### 5 BALLS

PER GAME

###### 1 PLAY — 50¢

###### 3 PLAYS — $1.00

###### 2,000,000 SCORES 1 CREDIT

###### 3,000,000 SCORES 1 CREDIT

###### BONUS BALL AWARDED TO PLAYER WITH

###### BEST SCORE WHEN 2 OR MORE PLAY

###### MAXIMUM CREDITS — 30

###### 500-1

**FOR AMUSEMENT ONLY**

**1 TO 4 PLAYERS**



###### 1,000,000 SCORES 1 CREDIT

###### 2,000,000 SCORES 1 CREDIT

###### BONUS BALL AWARDED TO PLAYER WITH

###### BEST SCORE WHEN 2 OR MORE PLAY

###### MAXIMUM CREDITS — 30

###### 500-2

**FOR AMUSEMENT ONLY**

**1 TO 4 PLAYERS**



###### 1 PLAY — 50¢

###### 3 PLAYS — $1.00

### 3 BALLS

PER GAME

###### 1 PLAY – 50 CENTS

###### BK-8728-7

**Start: Clear game of balls on ball shooter before pushing start button.**

Bonus X: Lower Playfield Turnaround lites bonus multiplier.

*Magna-Save*™: Completing target bank lites *Magna-Save* for use. Activate *Magna-  
 Save* by pushing red buttons on cabinet sides.

Mystery: Left flipper lane lites Mystery, scored value shown in display(s).

Spinner: Right flipper lane lites spinner.

Last Chance: Releases locked balls when lit on last ball in play.

*Multi-Ball*™: Scored by locking 3 balls, or lower hole kicker when lit.

Extra Ball: Lit by completing Target bank pairs 3 times. Won alternately by  
 making top left ramp or Turnaround.

Bonus Ball: Timed *Multi-Ball* for best score when 2 or more play. Completing all  
 4 target banks lites Special. Special scores - 1 CREDIT

● **Tilt Penalty — Ball in play; does not disqualify player.**

● **Beating highest score awards \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 3 CREDITS**● **Matching scores \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 1 CREDIT**

## INSTRUCTIONS

###### 500-3

**Start: Clear game of balls on ball shooter before pushing start button.**

Bonus X: Lower Playfield Turnaround lites bonus multiplier.

*Magna-Save*™: Completing target bank lites *Magna-Save* for use. Activate *Magna-  
 Save* by pushing red buttons on cabinet sides.

Mystery: Left flipper lane lites Mystery, scored value shown in display(s).

Spinner: Right flipper lane lites spinner.

Last Chance: Releases locked balls when lit on last ball in play.

*Multi-Ball*™: Scored by locking 3 balls, or lower hole kicker when lit.

Extra Ball: Lit by completing Target bank pairs 3 times. Won alternately by  
 making top left ramp or Turnaround.

Bonus Ball: Timed *Multi-Ball* for best score when 2 or more play. Completing all  
 4 target banks lites Special. Special scores - 1 BONUS BALL

● **Tilt Penalty — Ball in play; does not disqualify player.**

● **Beating highest score awards \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 3 CREDITS**● **Matching scores \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 1 CREDIT**

## INSTRUCTIONS

###### 500-4

###### 500-8A

###### IMPORTANT NOTE

WHEN USING DRIVER  
BOARDS WITH PADS FOR  
SWITCH MATRIX SERIES  
RESISTORS R204 THRU  
R211 (EARLIER BOARDS),  
THOSE COMPONENTS  
MUST BE ZERO-OHM OR  
BE REPLACED WITH  
JUMPER WIRES.

###### 1 PLAY – 20 CENTS

###### BK-8728-x

###### 1 PLAY – 2x 20 CENTS

###### 3 PLAYS – $1.00

###### BK-8728-x

● **Tilt Penalty — Ball in play; does not disqualify player.**

###### 500-7

###### 500-9

###### 1,000,000 SCORES 1 CREDIT

###### BONUS BALL AWARDED TO PLAYER WITH

###### BEST SCORE WHEN 2 OR MORE PLAY

###### 500-10

###### 1,000,000 SCORES 1 CREDIT

###### 2,000,000 SCORES 1 CREDIT

###### 500-11

###### 700,000 SCORES 1 EXTRA BALL

###### BONUS BALL AWARDED TO PLAYER WITH

###### BEST SCORE WHEN 2 OR MORE PLAY

###### 500-12

###### 700,000 SCORES 1 EXTRA BALL

###### 1,200,000 SCORES 1 EXTRA BALL

###### BONUS BALL AWARDED TO PLAYER WITH

###### BEST SCORE WHEN 2 OR MORE PLAY

Fonts used: Helvetica 55 Roman, Helvetica-Black, Tremolo

Card size: 154x83mm

**Cards status:**

Card 500-1 is confirmed.

Card 500-2 is confirmed.

Card 500-3 is confirmed.

Card 500-4 is confirmed.

Card 500-5 is needed.

Card 500-6 is needed.

Card 500-7 is confirmed. This is a card to hide the “High Score” and “Match” awards, leaving only the “Tilt Penalty” message in display.

Card 500-8 is confirmed, but is later replaced by 500-8A because it had wrong information about the resistor jumpers. Card is removed.

Card 500-8A is confirmed. (correct jumper information).

Card 500-9 is confirmed. This is a score card. 1,000,000 scores 1 credit. Bonus Ball awarded.

Card 500-10 is confirmed. This is a score card. 1,000,000 and 2,000,000 scores 1 credit

Card 500-11 is confirmed. This is a score card. 700,000 scores 1 extra ball. Bonus Ball awarded.

Card 500-12 is confirmed. This is a score card. 700,000 and 1,200,000 scores 1 extra ball. Bonus Ball awarded.

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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