

GUN SMOKE

ONE OR TWO CAN PLAY

1. BALL IN TOP HOLE, SIDE HOLE, OR PASSING THRU BOTTOM GUN SMOKE LANE WHEN LIT, STARTS GUN SMOKE SCORES FLASHING ON BACKGLASS.
2. PLAYER MUST FIRST PRESS GUN SMOKE BUTTON ON FRONT OF CABINET TO STOP FLASHING SCORE AT HIGHEST VALUE BEFORE RESUMING FURTHER PLAY.
3. BONUS SCORES ARE COLLECTED AS INDICATED ON PLAYFIELD. BONUS SCORE ADVANCED VALUES REMAIN UNTIL BALL LEAVES PLAYFIELD.
4. BALL RETURN GATE OPENS AT HIGHEST BONUS SCORE VALUE.
5. A TILT DISQUALIFIES THE BALL IN PLAY ONLY.



Fonts used: FranklinGothicEF, Futura Md BT, Futura Hv BT, Bebas Neue.
Cards size: 108x152mm
Label size: 38x76mm (1.5 x 3 inch)

Cards status:

Instruction card confirmed.

Credit button label confirmed.

Score cards and the red "BALL IN PLAY" mask card are available in separate files.

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

If you like my work, please send me a donation via PayPal.