HOW TO PLAY "PUNK"

3 BALLS
PER GAME

MULTI-BALL . . . . Top holes capture ball when flashing. Launch areas are activated by completing top rollovers and/or sets of matching drop target banks. Hitting launch areas when lit will release captive balls.

MULTI-BALL
TARGET COUNT . . . During multi-ball, each drop target hit is added to the count and scores 1,000, 10,000 (Level I), or 20,000 (Level II).

BONUS . . . . At the end of each ball, each drop target lit scores 10,000 bonus.

SPECIAL . . . . Completing sets of matching drop targets three times lights Special.

EXTRA BALL . . . . . . Completing all four drop target banks lights left rollover for Extra Ball.

A-22426

HOW TO PLAY "PUNK"

5 BALLS
PER GAME

MULTI-BALL . . . . Top holes capture ball when flashing. Launch areas are activated by completing top rollovers and/or sets of matching drop target banks. Hitting launch areas when lit will release captive balls.

MULTI-BALL
TARGET COUNT . . . During multi-ball, each drop target hit is added to the count and scores 1,000, 10,000 (Level I), or 20,000 (Level II).

BONUS . . . . At the end of each ball, each drop target lit scores 10,000 bonus.

SPECIAL . . . . Completing sets of matching drop targets three times lights Special.

EXTRA BALL . . . . . . Completing all four drop target banks two times lights left rollover for Extra Ball.

A-22426

1 REPLAY FOR EACH SCORE OF _____ POINTS.

1 REPLAY FOR EACH SCORE OF _____ POINTS.

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-20658

1 REPLAY FOR EACH SCORE OF _____ POINTS.

1 REPLAY FOR EACH SCORE OF _____ POINTS.

A-20658

Fonts used: Helvetica, Helvetica 55 Roman, News Gothic MT Std, Eras Bold ITC, Futura Bk BT

Cards status:
A-22426 3 & 5 balls instruction card confirmed.
A-20658 score card back & front 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