000 - 80,000 - 120,000
A-14762	40,000 - 90,000 - 130,000
† A-14763	50,000 - 100,000 - 140,000
A-15699	50,000 - 100,000 - 160,000
A-14885	60,000 - 120,000 - 170,000
A-14765	70,000 - 120,000 - 160,000
A-14766	80,000 - 130,000 - 170,000

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ADJUSTMENT PLUG LOCATION

LIGHTBOX ∞ HIGH SCORE ADJ. AND  
PLAY ADJ.

BOTTOM PANEL ∞ TILT. RESET ADJ.

I

SCORING 30,000 POINTS ADDS 1 BALL.

SCORING 70,000 POINTS ADDS 1 BALL.

SCORING 100,000 POINTS ADDS 1 BALL.

A-17439

SCORING 30,000 POINTS ADDS 1 BALL.

SCORING 80,000 POINTS ADDS 1 BALL.

SCORING 120,000 POINTS ADDS 1 BALL.

A-14761

SCORING 40,000 POINTS ADDS 1 BALL.  
SCORING 90,000 POINTS ADDS 1 BALL.  
SCORING 130,000 POINTS ADDS 1 BALL.

A-14762

SCORING 50,000 POINTS ADDS 1 BALL.  
SCORING 100,000 POINTS ADDS 1 BALL.  
SCORING 140,000 POINTS ADDS 1 BALL.

A-14763

SCORING 50,000 POINTS ADDS 1 BALL.  
SCORING 100,000 POINTS ADDS 1 BALL.  
SCORING 160,000 POINTS ADDS 1 BALL.

A-15699

SCORING 60,000 POINTS ADDS 1 BALL.  
SCORING 120,000 POINTS ADDS 1 BALL.  
SCORING 170,000 POINTS ADDS 1 BALL.

A-14885

SCORING 70,000 POINTS ADDS 1 BALL.  
SCORING 120,000 POINTS ADDS 1 BALL.  
SCORING 160,000 POINTS ADDS 1 BALL.

A-14765

SCORING 80,000 POINTS ADDS 1 BALL.  
SCORING 130,000 POINTS ADDS 1 BALL.  
SCORING 170,000 POINTS ADDS 1 BALL.

A-14766

SCORING	POINTS ADDS 1 BALL.
SCORING	POINTS ADDS 1 BALL.
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A-14767

Il flipper WIZARD ha due sistemi di gioco.

Il primo si svolge spegnendo progressivamente i 10 numeri.

Raggiunto il N. 5 bianco si accenderà il centrino rosso a destra che darà 50.000 punti per tutta la partita e raggiunto il 10 giallo si accenderà il centrino rosso a sinistra che darà pure 50.000 punti fino alla fine del gioco.

Ad ogni numero spento si alzerà la barriera rossa per un certo periodo.

Il secondo sistema è quello di colpire con abilità i 5 centri mobili che daranno ogni volta 50.000 punti e alzeranno la barriera rossa per un lungo periodo.

Importante – Tutti i 12 centri sono colpibili con il rilancio dal flipper e la pallina può essere fermata sul flipper stesso per rilanciarla nella direzione voluta.

Fonts used: Futura LT Condensed, Futura Hv BT, Futura Md BT, News Gothic Std, Segoe UI Symbol  
Card size: 154x108mm (instructions), 154x57mm (score).

**Cards status:** these cards are taken from Gottlieb Wizard and converted to The Best Wizard, a conversion kit.

All the cards are needed to verify.

All score cards confirmed.

Italian card 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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