

1 REPLAY FOR EACH SCORE OF 59,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 73,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 81,000 POINTS.

A-14710

# "300"

## INSTRUCTIONS

### ONE, TWO, THREE or FOUR PLAYERS - 3 BALLS PER PLAYER

INSERT COIN OR PRESS CREDIT BUTTON TO RESET MACHINE.  
REPEAT FOR ADDITIONAL PLAYERS.

POINTS ARE SCORED AS INDICATED.

ROLLOVERS AND STAR TARGETS SCORE 500 POINTS.

THE YELLOW HOLE SCORES A MYSTERY OF 1, 2 OR 3 BONUSES AND  
500, 1000 OR 1500 POINTS.

THE SPINNING TARGET SCORES 100 POINTS AND ADVANCES YELLOW  
LIGHTS. 5 ADVANCES ADDS ONE BONUS AND SCORES 500 POINTS.

THE INDICATED BONUS IS SCORED WHEN THE BALL ENTERS THE RED  
HOLE OR WHEN LEAVING THE PLAYFIELD. BONUS VALUE IS 1000  
POINTS ON FIRST BALL, 2000 POINTS ON SECOND BALL AND 3000  
POINTS ON THIRD BALL.

A TILT DOES NOT DISQUALIFY A PLAYER.

MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS  
ON BACK GLASS AFTER GAME IS OVER SCORES 1 REPLAY.

388

B-16281

# "300"

## INSTRUCTIONS

### ONE, TWO, THREE or FOUR PLAYERS - 5 BALLS PER PLAYER

INSERT COIN OR PRESS CREDIT BUTTON TO RESET MACHINE.  
REPEAT FOR ADDITIONAL PLAYERS.

POINTS ARE SCORED AS INDICATED.

ROLLOVERS AND STAR TARGETS SCORE 500 POINTS.

THE YELLOW HOLE SCORES A MYSTERY OF 1, 2 OR 3 BONUSES AND  
500, 1000 OR 1500 POINTS.

THE SPINNING TARGET SCORES 10 POINTS AND ADVANCES YELLOW  
LIGHTS. 5 ADVANCES ADDS ONE BONUS AND SCORES 500 POINTS.

THE INDICATED BONUS IS SCORED WHEN THE BALL ENTERS THE RED  
HOLE OR WHEN LEAVING THE PLAYFIELD. BONUS VALUE IS 1000  
POINTS OR 2000 POINTS ON FIFTH BALL.

A TILT DOES NOT DISQUALIFY A PLAYER.

MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS  
ON BACK GLASS AFTER GAME IS OVER SCORES 1 REPLAY.

388

B-16281

1 REPLAY FOR EACH SCORE OF 57,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 71,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 79,000 POINTS.

A-14306

ADJUSTMENT PLUG LOCATION  
 INSIDE LIGHTBOX ~ POINT SCORE ADJ.  
 BOTTOM PANEL ~ 1st & 2nd CHUTE ADJ.  
 PLAYBOARD ~ 3-5 BALL ADJ. AND  
 SPECIAL ROLLOVER BUTTON ADJ.

A-14306	57,000 - 71,000 - 79,000
A-14710	59,000 - 73,000 - 81,000
A-13867	61,000 - 75,000 - 83,000
*A-14818	64,000 - 78,000 - 86,000
A-14819	66,000 - 80,000 - 88,000
A-15142	68,000 - 82,000 - 90,000
†A-14820	70,000 - 84,000 - 92,000
A-15320	71,000 - 85,000 - 93,000
A-14712	74,000 - 88,000 - 96,000
A-16017	77,000 - 91,000

SCORE CARDS ARE LISTED FROM  
 LIBERAL TO CONSERVATIVE.  
 RECOMMENDED CARDS ARE MARKED  
 \* FOR 3 BALL † FOR 5 BALL

1 REPLAY FOR EACH SCORE OF 64,000 POINTS.  
 1 REPLAY FOR EACH SCORE OF 78,000 POINTS.  
 1 REPLAY FOR EACH SCORE OF 86,000 POINTS.

A-14818

A-13867

1 REPLAY FOR EACH SCORE OF 61,000 POINTS.  
 1 REPLAY FOR EACH SCORE OF 75,000 POINTS.  
 1 REPLAY FOR EACH SCORE OF 83,000 POINTS.

1 REPLAY FOR EACH SCORE OF 66,000 POINTS.  
 1 REPLAY FOR EACH SCORE OF 80,000 POINTS.  
 1 REPLAY FOR EACH SCORE OF 88,000 POINTS.

A-14819

1 REPLAY FOR EACH SCORE OF 68,000 POINTS.  
 1 REPLAY FOR EACH SCORE OF 82,000 POINTS.  
 1 REPLAY FOR EACH SCORE OF 90,000 POINTS.

A-15142

**TILT SETTING:**

THERE ARE TWO SETS OF HOLES FOR MOUNTING TILT BOB STRIKE PLATE.

BY MOVING STRIKE PLATE CLOSER TO TILT BOB SUPPORT BRACKET, GAME WILL BE LESS SENSITIVE TO TILTING.

IF GAME IS BEING ACTUATED BY PLAYER STRIKING BACK GLASS, ADJUST TILT SWITCH LOCATED NEAR RELAYS IN LIGHTBOX.

A-9099-1

1 REPLAY FOR EACH SCORE OF 70,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 84,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 92,000 POINTS.

A-14820

1 REPLAY FOR EACH SCORE OF 71,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 85,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 93,000 POINTS.

A-15320

1 REPLAY FOR EACH SCORE OF 74,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 88,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 96,000 POINTS.

A-14712

1 REPLAY FOR EACH SCORE OF 77,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 91,000 POINTS.

A-16017

1 REPLAY FOR EACH SCORE OF                   POINTS.  
1 REPLAY FOR EACH SCORE OF                   POINTS.