

FOR AMUSEMENT ONLY

1 TO 4 CAN PLAY

ATLANTIS GAME RULES

- Making **A** + **B** increases



& lights



- $\textcircled{1} + \textcircled{1} + \textcircled{1} = \triangle 1$ and lock a ball.
 $\textcircled{2} + \textcircled{2} + \textcircled{2} = \triangle 2$ and lock 2nd ball.
 $\textcircled{3} + \textcircled{3} + \textcircled{3} = \triangle 3$ and lock 3rd ball.

- $\triangle 1 + \triangle 2 + \triangle 3 = \text{Multi-Ball}^{\text{TM}}$

- Shoot for **JACK POT** during Multi-BallTM.

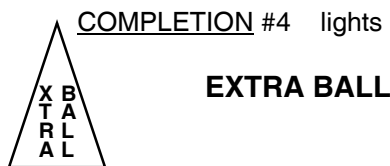
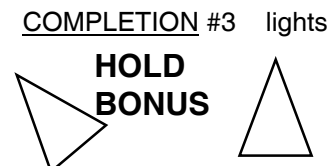
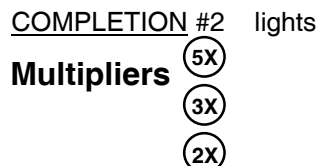
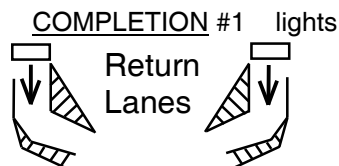
16-2006-1-L

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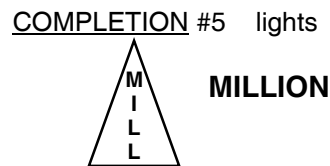
1 TO 4 CAN PLAY

ATLANTIS GAME RULES continued

- Completing drop targets  awards & advances lit values.



EXTRA BALL



MILLION

- Return lanes light spinner & Left Loop (left wire ramp). Left Loop spots one diver for lock when flashing.

16-2006-1-R

ATLANTIS

- Making A & B increases Popper values and lights EXTRA BALL.
- Completing each numbered sequence earns a Ball Lock in Submarine.
- Multi-Ball™ when three balls are locked in Sub. by same player.
- Completing all nine bullseye targets during Multi-Ball™ lights OUTLANE SPECIAL.
- JACKPOT lights during Multi-Ball™.
- Completing drop targets awards and advances lit values.
- Return lanes light spinner and Left Loop. Left Loop spots one diver for lock when flashing.

16-2006-1

Cards status:

16-2006-1-L confirmed.

16-2006-1-R confirmed.

16-2006-1 confirmed.

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