

INSTRUCTIONS

- Start:** Clear game of balls on shooter before pushing start button.
- Bonus X:** Lower Playfield Turnaround lites bonus multiplier.
- Magna-Save™:** Completing target bank lites Magna-Save for use. Activate *Magna-Save* by pushing red buttons on cabinet sides.
- Mystery:** Left flipper lane lites Mystery, scored value shown in display(s).
- Spinner:** Right flipper lane lites spinner.
- Last Chance:** Releases locked balls when lit on last ball in play.
- Multi-Ball™:** Scored by locking 3 balls, or lower hole kicker when lit.
- Extra Ball:** Lit by completing target bank pairs 3 times. Won alternately by making top left ramp or Turnaround.
- Bonus Ball:** Timed *Multi-Ball* for best score when 2 or more play. Completing all 4 target banks lites Special. Special scores - 1 CREDIT
- Tilt Penalty - Ball in play; does not disqualify player
 - Beating highest score awards _____ 3 CREDITS
 - Matching scores _____ 1 CREDIT

For Amusement Only **Black Knight** 1 To 4 Players

2,000,000 SCORES 1 CREDIT
3,000,000 SCORES 1 CREDIT
BONUS BALL AWARDED TO PLAYER WITH
BEST SCORE WHEN 2 OR MORE PLAY.

5 BALLS
PER
GAME

1 PLAY - 50 c
3 PLAYS - \$1.00

MAXIMUM CREDITS - 30

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