1 TO 4 PLAYERS

**FOR AMUSEMENT ONLY**

**BLACKOUT**

###### 500,000 SCORES 1 CREDIT

###### 750,000 SCORES 1 CREDIT

###### 1 PLAY – 1 QUARTER

4 PLAYS – 1 DOLLAR

### 5 BALLS

PER GAME

###### 495-1

###### MAXIMUM CREDITS – 20

1 TO 4 PLAYERS

**FOR AMUSEMENT ONLY**

**BLACKOUT**

###### 440,000 SCORES 1 CREDIT

###### 590,000 SCORES 1 CREDIT

###### 1 PLAY – 1 QUARTER

4 PLAYS – 1 DOLLAR

### 3 BALLS

PER GAME

###### 495-2

###### MAXIMUM CREDITS – 20

## **INSTRUCTIONS**

• Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.

• Making 1 – 2 – 3 Lights Multipliers. Right Flipper Button Rotates 1 – 2 – 3 Lanes.

• Top Stand-Up Target Lights And Rotates Jet Bumpers.

• Making 5-Left Targets Once Increases Hole Kicker Value To 5000 And Also  
 Advances Left Spinner Value, 2nd Time Lights Inside Lane Rollovers, 3rd Time Lights  
 Out Lanes For Specials.

• Making Top 3-Bank Drop Targets Once Increases Eject Hole Value To 5000, 2nd Time  
 Lights Both Right Side Spinners.

• Making Center 3-Bank Drop Targets Once Increases Eject Hole Value To 5000; Light  
 Rotates From Spinners.

• “Blackout” Is Obtained By Making Each Target Bank Once Or Top 3 Bank Drop  
 Target 3 Times On Same Ball. Making “Blackout” Doubles Eject Hole Light Values.

• Extra Ball Lights By Building Up Left Spinner Lane Value To 20,000.

• Left Spinner Lane Values Are Obtained By Making 5-Left Targets And Completing  
 Entire Loop Through Left And Top Spinners.

• Tilt Penalty - Ball In Play - Does Not Disqualify Player.

• **Special Scores \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 1 CREDIT.**• **Beating Highest Score Awards \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 3 CREDITS.**• **Matching Last Two Score Numbers With Number In Match Window On Back Glass  
 Scores \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 1 CREDIT.**

###### 495-3

## **INSTRUCTIONS**

• Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.

• Making 1 – 2 – 3 Lights Multipliers. Right Flipper Button Rotates 1 – 2 – 3 Lanes.

• Top Stand-Up Target Lights And Rotates Jet Bumpers.

• Making 5-Left Targets Once Increases Hole Kicker Value To 5000 And Also  
 Advances Left Spinner Value, 2nd Time Lights Inside Lane Rollovers, 3rd Time Lights  
 Out Lanes For Specials.

• Making Top 3-Bank Drop Targets Once Increases Eject Hole Value To 5000, 2nd Time  
 Lights Both Right Side Spinners.

• Making Center 3-Bank Drop Targets Once Increases Eject Hole Value To 5000; Light  
 Rotates From Spinners.

• “Blackout” Is Obtained By Making Each Target Bank Once Or Top 3 Bank Drop  
 Target 3 Times On Same Ball. Making “Blackout” Doubles Eject Hole Light Values.

• Extra Ball Lights By Building Up Left Spinner Lane Value To 20,000.

• Left Spinner Lane Values Are Obtained By Making 5-Left Targets And Completing  
 Entire Loop Through Left And Top Spinners.

• Tilt Penalty - Ball In Play - Does Not Disqualify Player.

• **Special Scores \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 1 EXTRA BALL.**

###### 495-4

## **INSTRUCTIONS**

• Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.

• Making 1 – 2 – 3 Lights Multipliers. Right Flipper Button Rotates 1 – 2 – 3 Lanes.

• Top Stand-Up Target Lights And Rotates Jet Bumpers.

• Making 5-Left Targets Once Increases Hole Kicker Value To 5000 And Also  
 Advances Left Spinner Value, 2nd Time Lights Inside Lane Rollovers, 3rd Time Lights  
 Out Lanes For Specials.

• Making Top 3-Bank Drop Targets Once Increases Eject Hole Value To 5000, 2nd Time  
 Lights Both Right Side Spinners.

• Making Center 3-Bank Drop Targets Once Increases Eject Hole Value To 5000; Light  
 Rotates From Spinners.

• “Blackout” Is Obtained By Making Each Target Bank Once Or Top 3 Bank Drop  
 Target 3 Times On Same Ball. Making “Blackout” Doubles Eject Hole Light Values.

• Extra Ball Lights By Building Up Left Spinner Lane Value To 20,000.

• Left Spinner Lane Values Are Obtained By Making 5-Left Targets And Completing  
 Entire Loop Through Left And Top Spinners.

• Tilt Penalty - Ball In Play - Does Not Disqualify Player.

• **Special Scores \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 1 CREDIT.**

###### 495-5

## **INSTRUCTIONS**

• Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.

• Making 1 – 2 – 3 Lights Multipliers. Right Flipper Button Rotates 1 – 2 – 3 Lanes.

• Top Stand-Up Target Lights And Rotates Jet Bumpers.

• Making 5-Left Targets Once Increases Hole Kicker Value To 5000 And Also  
 Advances Left Spinner Value, 2nd Time Lights Inside Lane Rollovers, 3rd Time Lights  
 Out Lanes For Specials.

• Making Top 3-Bank Drop Targets Once Increases Eject Hole Value To 5000, 2nd Time  
 Lights Both Right Side Spinners.

• Making Center 3-Bank Drop Targets Once Increases Eject Hole Value To 5000; Light  
 Rotates From Spinners.

• “Blackout” Is Obtained By Making Each Target Bank Once Or Top 3 Bank Drop  
 Target 3 Times On Same Ball. Making “Blackout” Doubles Eject Hole Light Values.

• Extra Ball Lights By Building Up Left Spinner Lane Value To 20,000.

• Left Spinner Lane Values Are Obtained By Making 5-Left Targets And Completing  
 Entire Loop Through Left And Top Spinners.

• Tilt Penalty - Ball In Play - Does Not Disqualify Player.

• **Special Scores \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 50,000 POINTS**• **Beating Highest Score Awards \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 3 CREDITS.**• **Matching Last Two Score Numbers With Number In Match Window On Back Glass  
 Scores \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 1 CREDIT.**

###### 495-6

## Spielanleitung

• Münze einwerfen und warten, bis Kredit angezeigt wird.

• Alle Spieleranzeigen (Displays) werden auf 00 . . . zurückgesetzt, wenn der Kreditknopf betätigt wird.  
 Jetzt können weitere Münzen eingeworfen werden - bis maximal 30 Kredite –

• Der Bonusmultiplikator wechselt durch Treffen "1-2-3". Die "1-2-3" Anzeigelampen wechseln durch  
 Betätigen das rechten Flipperknopf.

• Das linke obere Target und die mittlere 3-Bank kontrolliert die wechselnde Turmbeleuchtung.

• Werden die grünen blinkenden 5 Targets das erste Mal getroffen, erhöht sich das linke Spinnerlicht  
 auf 10.000 und die grüne 5.000 leuchte am Kugelauswurfloch. Beim 2. Abschuß die blinkenden 5  
 Targets erhöht sich das linke Spinnerlicht auf 15.000 und der untere, innere Überrollkontakt leuchtet.  
 Beim 3. Abschuß leuchtet die "Special"-Lampen am Kugelauslauf.

• Beim Abschuß der 3 oberen Targets leuchtet die gelbe 5.000 am Kugelauswurfloch. Beim 2. Abschuß  
 leuchtet an beiden rechten "Spinners". Beim 3. Abschuß leuchtet Blackout am Kugelauswurfloch.

• Die grüne, gelbe und rote 5.000 Lampe muss am Kugelauswurfloch leuchten, dann geht zusätzlich die  
 Blackout-Lampe an, und die Punktzahl des Kugelauswurfloches verdoppelt sich (3x5.000x2=30.000).

• Durch Betätigen der linken und der rechten oberen "Spinners" schreibt und wechselt (bis 20.000) das  
 Licht an der linken Spinner. Beim nächsten Wechsel leuchtet das "Extra Ball" am Kugelauswurfloch.

• Durch Schlagen oder Stoßen des Gerätes wird nur die im Spiel befindliche Kugel disqualifiziert (Tilt).

• Erreichen der Höchstzahl (High Score) = 3 Freispiele.

• Übereinstimmen der Endzahlen am Spielende = 1 Freispiel.

###### 16A-6775-495

Fonts used: Helvetica, Helvetica Narrow, Helvetica 55 Roman, Futura ExtraBold, Futura Hv BT

**Cards status:**

495-1 confirmed.

495-2 confirmed.

495-3 confirmed.

495-4 confirmed.

495-5 confirmed.

495-6 confirmed.

16A-6775-495 (German) 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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