

CHARM

Non-Payout Marble Game

INTERCHANGEABLE* Free Play** or Novelty

5 balls for 5 cents

PLUS EXTRA BALLS at 5 cents each, as described under BUY-BACK FEATURE below.

ACTION: Illuminated spiral bumpers, rubber-tire bumpers.

PLAY PRINCIPLE: Player shoots to light all 15 numbers on back-board by hitting correspondingly numbered bumpers on playfield (light under each bumper shuts off when bumper is hit for first time). While shooting to light 15 back-board numbers player also builds up "futuraity" score, one free game*** for each bumper hit, lit and unlit bumpers scoring equally. Game ends when all 15 back-board numbers are lit or when all 5 balls are played---whichever occurs first.

AWARDS: When all 15 back-board numbers are lit (which automatically ends game), player receives 1 free game*** for each bumper hit during the course of the game.

SPECIAL FEATURES:

OPEN BOARD: Play-field is considerably opened up, as compared to Triumph---thus insuring a generous proportion of winners with original 5 balls.

UNLIMITED BUY-BACK: Although 5-ball winners are increased by open board, plenty of buy-back play is attracted. Although buy-back play is less frequent than in Triumph, earning power is increased by the fact that player may buy back any number of balls.

Award is decreased when buy-back balls are played---one free game***being forfeited for each bumper hit with a buy-back ball. Therefore, when shooting buy-back balls, player shoots to hit only bumpers needed to complete all 15 numbers on back-board and to avoid bumpers previously hit---a DOUBLE SKILL CHALLENGE.

TOTALIZER: Projector-type on backboard.

ADJUSTMENTS: Simple, effective play-field adjustments. Also see 4-star note.

METERS: All awards metered.

SIZE: 44 in. by 22 in.

POWER: A.C., 110-115 volts, 60 cycles*****.

\$114.50, list (interchangeable free play or novelty)