

LUCKY

For Amusement
Only

Lucky Seven

One To Four
Players

200,000 SCORES 1 CREDIT

300,000 SCORES 1 CREDIT

400,000 SCORES 1 CREDIT

3 BALLS
PER GAME

1 PLAY - 25c
3 PLAYS - 50c



Williams

480-1-SS



INSTRUCTIONS

- Insert Coins And Then Press Start Button to Set Up Game For One to Four Players.
- Each Player Shoots One Ball at a Time as Indicated on Back Glass.
- Tilt Penalty - Ball in Play - Tilt Does Not Disqualify Player.
- Top Rollover Lanes and Center Targets Change Playfield Reels.
- Align Symbols on Reels to Increase "Reel Value."
- Making Both Drop Targets Scores "Reel Value" and Resets Targets for Possible Repeat Scoring. Targets Reset Only When Some "Reel Value" is Lit.
- Reel Value is as Follows:

Cherry - Any - Any	_____	5,000	and Double Bonus.
Cherry - Cherry - Any	_____	10,000	and Double Bonus.
Cherry - Cherry - Cherry	_____	20,000	and Extra Ball.
Orange - Orange - Orange	_____	20,000	
Bell - Bell - Bell	_____	30,000	
Seven - Seven - Seven	_____	30,000	and Extra Ball.



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480-5-SS-GER

