

FOR AMUSEMENT ONLY

Sorcerer /No.2242/ Williams Electronics, Inc.

March 1985, 4 players

Model number: 532

Production run: 3700

Theme: Fantasy

Design: Mark Ritchie

Art: Pam Erickson

FREE PLAY

**5 BALLS
PER GAME**

FOR AMUSEMENT ONLY

1,300,000 SCORES 1 CREDIT

**1 PLAY – 1 QUARTER
4 PLAYS – 1 DOLLAR**

**5 BALLS
PER GAME**

MAXIMUM CREDITS – 30

16-8911

FOR AMUSEMENT ONLY

800,000 SCORES 1 CREDIT

**3 BALLS
PER GAME**

**1 PLAY – 1 QUARTER
4 PLAYS – 1 DOLLAR**

MAXIMUM CREDITS – 30

16-8911

Cards status:

Free play card is my own design.

Score card 16-8911 is confirmed (front and back side).

Instruction card confirmed.

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun.

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Sorcerer

- **SPOTTING A-B-C-D...**advances bonus multiplier (2X, 4X, 6X, 8X), then scores 50,000.
- **SPOTTING S-O-R-C-E-R-E-R...**lights **DEMON** at 3-bank, spinners, **EXTRA BALL**, and playfield **SPECIAL**.
- **COMPLETING 3-BANK DROP TARGET...**lights one flipper Return lane and awards flashing value, awards **EXTRA BALL** (when lit), and spots **BONUS HELD OVER** (with **DEMON** lit).
- **MAKING THE RAMP SHOT...first time;** locks the ball.
Second time; starts **MULTI-BALL** play.
Each successive time; advances playfield multiplier.