

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**

480-1-SS

For Amusement
Only

Lucky Seven

One To Four
Players

280,000 SCORES 1 CREDIT

380,000 SCORES 1 CREDIT

480,000 SCORES 1 CREDIT

**5 BALLS
PER GAME**

**1 PLAY – 25c
3 PLAYS – 50c**

480-2-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.

480-5-SS-GER

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 Special.
- Special Scores _____ 1 Credit.

480-6-SS-GER

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" & resets targets for possible repeat scoring. Targets reset only when Some "Reel Value" is lit.
- Reel Value is as Follows:
 - Clover - Any - Any _____ 5,000 and Double Bonus.
 - Clover - Clover - Any _____ 10,000 and Double Bonus.
 - Clover - Clover - Clover _____ 20,000 and Extra Ball.
 - Horseshoe - Horseshoe - Horseshoe__ 20,000
 - Diamond - Diamond - Diamond ____ 30,000
 - Seven - Seven - Seven _____ 30,000 and Special.
- Special Scores _____ 1 Credit.
- Beating "Highest Score" Scores _____ 3 Credits.
- Matching Last Two Numbers in Score to "Match" Numbers on Back Glass When Game is Over Scores _____ 1 Credit.

480-7-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:
 - Clover - Any - Any _____ 5,000 and Double Bonus.
 - Clover - Clover - Any _____ 10,000 and Double Bonus.
 - Clover - Clover - Clover _____ 20,000
 - Horseshoe - Horseshoe - Horseshoe__ 20,000
 - Diamond - Diamond - Diamond ____ 30,000
 - Seven - Seven - Seven _____ 30,000

480-8-SS

Fonts used: Times New Roman, Helvetica, Helvetica Neue LT, Futura ExtraBold, Futura Md BT,

Cards status:

Card 480-1 is confirmed.
Card 480-2 is confirmed.
Card 480-3-SS is needed.
Card 480-4-SS is needed.
Card 480-5-SS is needed.
Card 480-6-SS is needed.
Card 480-7-SS is confirmed.
Card 480-8-SS is confirmed.

Card 480-5-SS-GER is confirmed.
Card 480-6-SS-GER is confirmed.

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

Enjoy and have fun,
Peter
www.inkochnito.nl