

F J

PLAYER INSTRUCTIONS

- 3 BALLS – 20 CENTS PER PLAYER.
- MAKING F & J LIGHTS TOP EJECT SAUCER TO INCREASE BONUS VALUE.
- MAKING LEFT AND RIGHT EJECT HOLES SCORES 3,000 POINTS AND SPOTS LOWEST UNLIT STEPPING TARGET.
 - 1ST TIME LIGHTS RESPECTIVE SPIN TARGET.
 - 2ND TIME LIGHTS RESPECTIVE STAR ROLLOVERS.
- MAKING STEPPING TARGETS – 1ST ROW WILL SCORE 500 POINTS EACH AND COMPLETING FIRST ROW WILL SCORE 5,000 POINTS.
- MAKING STEPPING TARGETS – 2ND ROW WILL SCORE 1,500 POINTS IF THE TARGET IS LIT OR 500 POINTS IF NOT, COMPLETING THE SECOND ROW WILL SCORE 10,000 POINTS.
- MAKING STEPPING TARGETS – 3RD ROW WILL SCORE 3,000 POINTS IF THE TARGET IS LIT OR 1,500 POINTS IF NOT, COMPLETING THE THIRD ROW WILL SCORE 20,000 POINTS, AN EXTRA BALL AND ACTIVATE SPECIAL SEQUENCE.
- MAKING CENTRE TARGET WHILST SPECIAL SEQUENCE IS OPERATING WILL SCORE VALUE OF THE INSERT LIT AT TIME OF IMPACT.
- TILT PENALTY – BALL IN PLAY.

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1 REPLAY FOR EACH SCORE OF POINTS

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REPLAYS FOR BEATING HIGH SCORE TO DATE

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REPLAYS FOR BEATING HIGH SCORE TO DATE

Fonts used: URWClassicoMed

Cards status:

Instruction cards confirmed.

Blank score 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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