

TWILIGHT ZONE

OBJECT: Explore the strange world of the Twilight Zone. BATTLE THE POWER using MAGNA-FLIP™. Try to Unlock THE DOOR by lighting all of the DOOR PANELS. Stop TIME by using THE CLOCK.

EXTRA BALL: Shoot the ball multiple times around The LEFT RAMP to light extra ball.

MULTI-BALL™: Spell GUM-BALL by shooting the LEFT and RIGHT ramps. LOCK balls by shooting into the LOCK AREA located above the PLAYER PIANO.

THE DOOR: Shooting the LEFT RAMP lights the PLAYER PIANO. Shooting the RIGHT RAMP lights THE SLOT MACHINE. The PLAYER PIANO awards the currently FLASHING DOOR PANEL. The SLOT MACHINE awards a RANDOM DOOR PANEL.

POWER BALL: Get the POWER BALL out of the GUMBALL MACHINE by shooting up the right side of the game when the GUMBALL ARROW is flashing. When the WHITE POWER BALL is on the playfield RETURN IT to the GUMBALL MACHINE to begin POWER BALL MANIA. In POWER BALL MANIA shoot at the right ramp to BATTLE THE POWER!

BATTLE THE POWER: Shooting HITCH-HIKER TUNNEL multiple times lights BATTLE THE POWER.

BUY EXTRA BALL: At the end of a game you may buy 1 extra ball for 1 credit. All features and score remain as they were at the end of game!

16-50020-2

Font used: Helvetica

Cards status:

16-50020-2 confirmed.

16-50020-3-GER confirmed (it has the same text as 16-50020-2).

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun,

Peter

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