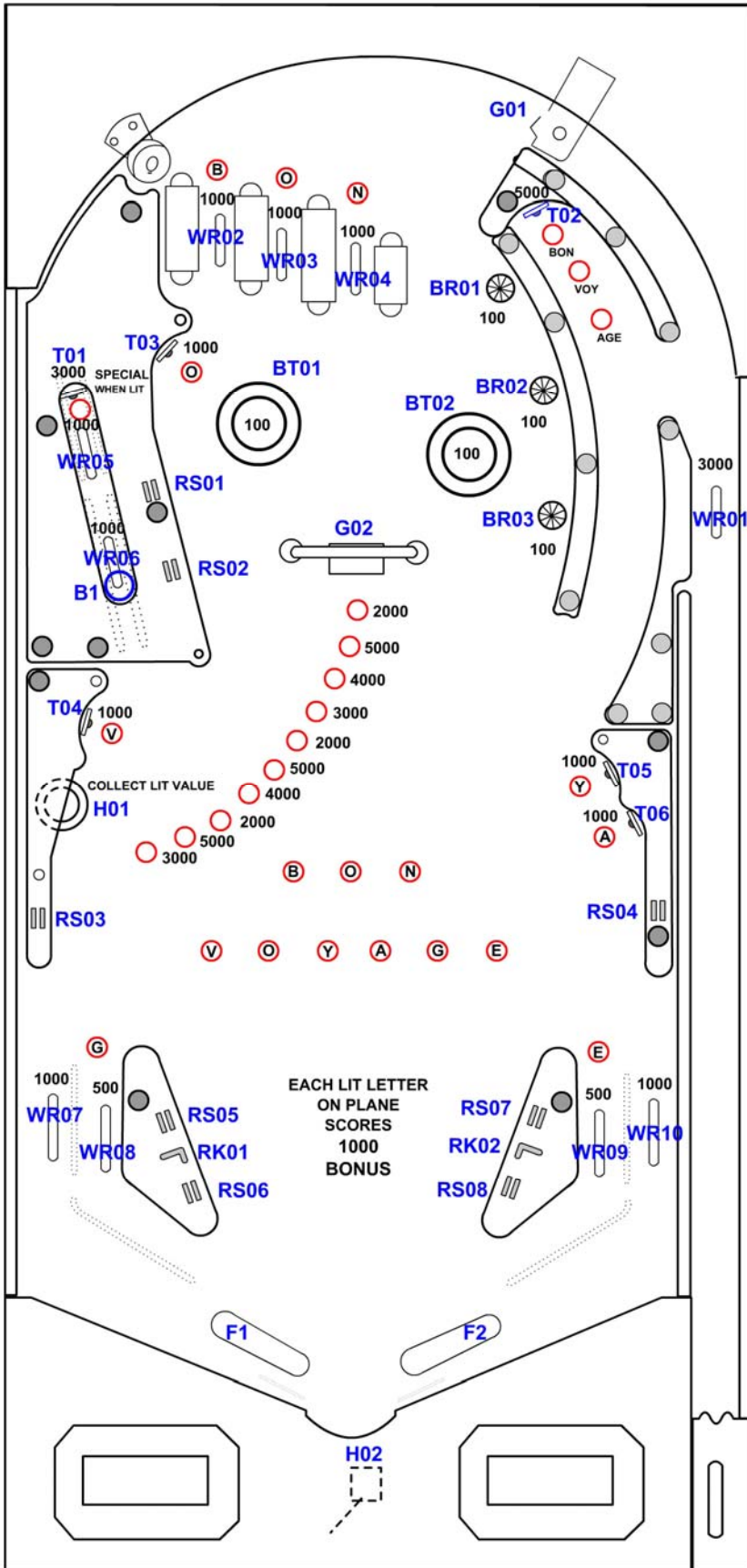


BON VOYAGE Rules Sheet



Rebound Switches : RS01-RS08

Score 10 points.

Thumper Bumpers: BT01-BT02

Score 100 points (always lit).

Rollover Buttons: BR01-BR03

Score 100 points and advance Collect Lit Value numbers (same as Spinner).

Rollover Switch 3000: WR01

Score 3000 points when ball reenters shooter lane from playfield.

Rollover Switches 1000: WR05-WR07, WR10

Score 1000 points.

Rollover Switches Letters: WR02 (B), WR03 (O), WR04 (N) WR08 (G), WR09 (E)

Score 1000 points and light corresponding letter if unlit.

Target Switches Letters: T03 (O), T04 (V), T05 (Y), T06 (A)

Score 1000 points and light corresponding letter if unlit.

Spinner: G02

Score 100 points for each target rotation, advances Collect Lit Value numbers. When 5000 is lit, also lights BON, or VOY or AGE at Target T02.

Hole: H01

Score lit value of Collect Lit Value lites.

Target Switch 5000: T02

Score 5000 points, also lights BON, VOY, or AGE lites if lit.

Outhole: H02

When ball drains, 1000 Bonus points are scored for each lit letter.

Target Switch SPECIAL: T01

Score 3000 points, if Special is lit awards Special. Hit the captive ball B1 with the ball in play and send it upwards to hit T01.

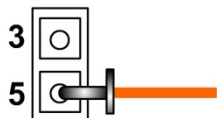
To light SPECIAL, activate every letter B-O-N-V-O-Y-A-G-E on plane by hitting the corresponding targets and rollovers.

If **SPECIAL** is achieved, the letters will reset and the player can attempt to achieve it again.

BON VOYAGE Rules Sheet

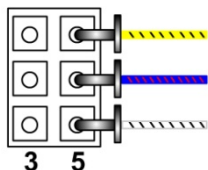
Adjustments

BALLS PER GAME. Adjustment Plug on front of cabinet relay board.



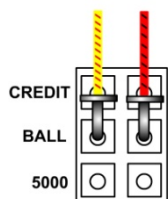
Shown set for 5 balls per game. Set to 3 balls per game for lower scores.

3-5 BALL SETTING. Adjustment Plug under playfield between flippers.



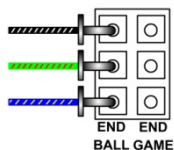
Shown set for the 5-ball setting (requires each letter in B-O-N-V-O-Y-A-G-E to be individually lit). Set for the 3-ball setting for higher scores (these letters will light in pairs O-O, V-Y, A-G).

SPECIAL and HIGH SCORE. Adjustment Plug on front of cabinet relay board.



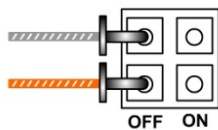
Shown for add-a-ball when SPECIAL or HIGH SCORE is achieved. Alternatively can be set for 5000 points or credit. Credit setting is not needed for home games set on free play.

TILT. Adjustment Plug on front of cabinet relay board.



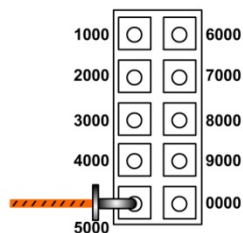
Shown to disqualify ball in play upon tilt. Alternatively it can be set to end the game upon tilt.

MATCH. Adjustment Plug in backbox under credit reel.



Shown in the Off position. In the On position will award a credit if match number matches the 10 digit in the final score. Not needed for home games set on free play.

HIGH SCORE. Adjustment Plug in upper left of backbox.



Shown set to 125,000 to achieve high score bonus. Select a single wire based on the chart below and plug in for the desired score. Example as shown, ORANGE-BLACK wire is for the range between 121,000-130,000. When plugged into the 5000 position, it sets the high score for 125,000.

WHITE	41,000-50,000	RED	91,000-100,000
BROWN	51,000-60,000	BLUE	101,000-100,110
ORANGE	61,000-70,000	BLUE-ORANGE	111,000-120,000
BLACK	71,000-80,000	ORANGE-BLACK	121,000-130,000
GRAY	81,000-90,000	GRAY-RED	131,000-140,000