



**Electronic performance!**  
**Action styling!**  
**4-player flipper**  
**convertible to add-a-ball!**

**3 ways to score specials; double specials possible.**

Special scored when S-U-P-E-R is lit on playfield by tricky timing to hit center target or shoot ball into kickout hole when mystery-advancing arrow-light points to letter which is not yet lit. And lighting S-U-P-E-R with liberal adjustment gives player 2 Specials.

**Important out ball.** Ball exiting from playfield through left or right out lane scores Special if adjacent Special light is lit by lighting C-Y-C-L-E, which requires *kickback skill* to return ball to top of playfield. Out ball also adds build-up bonus to total score. And out ball may return to shooter as Extra Ball.

**Score-busy drop targets.** Special is instantly scored when all 5 Drop Targets are down for *third time* in each ball played. Extra Ball signal lights when all Drop Targets are down for *second time* in each ball play. Each Drop Target hit scores 500 and advances bonus 1,000. *Various other skill objectives also advance bonus.* 5,000 is scored and bonus is doubled when all 5 Drop Targets are down for *first time* in each ball play. *First down* also increases value of each spin of each of 2 Spinner Gates from 10 to 1,000.

**35 ways to build score.** Including Specials, Bonus and Extra Balls, busy playfield offers players 35 ways to pile up big scores.

**Bally**

makes the games people play.  
 Bally Manufacturing Corp.  
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 Chicago, Illinois 60618  
 312/267-6060



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**Evel Knievel T-Shirts now available through your distributor!**



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

Evel's  
 greatest  
 performance!

**Evel Knievel**

pinball by  
**Bally**



# The first fully electronic commercial game!

**Electronic** technology in EVEL KНИЕVEL is the result of years of research and development and side-by-side location tests of identical pinball games in both electro-mechanical and electronic models.

**At the factory** replacement of complex cables, numerous soldered connections and dozens of relays with simple, compact, positive-action solid-state components-by world famous electronics manufacturers- assures dependable quality beyond the range of electro-mechanics. And positive inspection methods, adaptable only to electronics, insures delivery of pinball games as perfect as the human mind can produce.

**The operator** quickly sees in electronic EVEL KНИЕVEL the greater reliability of performance which is characteristic of electronic pinball by Bally.

He sees the amazing simplicity of routine maintenance and play adjustment.

He sees the uncanny, speedy and positive ability of push-button self-test methods built into Bally electronic pinball.

He sees the computer accuracy of total coin-chutes accountability and other new accounting advantages which are possible only with electronics.

He sees the convenience of replaceable modules when prolonged and profitable play requires replacement.

He sees increased earnings through nearly zero down time for maintenance.

**The player** sees in electronic EVEL KНИЕVEL his old friend, pinball, with all old favorite skill features, as exciting as ever.

But he also sees with delight the new big, brilliant, easy-to-read digital read-out score counters, which never miss a point, because, if points are scored too fast for instant display, the electronic game brain actually remembers every point and quickly adds every point to the total score.

He sees the new highest-score-to-date read-out and other play advantages.

He hears the new lively sounds.

He feels the improved ball action.

He says, "EVEL KНИЕVEL is the pinball I've been waiting for all my life!"

