

Rules for Keeney's El Rancho
By Jay Stafford with help from David Marston
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The player starts the game by inserting a dime which serves the first ball, resets Total Score and Sub-Total if not at zero, resets the High Score, and starts the flasher unit which lights up three slot machine symbols, one at a time, in the Panascope display at the top of the backbox. If the three symbols are not a paying combination as shown on the backglass chart, before shooting the first ball into play the player can choose either to insert more dimes to spin the flasher unit over and over again until a paying combination appears in the Panascope display, or give up and shoot the ball to start a game that will not payout according to the backglass chart.

If playing a game without a paying Panascope combination, the player receives only 2 balls per game. The player needs to reach High Scores of 750, 850, and 950 (fixed thresholds, not operator adjustable) in order to add 1 point to Total Score for each threshold reached. However, if the spinning of the flashers resulted in a "star" illuminating on the sun in the backglass, then six fixed thresholds are possible: 750, 780, 850, 880, 950, and 980. Because bumpers score only 10 points when hit, these thresholds are impossible to reach with only 2-ball play and no flippers.

If playing a game with a paying Panascope combination, the payout columns as shown on the backglass chart still have to be earned. The player needs to reach a High Score of only 190 to light arrows above and below the yellow payout column. Subsequent fixed High Scores of 390, 590, 790, and 980 advance the payout columns (the arrows) from left to right. If the player achieves even the lowest payout column in the 2 balls afforded, at the end of the second ball a new choice is presented. The player can either press a button on the lockdown bar to "Take Score", which actually means to record the winnings onto the Total Score reels and end the game, or press the "Take Ball" button, which serves up a free third ball (called the 'extra ball') to continue the game. This extra ball can be used to try to increase the High Score to advance the payout columns. However, with this extra ball is a new added risk of a relay that alternately lights "Score" or "No Score" on the backglass with every 10-point change in High Score. If the extra ball drains when "Score" is lit, then the player is allowed to "Take Score" one last time to receive payout, and the game ends. If the ball drains when "No Score" is lit, then all potential winnings on the backglass chart are forfeited, the player wins nothing, and the game ends.

There is no knock-off switch on the bottom of the cabinet. If the player chooses to cash out at any time (but can only do so when the Total Score value exceeds the Sub-Total value), the location can knock off the won games by simply inserting a dime to reset all score reels.

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