

# Haul Home a Big Profit Load with New *Bally* **NIGHT RIDER**

4-PLAYER FLIPPER

CONVERTIBLE TO ADD-A-BALL



TWIN BANKS  
OF  
DROP TARGETS

NEW  
VARIABLE SCORE  
KICKOUT  
HOLE

See other side for **FEATURE-GRAM** 



**Variable Scoring Kickout Hole**  
 Kickout Hole Score Value which was lit at end of previous game lights at start of each game; and Value changes each time any 10 or 100 point skill objective is hit, rotation being 1000, 50, 3000, 50, 5000 and repeat.

**Twin Banks of Drop Targets**  
 Twin Drop Target Banks permit maximum Drop Target scoring and also maximum adjustability in scoring Specials and Extra Balls, as well as Bonus advances.

**Special Drop Targets**  
 All Targets down in either left or right Bank of 5 Drop Targets (**liberal adjustment**) or in both Banks (**conservative adjustment**) scores Special; and several Specials may be scored with each ball shot.

**Popular Extra Balls**  
 Ball exiting playfield through Left or Right Out Lane with adjacent Extra Ball Light lit returns to shooter tip as Extra Ball. Extra Ball Lights light on **liberal** or **conservative** basis similar to Drop Target Specials above.

**Double Out Hole Bonus**  
 Out Hole Bonus, which may be doubled by skill, often changes hopeless score to "last inch" or "last ball" triumph.

The operation of these games and the features therein may be subject to various state and local laws or regulations. It is not intended herein to solicit the sale of such games in any jurisdiction wherein the same may not be lawfully sold or operated.