

Black Knight 2000

Skyway Loops: Value rises if hit repeatedly:

Rep.	Value	Rep.	Value
1	20.000	4	80.000
2	40.000	5	100.000
3	60.000	6+	100.000

Loop Combo: Hit Skyway to move Ball to upper Playfield, then shoot a Loop: 100.000

- 2 Loops light Extra Ball Bolt ③ (timed). After collecting:
- 3 Loops light 2nd Extra Ball, and so on.
- 3 Loops Activate Hold Bonus Multiplier.

U-Turn: Value rises if hit repeatedly:

Rep.	Value	Rep.	Value
1	25.000	5	150.000
2	50.000	6	200.000
3	75.000	7	250.000
4	100.000		(then resets)

Rep. 1 in **Double Knights Challenge:** 50.000

- 1 Rep lights Double Knights Challenge. After collecting:
- 2 Reps light Double Knights Challenge.

Skyway: Move Ball to upper Playfield

When Skyway Bolt ⑤ is lit: 1.000.000

Drop Targets: 5.000 (when flashing), 2.000 (when 3-Bank already completed)

- Complete Drop Targets (timed) to:
- advance B-L-A-C-K
 - re-light Kickback & MagnaSave

B-L-A-C-K: Complete to light Skyway Bolt ⑤ for 1.000.000 (untimed)

Last Chance:

Activated when 2nd Ball is locked on the last Ball of the Game.

Continue with Balls from Lock, when Ball drains through the Outlane.

Only once per Player per Game.

During **Multiball:** Lock Ball to win **Jackpot**

Targets that increase Jackpot:

By 1x Jackpot Advance Value:

- Inlanes, Outlanes
- Spin Lane, U-Turn, Loop
- Rollovers

By 2x Jackpot Advance Value:

- Drop Targets
- Pop Bumpers

End of Ball Bonus:

Skyway Loops (Min. 1, Max. 99) × 3.000
+ U-Turns (Min. 1, Max. 99) × 3.000
(× Bonus Multiplier)

Draw Bridge: 1st and 2nd Target: 5.000; 3rd Target: 0 + opens Ball Lock

Lock 1st and 2nd Ball: 100.000; Lock 3rd Ball: 0 + starts **Multiball**

When Ransom Bolt ② is lit: Lock Ball to advance R-A-N-S-O-M



Complete R-A-N-S-O-M to start **The King's Ransom Mode:**

Timed:

- Unlimited Ball Save
- Lock Ball to win **Jackpot**
- Complete W-A-R: 1.000.000
- U-Turns: 250.000

Untimed:

- Bonus Multiplier: 5x
- Hold Bonus Multiplier to next Ball
- Skyway Bolt ⑤ is lit for 1.000.000
- Extra Ball Bolt ③ is lit

W-I-N Rollovers: 5.000

Complete W-I-N: 20.000

- + increase Bonus Multiplier (max. 5x)
- + light Ransom Arrow ② (timed)

Pop Bumpers: 510

W-A-R Rollovers: 5.000

Complete W-A-R: 20.000

+ start **Hurry Up** ④:

Hit **Skyway** to collect:

Rep.	Value	Rep.	Value
1	200.000	4	1.000.000
2	500.000	5	1.500.000
3	750.000		(then resets)

Value decreases over Time

Lower Lock: 5.000

During **Multiball:** 0 + lock Ball (timed)

When lit: Starts **Double Knights Challenge:**

- Adds 2nd Ball
- Complete W-A-R: 1.000.000

Draw Bridge is raised and does not lower during **Double Knights Challenge**

Spin Lane leads to **Ball Popper** ①:

5.000 + Shoots Ball to upper Playfield

When lit: Spins **Lightning Wheel** for Random Reward

Kickback: Time active: 3 Sec.

Kickers ⑩: 10

Inlanes: 5.000, **Outlanes:** 10.000
Left Inlane lights **Spin Lane** (timed)

MagnaSave ⑥ Button catches the Ball and releases it into the Inlane

Adjustable Timers (in Sec.)

Upper Playfield	Min	Default	Max
- Ransom Mode Timer	5	20	30
- Ransom Bolt Timer	3	12	30
- Jackpot Timer (after End of Multiball)	3	12	30
Lower Playfield	Min	Default	Max
- Drop Target Timer	5	13	40
- U-Turn Timer	3	10	30
- Extra Ball Bolt Timer	2	8	20
- Lower Lock Timer	3	20	30
- MagnaSave active Time	2	5	8

Adjustable Values

Item	Min	Default	Max
Balls per Game	1	3	9
Tilt Warning	1	3	5
Max. Extra Balls	0	4	9
Spin Lane lit at Game Start	0	1	5
Jackpot Advance	1.000	5.000	10.000

Game Configuration Items

Game Configuration Items	Default Setting
Carry-Over W-A-R lights to Next Ball	Inactive
Magna Save lit at Game Start	Active