# THE BEST WIZARD

# INSTRUCTIONS

**5 BALLS PER PLAY**

## POINTS ARE SCORED AS INDICATED.

## POP BUMPERS SCORE 1000 POINTS.

## COMPLETING LEFT DROP TARGET SEQUENCE LIGHTS CENTER TARGET FOR “WOW” AND LEFT BOTTOM ROLLOVER. COMPLETING RIGHT DROP TARGET SEQUENCE LIGHTS CENTER TARGET FOR “WOW” AND RIGHT BOTTOM ROLLOVER.

## COMPLETING W-I-Z-A-R-D SEQUENCE LIGHTS DROP TARGETS FOR “WOW”. HITTING “Z” OR “A” YIELDS “Z” AND “A”.

## “WOW” VALUE IS 50,000 POINTS.

## TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

A

# THE BEST WIZARD

# INSTRUCTIONS

**5 BALLS PER PLAY**

## POINTS ARE SCORED AS INDICATED.

## POP BUMPERS SCORE 1000 POINTS.

## COMPLETING LEFT DROP TARGET SEQUENCE LIGHTS CENTER TARGET FOR “WOW” AND LEFT BOTTOM ROLLOVER. COMPLETING RIGHT DROP TARGET SEQUENCE LIGHTS CENTER TARGET FOR “WOW” AND RIGHT BOTTOM ROLLOVER.

## COMPLETING W-I-Z-A-R-D SEQUENCE LIGHTS DROP TARGETS FOR “WOW”. HITTING “Z” OR “A” YIELDS “Z” AND “A”.

## “WOW” VALUE IS 50,000 POINTS.

B

# THE BEST WIZARD

# INSTRUCTIONS

**MINIMUM 5 BALLS PER PLAY**

## POINTS ARE SCORED AS INDICATED.

## POP BUMPERS SCORE 100 POINTS.

## COMPLETING LEFT DROP TARGET SEQUENCE LIGHTS LEFT BOTTOM ROLLOVER. COMPLETING RIGHT DROP TARGET SEQUENCE LIGHTS RIGHT BOTTOM ROLLOVER. COMPLETING BOTH DROP TARGET SEQUENCES LIGHTS CENTER TARGET FOR “WOW”.

## COMPLETING W-I-Z-A-R-D SEQUENCE LIGHTS DROP TARGETS FOR “WOW”. COMPLETED SEQUENCE RESETS AFTER BALL IN PLAY.

## “WOW” VALUE IS 1 ADDITIONAL BALL INDICATED BY THE LIT RED ORB, MAXIMUM 5. ADDITIONAL BALLS ARE PLAYED FIRST BEFORE DECREMENTING THE BALL IN PLAY.

## TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

C

# THE BEST WIZARD

# INSTRUCTIONS

**MINIMUM 5 BALLS PER PLAY**

## POINTS ARE SCORED AS INDICATED.

## POP BUMPERS SCORE 100 POINTS.

## COMPLETING LEFT DROP TARGET SEQUENCE LIGHTS LEFT BOTTOM ROLLOVER. COMPLETING RIGHT DROP TARGET SEQUENCE LIGHTS RIGHT BOTTOM ROLLOVER. COMPLETING BOTH DROP TARGET SEQUENCES LIGHTS CENTER TARGET FOR “WOW”.

## COMPLETING W-I-Z-A-R-D SEQUENCE LIGHTS DROP TARGETS FOR “WOW”. COMPLETED SEQUENCE RESETS AFTER BALL IN PLAY.

## “WOW” VALUE IS 1 ADDITIONAL BALL INDICATED BY THE LIT RED ORB, MAXIMUM 5. ADDITIONAL BALLS ARE PLAYED FIRST BEFORE DECREMENTING THE BALL IN PLAY.

D

# THE BEST WIZARD

# INSTRUCTIONS

**3 BALLS PER PLAY**

## POINTS ARE SCORED AS INDICATED.

## POP BUMPERS SCORE 1000 POINTS.

## COMPLETING LEFT DROP TARGET SEQUENCE LIGHTS CENTER TARGET FOR “WOW” AND LEFT BOTTOM ROLLOVER. COMPLETING RIGHT DROP TARGET SEQUENCE LIGHTS CENTER TARGET FOR “WOW” AND RIGHT BOTTOM ROLLOVER.

## COMPLETING W-I-Z-A-R-D SEQUENCE LIGHTS DROP TARGETS FOR “WOW”. HITTING “Z” OR “A” YIELDS “Z” AND “A”.

## “WOW” VALUE IS 50,000 POINTS.

## TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

E

# THE BEST WIZARD

# INSTRUCTIONS

**3 BALLS PER PLAY**

## POINTS ARE SCORED AS INDICATED.

## POP BUMPERS SCORE 1000 POINTS.

## COMPLETING LEFT DROP TARGET SEQUENCE LIGHTS CENTER TARGET FOR “WOW” AND LEFT BOTTOM ROLLOVER. COMPLETING RIGHT DROP TARGET SEQUENCE LIGHTS CENTER TARGET FOR “WOW” AND RIGHT BOTTOM ROLLOVER.

## COMPLETING W-I-Z-A-R-D SEQUENCE LIGHTS DROP TARGETS FOR “WOW”. HITTING “Z” OR “A” YIELDS “Z” AND “A”.

## “WOW” VALUE IS 50,000 POINTS.

F

# THE BEST WIZARD

# INSTRUCTIONS

**MINIMUM 3 BALLS PER PLAY**

## POINTS ARE SCORED AS INDICATED.

## POP BUMPERS SCORE 100 POINTS.

## COMPLETING LEFT DROP TARGET SEQUENCE LIGHTS LEFT BOTTOM ROLLOVER. COMPLETING RIGHT DROP TARGET SEQUENCE LIGHTS RIGHT BOTTOM ROLLOVER. COMPLETING BOTH DROP TARGET SEQUENCES LIGHTS CENTER TARGET FOR “WOW”.

## COMPLETING W-I-Z-A-R-D SEQUENCE LIGHTS DROP TARGETS FOR “WOW”. COMPLETED SEQUENCE RESETS AFTER BALL IN PLAY.

## “WOW” VALUE IS 1 ADDITIONAL BALL INDICATED BY THE LIT RED ORB, MAXIMUM 5. ADDITIONAL BALLS ARE PLAYED FIRST BEFORE DECREMENTING THE BALL IN PLAY.

## TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

G

# THE BEST WIZARD

# INSTRUCTIONS

**MINIMUM 3 BALLS PER PLAY**

## POINTS ARE SCORED AS INDICATED.

## POP BUMPERS SCORE 100 POINTS.

## COMPLETING LEFT DROP TARGET SEQUENCE LIGHTS LEFT BOTTOM ROLLOVER. COMPLETING RIGHT DROP TARGET SEQUENCE LIGHTS RIGHT BOTTOM ROLLOVER. COMPLETING BOTH DROP TARGET SEQUENCES LIGHTS CENTER TARGET FOR “WOW”.

## COMPLETING W-I-Z-A-R-D SEQUENCE LIGHTS DROP TARGETS FOR “WOW”. COMPLETED SEQUENCE RESETS AFTER BALL IN PLAY.

## “WOW” VALUE IS 1 ADDITIONAL BALL INDICATED BY THE LIT RED ORB, MAXIMUM 5. ADDITIONAL BALLS ARE PLAYED FIRST BEFORE DECREMENTING THE BALL IN PLAY.

H

**ADJUSTMENT PLUG LOCATION**

**LIGHTBOX HIGH SCORE ADJ. AND**

**PLAY ADJ.**

**BOTTOM PANEL TILT. RESET ADJ.**

A-17439 30,000 - 70,000 - 100,000

✽ A-14761 30,000 - 80,000 - 120,000

A-14762 40,000 - 90,000 - 130,000

† A-14763 50,000 - 100,000 - 140,000

A-15699 50,000 - 100,000 - 160,000

A-14885 60,000 - 120,000 - 170,000

A-14765 70,000 - 120,000 - 160,000

A-14766 80,000 - 130,000 - 170,000

I

**SCORE CARDS ARE LISTED FROM  
LIBERAL TO CONSERVATIVE.**

**RECOMMENDED CARD IS MARKED**✽ **FOR 3 BALL AND † FOR 5 BALL.**





A-17439

SCORING 30,000 POINTS ADDS 1 BALL.

SCORING 70,000 POINTS ADDS 1 BALL.

SCORING 100,000 POINTS ADDS 1 BALL.

A-14761

SCORING 30,000 POINTS ADDS 1 BALL.

SCORING 80,000 POINTS ADDS 1 BALL.

SCORING 120,000 POINTS ADDS 1 BALL.

A-14762

SCORING 40,000 POINTS ADDS 1 BALL.

SCORING 90,000 POINTS ADDS 1 BALL.

SCORING 130,000 POINTS ADDS 1 BALL.

A-14763

SCORING 50,000 POINTS ADDS 1 BALL.

SCORING 100,000 POINTS ADDS 1 BALL.

SCORING 140,000 POINTS ADDS 1 BALL.

A-15699

SCORING 50,000 POINTS ADDS 1 BALL.

SCORING 100,000 POINTS ADDS 1 BALL.

SCORING 160,000 POINTS ADDS 1 BALL.

A-14885

SCORING 60,000 POINTS ADDS 1 BALL.

SCORING 120,000 POINTS ADDS 1 BALL.

SCORING 170,000 POINTS ADDS 1 BALL.

A-14765

SCORING 70,000 POINTS ADDS 1 BALL.

SCORING 120,000 POINTS ADDS 1 BALL.

SCORING 160,000 POINTS ADDS 1 BALL.

A-14766

SCORING 80,000 POINTS ADDS 1 BALL.

SCORING 130,000 POINTS ADDS 1 BALL.

SCORING 170,000 POINTS ADDS 1 BALL.

A-14767

SCORING POINTS ADDS 1 BALL.

SCORING POINTS ADDS 1 BALL.

SCORING POINTS ADDS 1 BALL.

## Il flipper WIZARD ha due sistemi di gioco.

## Il primo si svolge spegnendo progressivamente i 10 numeri.

## Raggiunto il N. 5 bianco si accenderà il centrino rosso a de- stra che darà 50.000 punti per tutta la partita e raggiunto il 10 giallo si accenderà il centrino rosso a sinistra che darà pure 50.000 punti fino alla fine del gioco.

## Ad ogni numero spento si alzerà la barriera rossa per nu certo periodo.

## Il secondo sistema è quello di colpire con abilità i 5 centri- ni mobili che daranno ogni volta 50.000 punti e alzeranno la barriera rossa per un lungo periodo.

## Importante – Tutti i 12 centri sono colpibili con il rilancio dal flipper e la pallina può essere fermata sul flipper stes- so per rilanciarla nella direzione voluta.

Fonts used: Futura LT Condensed, Futura Hv BT, Futura Md BT, News Gothic Std, Segoe UI Symbol

Card size: 154x108mm (instructions), 154x57mm (score).

**Cards status:** these cards are taken from Gottlieb Wizard and converted to The Best Wizard, a conversion kit.

All the cards are needed to verify.

All score cards confirmed.

Italian card 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](http://www.inkochnito.nl)

If you like my work, please send me a donation via PayPal.