

For  
Amusement  
Only

5 BALLS 5 CENTS

Score Void  
if Game  
is Tilted

BLACKJACK

5,300,000	1 Replay
6,500,000	2 Replays
7,500,000	3 Replays
8,000,000	4 Replays
8,500,000	5 Replays

- Topping Dealer's score by making 21 or under scores 1 replay. Dealer's score lites at end of game.
- Making Ace of Diamonds and Jack of Spades lites center hole special lite for 1 replay.
- Matching last number in score to lighted star that appears on back glass when game is over scores 1 replay.

242-2A

For  
Amusement  
Only

5 BALLS 5 CENTS

Score Void  
if Game  
is Tilted

BLACKJACK

6,000,000	1 Replay
6,500,000	2 Replays
7,500,000	3 Replays
8,000,000	4 Replays
8,500,000	5 Replays

- Topping Dealer's score by making 21 or under scores 1 replay. Dealer's score lites at end of game.
- Making Ace of Diamonds and Jack of Spades lites center hole special lite for 1 replay.
- Matching last number in score to lighted star that appears on back glass when game is over scores 1 replay.

242-5A

For  
Amusement  
Only

5 BALLS 5 CENTS

Score Void  
if Game  
is Tilted

BLACKJACK

5,500,000	1 Replay
6,500,000	2 Replays
7,500,000	3 Replays
8,000,000	4 Replays
8,500,000	5 Replays

- Topping Dealer's score by making 21 or under scores 1 replay. Dealer's score lites at end of game.
- Making Ace of Diamonds and Jack of Spades lites center hole special lite for 1 replay.
- Matching last number in score to lighted star that appears on back glass when game is over scores 1 replay.

242-3A

For  
Amusement  
Only

5 BALLS 5 CENTS

Score Void  
if Game  
is Tilted

BLACKJACK

_____	Replay
_____	Replays
_____	Replays
_____	Replays
_____	Replays

- Topping Dealer's score by making 21 or under scores 1 replay. Dealer's score lites at end of game.
- Making Ace of Diamonds and Jack of Spades lites center hole special lite for 1 replay.
- Matching last number in score to lighted star that appears on back glass when game is over scores 1 replay.

242-6A