

How to play **DEVIL'S DARE**

3 BALLS
PER GAME

- MULTI-BALL** Lit outside return lanes light hole or rollunder for one shot only for capture in hole. Completing center drop target bank lights hole. Kicker lights for capture after ball is captured in hole and left bank has been completed.
- MULTI-BALL BONUS** . During multi-ball, drop targets and red spot targets score extra bonus (2,000 if 2-ball, 3,000 if 3-ball).
- MULTI-MODE** If multi-ball bonus reaches 50,000 (2-ball) or 70,000 (3-ball), player is given an extra round of multi-ball. The multi-ball bonus acts as a timer, and extra round ends when timer reaches zero.
- SPECIAL** Completing top red spot targets twice lights Special. Right out-lane awards Special when lit.
- EXTRA BALL** Completing red spot target bank on right lights Extra Ball. Rollunder in center lane awards Extra Ball when lit.
- BONUS MULTIPLIER** . Completing 3-bank and one 5-bank awards 2X. All banks complete awards 3X.
- BALL-SAVE** Completing any target bank lights Ball-Save (green button on left of cabinet).

A-21865

How to play **DEVIL'S DARE**

5 BALLS
PER GAME

- MULTI-BALL** Lit outside return lanes light hole or rollunder for one shot only for capture in hole. Completing center drop target bank lights hole. Kicker lights for capture after ball is captured in hole and left bank has been completed.
- MULTI-BALL BONUS** . During multi-ball, drop targets and red spot targets score extra bonus (2,000 if 2-ball, 3,000 if 3-ball).
- MULTI-MODE** If multi-ball bonus reaches 50,000 (2-ball) or 70,000 (3-ball), player is given an extra round of multi-ball. The multi-ball bonus acts as a timer, and extra round ends when timer reaches zero.
- SPECIAL** Completing top red spot targets twice lights Special. Right out-lane awards Special when lit.
- EXTRA BALL** Completing red spot target bank on right lights Extra Ball. Rollunder in center lane awards Extra Ball when lit.
- BONUS MULTIPLIER** . Completing 3-bank and one 5-bank awards 2X. All banks complete awards 3X.
- BALL-SAVE** Completing any target bank lights Ball-Save (green button on left of cabinet).

A-21865

WIE SPIELT MAN **DEVIL'S DARE**

3 KUGELN
PRO SPIEL

- MULTI-BALL** ABRÄUMEN DER MITTLEREN UND LINKEN TARGETBANK AKTIVIERT CAPTIVE CAVE UND CAPTIVE PIT. KUGEL IM CAPTIVE CAVE LÖST 2 KUGELN AUS. BALL IM CAPTIVE PIT LÖST 3 KUGELN AUS.
- MULTI-BALLBONUS** . WÄHREND MULTI-BALL-AKTION ZÄHLEN ROTE TARGETS EXTRA BONUS (2,000 BEI 2-KUGELN, 3,000 BEI 3-KUGELN).
- MULTI-MODE** 1ST MULTI-BALL-BONUS 50,000 (BEI 2-KUGELN) 70,000 (BEI 3 KUGELN), ERREICHT EXTRARUNDE MULTI-BALL. MULTI-BALL-BONUS ARBEITET ALS TIMER EXTRARUNDE BEI 0 ZU ENDE.
- SPECIAL** ZWEIMALIGES TREFFEN DER OBEREN RUNDEN TARGETS AKTIVIERT SPECIAL UND BALL SAVER.
- EXTRA BALL** TREFFEN ALLER RUNDEN TARGETS AUF DER RECHTEN SEITE AKTIVIERT EXTRA BALL.
- BONUS MULTIPIER** . BEI ABRÄUMEN DER 3ER UND EINER 5ER TARGETSBANK DOPPEL-BONUS, ALLE TARGETBAENKE DREIFACHBONUS.
- BALL-SAVE** ABRÄUMEN EINER TARGETBANK AKTIVIERT BALL SAVER (GRÜNER FLIPPERKNOPF LINKS).

A-21866

WIE SPIELT MAN **DEVIL'S DARE**

5 KUGELN
PRO SPIEL

- MULTI-BALL** ABRÄUMEN DER MITTLEREN UND LINKEN TARGETBANK AKTIVIERT CAPTIVE CAVE UND CAPTIVE PIT. KUGEL IM CAPTIVE CAVE LÖST 2 KUGELN AUS. BALL IM CAPTIVE PIT LÖST 3 KUGELN AUS.
- MULTI-BALLBONUS** . WÄHREND MULTI-BALL-AKTION ZÄHLEN ROTE TARGETS EXTRA BONUS (2,000 BEI 2-KUGELN, 3,000 BEI 3-KUGELN).
- MULTI-MODE** 1ST MULTI-BALL-BONUS 50,000 (BEI 2-KUGELN) 70,000 (BEI 3 KUGELN), ERREICHT EXTRARUNDE MULTI-BALL. MULTI-BALL-BONUS ARBEITET ALS TIMER EXTRARUNDE BEI 0 ZU ENDE.
- SPECIAL** ZWEIMALIGES TREFFEN DER OBEREN RUNDEN TARGETS AKTIVIERT SPECIAL UND BALL SAVER.
- EXTRA BALL** TREFFEN ALLER RUNDEN TARGETS AUF DER RECHTEN SEITE AKTIVIERT EXTRA BALL.
- BONUS MULTIPIER** . BEI ABRÄUMEN DER 3ER UND EINER 5ER TARGETSBANK DOPPEL-BONUS, ALLE TARGETBAENKE DREIFACHBONUS.
- BALL-SAVE** ABRÄUMEN EINER TARGETBANK AKTIVIERT BALL SAVER (GRÜNER FLIPPERKNOPF LINKS).

A-21866

- 1 REPLAY FOR EACH SCORE OF 400,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1,000,000 POINTS.
- 3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-21871

- 1 REPLAY FOR EACH SCORE OF 400,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1,000,000 POINTS.

A-21871

- 1 REPLAY FOR EACH SCORE OF 600,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1,200,000 POINTS.
- 3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-21873

- 1 REPLAY FOR EACH SCORE OF 600,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1,200,000 POINTS.

A-21873

DEVIL'S DARE

SCORES ARE LISTED FROM LIBERAL TO CONSERVATIVE.
RECOMMENDED CARDS ARE MARKED * FOR 3 BALL AND † FOR 5 BALL.

REPLAY		ADD-A-BALL	
A-21867	200,000 – 900,000	A-21876	400,000 – 1,000,000
A-21870	300,000 – 1,000,000	A-21877	500,000 – 1,100,000
* A-21871	400,000 – 1,000,000	* † A-21878	600,000 – 1,200,000
A-21872	500,000 – 1,100,000	A-21879	700,000 – 1,300,000
† A-21873	600,000 – 1,200,000	A-21880	800,000 – 1,400,000
A-21874	700,000 – 1,300,000		
A-21875	800,000 – 1,400,000		

**NOTE: IF GAME IS OPERATED WITHOUT “HIGH GAME TO DATE”
FEATURE TURN SCORE CARD OVER.**

A-21517

Fonts used: Helvetica, Helvetica 55 Roman, News Gothic MT Std, Eras Bold ITC, Futura Bk BT

Cards status:

A-21865 3 & 5 balls instruction card confirmed.

A-21866 3 & 5 balls (German) instruction card confirmed.

A-21871 score card confirmed.

A-21873 score card confirmed.

A-21517 index card confirmed.

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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