

HOUSE OF DIAMONDS

- THE CENTRAL SPINNING TARGET CHANGES THE LIGHT OF THE TOP, HOLE AND THE JOKER ARROWS ON THE CARDS.
- WHEN THE BALL ENTERS THE TOP HOLE, THE LIT FEATURE IS SCORED, THE BUMPERS FLASH, AND THEIR SCORE VALUE IS INCREASED.
- THE TOP LEFT CANAL IS THE JOKER, WHEN THE BALL PASSES THROUGH THIS CANAL, THE CARD INDICATED BY THE LIT ARROW, LIGHTS.
- WHEN THE BALL PASSES THROUGH THE TOP RIGHT HAND TUNNEL, THE DOUBLE BONUS LIGHT IS LIT AND 5,000 POINTS ARE SCORED.
- LIGHTING ALL THE CARDS 1 TO 10 THE FIRST TIME LIGHTS THE JACK. LIGHTING ALL THE CARDS 1 TO 10 THE SECOND TIME LIGHTS THE QUEEN. LIGHTING ALL THE CARDS 1 TO 10 THE THIRD TIME LIGHTS THE KING.
- THE JACK, QUEEN, KING CARDS INCREASE THE TARGET SCORE TO THE AMOUNT SHOWN ON THE LIT CARD.
- WHEN THE SPECIAL LIGHT ON THE TARGETS IS FLASHING HITTING ALL THE TARGETS SCORES 50,000 POINTS.
- WHEN THE BOTTOM LEFT SPECIAL ROLLOVER LAMPS ARE FLASHING, THEY GIVE BONUS BALL WHEN HIT.
- WHEN THE BALL LEAVES THE PLAYFIELD THE BONUS SCORE ON THE TAIL OF THE PEACOCK IS OBTAINED.

..... POINTS
 POINTS

1 REPLAY
 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.

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

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