

DIMENSION

MINIMUM 3 BALLS PER PLAY

INSTRUCTIONS

POINTS ARE SCORED AS INDICATED.

HITTING DROP TARGETS SCORES 50 POINTS.

COMPLETING RED AND BLUE TARGET SEQUENCE SCORES AN ADDITIONAL BALL, LIGHTS LEFT BUMPER FOR 1000 POINTS AND LIGHTS TWO BULLS EYE TARGETS FOR "WOW".

COMPLETING YELLOW AND GREEN TARGET SEQUENCE SCORES AN ADDITIONAL BALL, LIGHTS RIGHT BUMPER FOR 1000 POINTS AND LIGHTS TWO BULLS EYE TARGETS FOR "WOW".

COMPLETING RED AND YELLOW TARGET SEQUENCE LIGHTS CENTER HOLE FOR "WOW".

BALL GOING OUT RESETS COMPLETED SIDE.

HITTING "WOW" SCORES 1 ADDITIONAL BALL.

TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

308

B-13565

DIMENSION

MINIMUM 3 BALLS PER PLAY

INSTRUCTIONS

POINTS ARE SCORED AS INDICATED.

HITTING DROP TARGETS SCORES 50 POINTS.

COMPLETING RED AND BLUE TARGET SEQUENCE SCORES AN ADDITIONAL BALL, LIGHTS LEFT BUMPER FOR 1000 POINTS AND LIGHTS TWO BULLS EYE TARGETS FOR "WOW".

COMPLETING YELLOW AND GREEN TARGET SEQUENCE SCORES AN ADDITIONAL BALL, LIGHTS RIGHT BUMPER FOR 1000 POINTS AND LIGHTS TWO BULLS EYE TARGETS FOR "WOW".

COMPLETING RED AND YELLOW TARGET SEQUENCE LIGHTS CENTER HOLE FOR "WOW".

BALL GOING OUT RESETS COMPLETED SIDE.

HITTING "WOW" SCORES 1 ADDITIONAL BALL.

308

B-13565

DIMENSION

MINIMUM 5 BALLS PER PLAY

INSTRUCTIONS

POINTS ARE SCORED AS INDICATED.

HITTING DROP TARGETS SCORES 50 POINTS.

COMPLETING RED AND BLUE TARGET SEQUENCE SCORES AN ADDITIONAL BALL, LIGHTS LEFT BUMPER FOR 1000 POINTS AND LIGHTS TWO BULLS EYE TARGETS FOR "WOW".

COMPLETING YELLOW AND GREEN TARGET SEQUENCE SCORES AN ADDITIONAL BALL, LIGHTS RIGHT BUMPER FOR 1000 POINTS AND LIGHTS TWO BULLS EYE TARGETS FOR "WOW".

COMPLETING RED AND YELLOW TARGET SEQUENCE LIGHTS CENTER HOLE FOR "WOW".

BALL GOING OUT RESETS COMPLETED SIDE.

HITTING "WOW" SCORES 1 ADDITIONAL BALL.

TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

308

B-13566-1

DIMENSION

MINIMUM 5 BALLS PER PLAY

INSTRUCTIONS

POINTS ARE SCORED AS INDICATED.

HITTING DROP TARGETS SCORES 50 POINTS.

COMPLETING RED AND BLUE TARGET SEQUENCE SCORES AN ADDITIONAL BALL, LIGHTS LEFT BUMPER FOR 1000 POINTS AND LIGHTS TWO BULLS EYE TARGETS FOR "WOW".

COMPLETING YELLOW AND GREEN TARGET SEQUENCE SCORES AN ADDITIONAL BALL, LIGHTS RIGHT BUMPER FOR 1000 POINTS AND LIGHTS TWO BULLS EYE TARGETS FOR "WOW".

COMPLETING RED AND YELLOW TARGET SEQUENCE LIGHTS CENTER HOLE FOR "WOW".

BALL GOING OUT RESETS COMPLETED SIDE.

HITTING "WOW" SCORES 1 ADDITIONAL BALL.

308

B-13566-1

DIMENSION

MINIMUM 8 BALLS PER PLAY

INSTRUCTIONS

POINTS ARE SCORED AS INDICATED.

HITTING DROP TARGETS SCORES 50 POINTS.

COMPLETING RED AND BLUE TARGET SEQUENCE SCORES AN ADDITIONAL BALL, LIGHTS LEFT BUMPER FOR 1000 POINTS AND LIGHTS TWO BULLS EYE TARGETS FOR "WOW".

COMPLETING YELLOW AND GREEN TARGET SEQUENCE SCORES AN ADDITIONAL BALL, LIGHTS RIGHT BUMPER FOR 1000 POINTS AND LIGHTS TWO BULLS EYE TARGETS FOR "WOW".

COMPLETING RED AND YELLOW TARGET SEQUENCE LIGHTS CENTER HOLE FOR "WOW".

BALL GOING OUT RESETS COMPLETED SIDE.

HITTING "WOW" SCORES 1 ADDITIONAL BALL.

TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

308

B-13567-1

DIMENSION

MINIMUM 8 BALLS PER PLAY

INSTRUCTIONS

POINTS ARE SCORED AS INDICATED.

HITTING DROP TARGETS SCORES 50 POINTS.

COMPLETING RED AND BLUE TARGET SEQUENCE SCORES AN ADDITIONAL BALL, LIGHTS LEFT BUMPER FOR 1000 POINTS AND LIGHTS TWO BULLS EYE TARGETS FOR "WOW".

COMPLETING YELLOW AND GREEN TARGET SEQUENCE SCORES AN ADDITIONAL BALL, LIGHTS RIGHT BUMPER FOR 1000 POINTS AND LIGHTS TWO BULLS EYE TARGETS FOR "WOW".

COMPLETING RED AND YELLOW TARGET SEQUENCE LIGHTS CENTER HOLE FOR "WOW".

BALL GOING OUT RESETS COMPLETED SIDE.

HITTING "WOW" SCORES 1 ADDITIONAL BALL.

308

B-13567-1

DIMENSION

RULES

POINTS ARE SCORED AS INDICATED.

HITTING DROP TARGETS SCORES 50 POINTS.

COMPLETING RED AND BLUE TARGET SEQUENCE CONTINUES PLAY,
LIGHTS LEFT BUMPER FOR 1000 POINTS AND LIGHTS TWO BULLS EYE
TARGETS FOR "WOW".

COMPLETING YELLOW AND GREEN TARGET SEQUENCE CONTINUES PLAY,
LIGHTS RIGHT BUMPER FOR 1000 POINTS AND LIGHTS TWO BULLS EYE
TARGETS FOR "WOW".

COMPLETING RED AND YELLOW TARGET SEQUENCE LIGHTS CENTER HOLE
FOR "WOW".

BALL GOING OUT RESETS COMPLETED SIDE.

HITTING "WOW" CONTINUES PLAY.

TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

308

B-13568

DIMENSION

MINIMUM 5 BALLS PER PLAY

INSTRUCTIONS

POINTS ARE SCORED AS INDICATED.

HITTING DROP TARGETS SCORES 50 POINTS.

COMPLETING RED AND BLUE TARGET SEQUENCE SCORES AN ADDITIONAL
BALL, LIGHTS LEFT BUMPER FOR 1000 POINTS AND LIGHTS TWO BULLS
EYE TARGETS FOR "WOW".

COMPLETING YELLOW AND GREEN TARGETS SEQUENCE SCORES AN
ADDITIONAL BALL, LIGHTS RIGHT BUMPER FOR 1000 POINTS AND LIGHTS
TWO BULLS EYE TARGETS FOR "WOW".

COMPLETING RED AND YELLOW TARGET SEQUENCE LIGHTS CENTER HOLE
FOR "WOW".

BALL GOING OUT RESETS COMPLETED SIDE.

HITTING "WOW" SCORES 1 ADDITIONAL BALL.

308

B-13568

SCORING 20,000 POINTS ADDS 1 BALL.

A-13594

SCORING 30,000 POINTS ADDS 1 BALL.

A-11746

SCORING 40,000 POINTS ADDS 1 BALL.

A-11747

**SCORING 20,000 POINTS ADDS 1 BALL.
SCORING 40,000 POINTS ADDS 1 BALL.**

A-13646

Used fonts: Futura Hv BT, Futura LT condensed, Futura Bk BT, Futura Md BT

Cards status:

B-13565 3 balls minimum instruction card confirmed.

B-13566-1 5 balls minimum instruction card needed to verify.

B-13567-1 8 balls minimum instruction card confirmed.

B-13568 Rules instruction card confirmed.

A-13594 score (add a ball) card confirmed.

A-11746 score (add a ball) card confirmed.

A-11747 score (add a ball) card confirmed.

A-13646 score (add a ball) 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

www.inkochnito.nl

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