

OBJECT OF GAME IS TO BEAT THE DEALER'S HAND, WITHOUT BUSTING, TO SCORE AN EXTRA BALL AND 300 POINTS. PLAYER BUSTS WHEN HIS CARD SCORE EXCEEDS 21. IF PLAYER'S CARD SCORE IS EXACTLY 21, A REPLAY IS AWARDED IN ADDITION TO THE ABOVE, PROVIDED ADJUSTMENT JACKS ARE IN REPLAY POSITION. REFER TO PAGES ON ADJUSTMENT JACKS.

PLAYER'S CARD SCORE IS OBTAINED AS FOLLOWS:  
 1 CARD POINT FOR EACH HIT ON TOP CENTER JET BUMPER.  
 1 CARD POINT FOR EACH HIT ON CENTER TARGET.  
 10 CARD POINTS FOR BALL THRU EITHER TOP ROLLOVER.

EJECT HOLES, AS WELL AS LEFT AND RIGHT BOTTOM ROLLOVERS WHEN LIT, SCORE CARD VALUE (VALUE OF LIT CARD IN THE ACE TO 10 GROUP. ACE SCORES 1 CARD POINT).

DEALER'S HAND IS CONTROLLED BY THE NUMBER MATCH UNIT AND IS DISCLOSED ON THE COMPLETION OF EACH BALL. IT CONSISTS OF A CARD SCORE OF 17, 18, 19, 20 OR BUST. ANYTIME THE DEALER BUSTS, AND PLAYER'S CARD HAS NOT EXCEEDED 21, THIS CONSTITUTES A WIN FOR THE PLAYER---EVEN THOUGH THE PLAYER'S CARD SCORE MIGHT READ ZERO.

REPLAYS OR EXTRA BALLS ARE ALSO AWARDED FOR HIGH SCORES AS INDICATED, AND BY NUMBER MATCH CIRCUIT. REFER TO PAGES ON ADJUSTMENT JACKS.

THE POWER TRANSFORMER,

LOCATED ON PANEL. IS EQUIPPED WITH A SECONDARY TAP. IF YOUR GAME IS ON LOCATION WITH EXTREMELY LOW LINE VOLTAGE, REMOVE LEAD FROM LUG MARKED 24 VOLT AND SOLDER TO ALTERNATE LUG MARKED "HIGH". THIS WILL BOOST SECONDARY VOLTAGE BY APPROXIMATELY 2-3 VOLTS.

LEG LEVELERS,

ARE PROVIDED FOR TWO PURPOSES---1ST TO LEVEL GAME ON LOCATION, 2ND TO INCREASE PITCH FOR GAME PERCENTAGING. IF IT IS DESIRED TO SPEED UP PLAY OR DECREASE SCORES, RAISE REAR LEG LEVELERS TO INCREASE PITCH.

SUGGESTED SCORE CARDS:

FOR REGULAR REPLAY

5 BALL PLAY - 341-1

3 BALL PLAY - 341-2

FOR EXTRA BALL ONLY (NO REPLAYS)

5 BALL PLAY - 341-EB-1

3 BALL PLAY - 341-EB-2