

MAGIC CASTLE

● RED DROPPING TARGETS

Hitting all targets « MAGIC » and « CASTLE » advances drawbridge lights.
The windows of the rooms of « DR. ZEKYLL », « ZANKENSTEIN » and « ZACCULA » light and if the ball is shot with maximum force up the drawbridge and past the window of Zaccula the special is scored.

● ORANGE DROPPING TARGETS

Hitting all the orange targets advances the orange special lights, and increases the scores for orange special target.

● FIXED TARGETS A - B - C

Advance BONUS MULTIPLIER lights.

● MYSTERY TUNNEL

If the ball passes through the tunnel behind the orange targets, the tunnel lights advance to maximum and the final time the orange special lights advance.

● RIGHT HAND FIXED TARGET

Advances every time it is hit. After being hit three times the orange special lights advance.

● REACT

When « REACT » is lit use the right hand flipper button to save ball from going out of play via the right hand canal.

..... POINTS

1 REPLAY

..... POINTS

1 REPLAY

SPECIAL ORANGE

1 EXTRA BALL

SPECIAL RED

1 REPLAY

WHEN HIGH SCORE IS OVERCOME

2 REPLAYS

MATCHING LAST NUMBER

1 REPLAY

3 BALLS PER GAME
FREE PLAY

5 BALLS PER GAME
FREE PLAY

Font used: Helvetica & Wingdings.

Cards status:

Instruction card confirmed.

Universal score award card added.

Universal Balls-Per-Game card added.

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