

SOCCER KING

TOP HOLE

When the ball enters the top hole high level board is activated.

EXTRA KICK

The dropping targets to the left and right increase the amount of balls allowed which the player tries to shoot into the goal using the high level flipper.

RED SPECIAL

Every goal scored advances the red special.

ORANGE SPECIAL

The fixed targets (A-B-C) advance the orange special.

BONUS MULTIPLIER

The dropping targets light the two top fixed targets which when hit advance the bonus multiplier.

FIXED TARGETS A-B-C

Hitting fixed target to the left and the right advance the orange special and increase the extra kicks.

SUPER SCORE

When all the buttons in centre of the playfield are hit the playfield scores become super scores with increased values.

BOTTOM SPECIAL ROLLOVERS

Hitting dropping targets advance bottom special rollovers.

MOD. 149

..... POINTS

1 REPLAY

..... POINTS

1 REPLAY

SPECIAL ORANGE

1 EXTRA BALL

SPECIAL RED

1 REPLAY

WHEN HIGH SCORE IS OVERCOME

2 REPLAYS

MATCHING LAST NUMBER

1 REPLAY

3 BALLS PER GAME
FREE PLAY

5 BALLS PER GAME
FREE PLAY

Font used: Helvetica.

Cards status:

Instruction card confirmed.

Universal score award card added.

Universal Balls-Per-Game card added.

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