

## A.G. SOCCER-BALL GAME RULES

- OBJECT:** 1. Score more goals than your opponent.  
2. Obtain a team credit by spelling out the word G-O-A-L.
- GOAL:** Letters are lit by: 1) Winning Game  
2) Achieving High Score between the two teams  
3) Achieve new Goal Scored Record
- JACKPOT:** Hitting the Flashing "Start Jackpot" target starts Jackpot sequence,  
To receive Jackpot, Hit flipper button for flashing Jackpot value.
- POWER SHOT:** Left return lane lites Power Shot Target,  
Power Shot Spinner increases its bonus.
- GOAL KICK:** Receive Goal Kick bonus any time target is hit.  
Goal Kick spinner increases its value.
- HEADER SHOT:** "Header Shot" target lights Header Shot Cup,  
Header Shot Cup awards random value when scored.
- CORNER KICK  
& BONUS "X":** Hitting your Flashing 1, 2, and 3 advances bonus multiplier  
and lites Corner Kick.

A GAME OF SKILL

IT'S MORE FUN TO COMPETE

**ONE PLAYER GAME** - 50¢  
**BLUE TEAM VS. COMPUTER**

**TIMED GAME** (2) HALFS - 90 GAME SECONDS - A HALF

**TWO PLAYER GAME** - 75¢  
**BLUE TEAM VS. RED TEAM**

**SEE SCOREBOARD FOR TEAM REPLAY SCORE**

Font used: Times New Roman.

**Cards status:**

Instruction card confirmed.

Coin card confirmed.

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun,

Peter

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