

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ MAKING THE DIAMOND AND HEART LANES—LITES CENTER THUMPER BUMPER TO SCORE 1,000 POINTS.
- ★ MAKING THE DIAMOND, HEART, CLUB AND SPADE LANES—LITES SPINNER TO SCORE 1,000 POINTS AND BOTTOM OUTLANES TO SCORE 50,000 POINTS.
- ★ BALL IN EJECT SAUCER WHEN PLAYER'S HAND IS GREATER THAN DEALER'S HAND CONSTITUTES A WINNER. (BEAT THE DEALER)
- ★ BEATING THE DEALER AWARDS FROM 2X BONUS VALUE TO SPECIAL AS INDICATED.
- ★ BEATING THE DEALER VALUES INCREASES EACH TIME DEALER IS BEAT.
- ★ **1 REPLAY** EACH TIME DEALER IS BEAT WHEN SPECIAL LITE IS LIT.
- ★ **MAXIMUM—1 EXTRA BALL PER BALL IN PLAY.**
TILT PENALTY—BALL IN PLAY.

M-1508-73-F

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- ★ MAKING THE DIAMOND AND HEART LANES—LITES CENTER THUMPER BUMPER TO SCORE 1,000 POINTS.
- ★ MAKING THE DIAMOND, HEART, CLUB AND SPADE LANES—LITES SPINNER TO SCORE 1,000 POINTS AND BOTTOM OUTLANES TO SCORE 50,000 POINTS.
- ★ BALL IN EJECT SAUCER WHEN PLAYER'S HAND IS EQUAL TO OR BETTER THAN DEALER'S HAND CONSTITUTES A WINNER. (BEAT THE DEALER)
- ★ BEATING THE DEALER AWARDS FROM 2X BONUS VALUE TO SPECIAL AS INDICATED.
- ★ BEATING THE DEALER VALUES INCREASES EACH TIME DEALER IS BEAT.
- ★ 50,000 POINTS EACH TIME DEALER IS BEAT WHEN SPECIAL LITE IS LIT.
- ★ **MAXIMUM—1 EXTRA BALL PER BALL IN PLAY.**
TILT PENALTY—BALL IN PLAY.

M-1508-73-G

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CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
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- ★ MAKING THE DIAMOND AND HEART LANES—LITES CENTER THUMPER BUMPER TO SCORE 1,000 POINTS.
- ★ MAKING THE DIAMOND, HEART, CLUB AND SPADE LANES—LITES SPINNER TO SCORE 1,000 POINTS AND BOTTOM OUTLANES TO SCORE 50,000 POINTS.
- ★ BALL IN EJECT SAUCER WHEN PLAYER'S HAND IS EQUAL TO OR BETTER THAN DEALER'S HAND CONSTITUTES A WINNER. (BEAT THE DEALER)
- ★ BEATING THE DEALER AWARDS FROM 2X BONUS VALUE TO SPECIAL AS INDICATED.
- ★ BEATING THE DEALER VALUES INCREASES EACH TIME DEALER IS BEAT.
- ★ 50,000 POINTS FOR EXTRA BALL WHEN LITE IS LIT.
- ★ 50,000 POINTS EACH TIME DEALER IS BEAT WHEN SPECIAL LITE IS LIT.

TILT PENALTY—BALL IN PLAY.