

MUSTANG

INSTRUCTIONS

ONE or TWO PLAYERS - - - 3 BALLS PER PLAYER

**INSERT COIN AND / OR PRESS CREDIT BUTTON TO RESET MACHINE.
REPEAT FOR SECOND PLAYER.**

COMPLETING A-B-C ROLLOVERS DOUBLES BONUS VALUE.

**COMPLETING DROP TARGETS LIGHTS "EXTRA BALL" LIGHTS OCCAS-
IONNALLY. COMPLETING DROP TARGETS AND A-B-C ROLLOVERS
LIGHTS TOP "A" ROLLOVER FOR "SPECIAL".**

CENTER POP BUMPER SCORES 1000.

**BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL IN PLAY.
BONUS VALUE DOUBLES ON LAST BALL.**

**MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS
ON BACK GLASS AFTER GAME IS OVER SCORES 1 REPLAY.**

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B-16922-2

MUSTANG

INSTRUCTIONS

ONE or TWO PLAYERS - - - 5 BALLS PER PLAYER

**INSERT COIN AND / OR PRESS CREDIT BUTTON TO RESET MACHINE.
REPEAT FOR SECOND PLAYER.**

COMPLETING A-B-C ROLLOVERS DOUBLES BONUS VALUE.

**COMPLETING DROP TARGETS LIGHTS "EXTRA BALL" LIGHTS OCCAS-
IONNALLY. COMPLETING DROP TARGETS AND A-B-C ROLLOVERS
LIGHTS TOP "A" ROLLOVER FOR "SPECIAL".**

CENTER POP BUMPER SCORES 10.

**BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL IN PLAY.
BONUS VALUE DOUBLES ON LAST BALL.**

**MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS
ON BACK GLASS AFTER GAME IS OVER SCORES 1 REPLAY.**

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**COMPLETING DROP TARGETS LIGHTS "EXTRA BALL" LIGHTS OCCAS-
IONNALLY. COMPLETING DROP TARGETS AND A-B-C ROLLOVERS
LIGHTS TOP "A" ROLLOVER FOR "SPECIAL".**

MAKING "SPECIAL" GIVES ONE EXTRA BALL.

CENTER POP BUMPER SCORES 1000.

**BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL IN PLAY.
BONUS VALUE DOUBLES ON LAST BALL.**

MAXIMUM ONE EXTRA BALL PER BALL IN PLAY.

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B-17280-2

MUSTANG

INSTRUCTIONS

ONE or TWO PLAYERS - - - 5 BALLS PER PLAYER

**INSERT COIN AND / OR PRESS CREDIT BUTTON TO RESET MACHINE.
REPEAT FOR SECOND PLAYER.**

COMPLETING A-B-C ROLLOVERS DOUBLES BONUS VALUE.

**COMPLETING DROP TARGETS LIGHTS "EXTRA BALL" LIGHTS OCCAS-
IONNALLY. COMPLETING DROP TARGETS AND A-B-C ROLLOVERS
LIGHTS TOP "A" ROLLOVER FOR "SPECIAL".**

MAKING "SPECIAL" GIVES ONE EXTRA BALL.

CENTER POP BUMPER SCORES 10.

**BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL IN PLAY.
BONUS VALUE DOUBLES ON LAST BALL.**

MAXIMUM ONE EXTRA BALL PER BALL IN PLAY.

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B-17280-2

SCORE CARDS ARE LISTED FROM
LIBERAL TO CONSERVATIVE.
RECOMMENDED CARDS ARE MARKED,
* FOR 3 BALL AND † FOR 5 BALL.

REPLAY SCORES		ADD-A-BALL SCORES	
A-16911	65,000 - 77,000	A-17257	50,000 - 85,000
A-16912	68,000 - 80,000	A-17258	55,000 - 90,000
A-16913	70,000 - 82,000	A-17259	60,000 - 95,000
A-16914	72,000 - 84,000	A-17260	70,000 - 97,000
A-17096	74,000 - 86,000	A-17261	80,000 - 99,000
A-16915	76,000 - 88,000	A-17262	50,000
* A-17097	78,000 - 90,000	†*A-17263	55,000
† A-17435	80,000 - 92,000	A-17264	60,000
A-16407	83,000 - 95,000	A-17265	65,000
A-16408	85,000 - 97,000	A-17266	70,000
A-16409	87,000 - 99,000	A-17267	75,000
A-17436	90,000	A-17268	80,000

ADJUSTMENT PLUG LOCATION

INSIDE LIGHTBOX ~ POINT SCORE ADJ., MATCH FEATURE
ADJ. AND GAME ADJ.

BOTTOM PANEL ~ 1ST & 2ND CHUTE ADJ. AND 'W' RELAY ADJ.

PLAYBOARD ~ 3-5 BALL ADJ. AND EXTRA BALL ADJ.

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A-16905-1

1 REPLAY FOR EACH SCORE OF POINTS.
1 REPLAY FOR EACH SCORE OF POINTS.
1 REPLAY FOR EACH SCORE OF POINTS.

A-12689-1

1 REPLAY FOR EACH SCORE OF POINTS.
1 REPLAY FOR EACH SCORE OF POINTS.

A-16141

1 REPLAY FOR EACH SCORE OF 65,000 POINTS.

1 REPLAY FOR EACH SCORE OF 77,000 POINTS.

A-16911

1 REPLAY FOR EACH SCORE OF 68,000 POINTS.

1 REPLAY FOR EACH SCORE OF 80,000 POINTS.

A-16912

1 REPLAY FOR EACH SCORE OF 70,000 POINTS.

1 REPLAY FOR EACH SCORE OF 82,000 POINTS.

A-16913

1 REPLAY FOR EACH SCORE OF 72,000 POINTS.

1 REPLAY FOR EACH SCORE OF 84,000 POINTS.

A-16914

1 REPLAY FOR EACH SCORE OF 74,000 POINTS.
1 REPLAY FOR EACH SCORE OF 86,000 POINTS.

A-17096

1 REPLAY FOR EACH SCORE OF 76,000 POINTS.
1 REPLAY FOR EACH SCORE OF 88,000 POINTS.

A-16915

1 REPLAY FOR EACH SCORE OF 78,000 POINTS.
1 REPLAY FOR EACH SCORE OF 90,000 POINTS.

A-17097

1 REPLAY FOR EACH SCORE OF 80,000 POINTS.
1 REPLAY FOR EACH SCORE OF 92,000 POINTS.

A-17435

1 REPLAY FOR EACH SCORE OF 83,000 POINTS.

1 REPLAY FOR EACH SCORE OF 95,000 POINTS.

A-16407

1 REPLAY FOR EACH SCORE OF 85,000 POINTS.

1 REPLAY FOR EACH SCORE OF 97,000 POINTS.

A-16408

1 REPLAY FOR EACH SCORE OF 87,000 POINTS.

1 REPLAY FOR EACH SCORE OF 99,000 POINTS.

A-16409

1 REPLAY FOR EACH SCORE OF 90,000 POINTS.

A-17436

SCORING 50,000 POINTS ADDS 1 BALL.

SCORING 85,000 POINTS ADDS 1 BALL.

A-17257

SCORING 55,000 POINTS ADDS 1 BALL.

SCORING 90,000 POINTS ADDS 1 BALL.

A-17258

SCORING 60,000 POINTS ADDS 1 BALL.

SCORING 95,000 POINTS ADDS 1 BALL.

A-17259

SCORING 70,000 POINTS ADDS 1 BALL.

SCORING 97,000 POINTS ADDS 1 BALL.

A-17260

SCORING 80,000 POINTS ADDS 1 BALL.

SCORING 99,000 POINTS ADDS 1 BALL.

A-17261

SCORING 50,000 POINTS ADDS 1 BALL.

A-17262

SCORING 55,000 POINTS ADDS 1 BALL.

A-17263

SCORING 60,000 POINTS ADDS 1 BALL.

A-17264

SCORING 65,000 POINTS ADDS 1 BALL.

A-17265

SCORING 70,000 POINTS ADDS 1 BALL.

A-17266

SCORING 75,000 POINTS ADDS 1 BALL.

A-17267

SCORING 80,000 POINTS ADDS 1 BALL.

A-17268

<p>SCORING</p> <p>POINTS ADDS 1 BALL.</p> <p>A-17242</p>
<p>SCORING</p> <p>POINTS ADDS 1 BALL.</p> <p>SCORING</p> <p>POINTS ADDS 1 BALL.</p> <p>A-17243</p>

BONUS UNIT	HUNDREDS' UNIT	TEN THOUSANDS UNIT	INSIDE SW. - LOCKIN. SECOND SW. - ISOLATION.
ALTERNATING RELAY	INSIDE SW.- RESET COMPLETED. SECOND SW.- RUNOUT. THIRD SW.- 9th POSITION.		

Fonts used: Futura BdCn BT, Futura Hv BT, Futura Bk BT, Futura Md BT
Card size: 154x108mm (instructions), 154x57mm (score).

Cards status:

B-16922-2 3 & 5 balls instruction card confirmed.

B-17280-2 3 & 5 balls instruction card confirmed.

A-16905-1 Score index card confirmed.

All score cards confirmed.

Various labels 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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