

VIPER

BONUS MULTIPLIER	MAXIMUM 9X HITTING FLASHING ARROW INCREASES BY 1X
PLAYFIELD VALUE MULTIPLIER	INCREASES VALUE OF PLAYFIELD POINTS SAME AS BONUS MULTIPLIER
MAXIMUM BONUS	39,000 INCREASES BY HITTING ROTO-SHOOTER STAND-UP TARGETS
SPECIAL	LITES TOP RED LITE WHEN ALL ARROWS ARE LIT LITES LEFT DROP BANK RED LITE ON EVEN BONUS AFTER 20,000 LITES RED SPINNER LITE ON RANDOM ROTATION
EXTRA BALL	LITING 4 SMALL AMBER LITES ON UPPER LEFT AND RIGHT DROP BANK LITES LARGE AMBER LITE ON RIGHT DROP BANK HITTING TARGET AWARDS EXTRA BALL
3 BALL FEATURE	LITING 1, 2, 3, BY BALL WALKER RELEASES CAPTIVE BALLS
TILT	DISQUALIFIES BALL IN PLAY ONLY.

3 BALLS PER GAME

1 PLAY – QUARTER

760,000 _____ 1 REPLAY
1,300,000 _____ 1 REPLAY

- ★ EXTRA BALL LITES SHOOT AGAIN.
- ★ SPECIAL SCORE 1 REPLAY.

3 Replays For Beating High Score to Date.
1 Replay For Matching Last Two Score
Numbers With Match Numbers.

12D-SC-3-34A

5 BALLS PER GAME

1 PLAY – QUARTER

980,000 _____ 1 REPLAY
2,200,000 _____ 1 REPLAY

- ★ EXTRA BALL LITES SHOOT AGAIN.
- ★ SPECIAL SCORE 1 REPLAY.

3 Replays For Beating High Score to Date.
1 Replay For Matching Last Two Score
Numbers With Match Numbers.

12D-SC-3-34

Used fonts: Times, Wingdings, Helvetica, Helvetica Narrow, Futura LT Condensed.

Cards status:

Instruction card confirmed.

12D-SC-3-34 confirmed.

12D-SC-3-34A 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

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