

For Amusement
Only

BLUE CHIP

For Amusement
Only

400,000 POINTS SCORES 1 CREDIT

510,000 POINTS SCORES 1 CREDIT

**5 BALLS
PER GAME**

2 PLAYS – QUARTER

463-1

For Amusement
Only

BLUE CHIP

For Amusement
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240,000 POINTS SCORES 1 CREDIT

320,000 POINTS SCORES 1 CREDIT

410,000 POINTS SCORES 1 CREDIT

**3 BALLS
PER GAME**

2 PLAYS – QUARTER

463-2

INSTRUCTIONS

- When credit light is lit, press credit button and wait for machine to reset.
- Tilt penalty — Ball in play — does not disqualify player.
- Targets 1, 2 and 3 light right eject hole scores 50,000 points.
- Targets 1 and 4 lite left double bonus lane.
- Targets 3 and 6 lite right double bonus lane.
- Target 2 lites left spinner scores 1,000 points.
- Target 5 lites right spinner scores 1,000 points.
- Targets 1 thru 6 lited, lights side lane special.
- Targets 1 thru 8 lited, lights right eject hole special. Special scores 1 credit.
- Matching last two numbers of score to lit number on backglass at end of game scores _____ 1 credit

463-1A

INSTRUCTIONS

- When credit light is lit, press credit button and wait for machine to reset.
- Tilt penalty — Ball in play — does not disqualify player.
- Targets 1, 2 and 3 light right eject hole scores 50,000 points.
- Targets 1 and 4 lite left double bonus lane.
- Targets 3 and 6 lite right double bonus lane.
- Target 2 lites left spinner scores 1,000 points.
- Target 5 lites right spinner scores 1,000 points.
- Targets 1 thru 6 lited, lights side lane special.
- Targets 1 thru 8 lited, lights right eject hole special. Special scores 1 credit.

463-2A

INSTRUCTIONS

- When credit light is lit, press credit button and wait for machine to reset.
- Game over if tilted.
- Targets 1, 2 and 3 light right eject hole scores 50,000 points.
- Targets 1 and 4 lite left double bonus lane.
- Targets 3 and 6 lite right double bonus lane.
- Target 2 lites left spinner scores 1,000 points.
- Target 5 lites right spinner scores 1,000 points.
- Targets 1 thru 6 lited, lights side lane special.
- Targets 1 thru 8 lited, lights right eject hole special. Special scores 1 credit.
- Matching last two numbers of score to lit number on backglass at end of game scores _____ 1 credit

463-3A

INSTRUCTIONS

- When credit light is lit, press credit button and wait for machine to reset.
- Game over if tilted.
- Targets 1, 2 and 3 light right eject hole scores 50,000 points.
- Targets 1 and 4 lite left double bonus lane.
- Targets 3 and 6 lite right double bonus lane.
- Target 2 lites left spinner scores 1,000 points.
- Target 5 lites right spinner scores 1,000 points.
- Targets 1 thru 8 lited, lights side lane special.
- Targets 1 thru 8 lited, lights right eject hole special. Special scores 1 credit.
- Matching last two numbers of score to lit number on backglass at end of game scores _____ 1 credit

463-3B

INSTRUCTIONS

- When credit light is lit, press credit button and wait for machine to reset.
- Game over if tilted.
- Targets 1, 2 and 3 light right eject hole scores 50,000 points.
- Targets 1 and 4 lite left double bonus lane.
- Targets 3 and 6 lite right double bonus lane.
- Target 2 lites left spinner scores 1,000 points.
- Target 5 lites right spinner scores 1,000 points.
- Targets 1 thru 6 lited, lights side lane special.
- Targets 1 thru 8 lited, lights right eject hole special. Special scores 1 credit.

463-4A

INSTRUCTIONS

- When credit light is lit, press credit button and wait for machine to reset.
- Game over if tilted.
- Targets 1, 2 and 3 light right eject hole scores 50,000 points.
- Targets 1 and 4 lite left double bonus lane.
- Targets 3 and 6 lite right double bonus lane.
- Target 2 lites left spinner scores 1,000 points.
- Target 5 lites right spinner scores 1,000 points.
- Targets 1 thru 8 lited, lights side lane special.
- Targets 1 thru 8 lited, lights right eject hole special. Special scores 1 credit.

463-4B

INSTRUCTIONS

- When credit light is lit, press credit button and wait for machine to reset.
- Tilt penalty — Ball in play — does not disqualify player.
- Targets 1, 2 and 3 light right eject hole scores 50,000 points.
- Targets 1 and 4 lite left double bonus lane.
- Targets 3 and 6 lite right double bonus lane.
- Target 2 lites left spinner scores 1,000 points.
- Target 5 lites right spinner scores 1,000 points.
- Targets 1 thru 6 lited, lights side lane special.
- Targets 1 thru 8 lited, lights right eject hole special. Special scores 1 extra ball.

463-5A

INSTRUCTIONS

- When credit light is lit, press credit button and wait for machine to reset.
- Tilt penalty — Ball in play — does not disqualify player.
- Targets 1, 2 and 3 light right eject hole scores 50,000 points.
- Targets 1 and 4 lite left double bonus lane.
- Targets 3 and 6 lite right double bonus lane.
- Target 2 lites left spinner scores 1,000 points.
- Target 5 lites right spinner scores 1,000 points.
- Targets 1 thru 8 lited, lights side lane special.
- Targets 1 thru 8 lited, lights right eject hole special. Special scores 1 extra ball.

463-5B

INSTRUCTIONS

- When credit light is lit, press credit button and wait for machine to reset.
- Game over if tilted.
- Targets 1, 2 and 3 light right eject hole scores 50,000 points.
- Targets 1 and 4 lite left double bonus lane.
- Targets 3 and 6 lite right double bonus lane.
- Target 2 lites left spinner scores 1,000 points.
- Target 5 lites right spinner scores 1,000 points.
- Targets 1 thru 6 lited, lights side lane special.
- Targets 1 thru 8 lited, lights right eject hole special. Special scores 1 extra ball.

463-6A

INSTRUCTIONS

- When credit light is lit, press credit button and wait for machine to reset.
- Game over if tilted.
- Targets 1, 2 and 3 light right eject hole scores 50,000 points.
- Targets 1 and 4 lite left double bonus lane.
- Targets 3 and 6 lite right double bonus lane.
- Target 2 lites left spinner scores 1,000 points.
- Target 5 lites right spinner scores 1,000 points.
- Targets 1 thru 8 lited, lights side lane special.
- Targets 1 thru 8 lited, lights right eject hole special. Special scores 1 extra ball.

463-6B

INSTRUCTIONS

- When credit light is lit, press credit button and wait for machine to reset.
- Tilt penalty — Ball in play — does not disqualify player.
- Targets 1, 2 and 3 light right eject hole scores 50,000 points.
- Targets 1 and 4 lite left double bonus lane.
- Targets 3 and 6 lite right double bonus lane.
- Target 2 lites left spinner scores 1,000 points.
- Target 5 lites right spinner scores 1,000 points.
- Targets 1 thru 6 lited, lights side lane special.
- Targets 1 thru 8 lited, lights right eject hole special. Special scores 100,000 points.

463-7A

INSTRUCTIONS

- When credit light is lit, press credit button and wait for machine to reset.
- Tilt penalty — Ball in play — does not disqualify player.
- Targets 1, 2 and 3 light right eject hole scores 50,000 points.
- Targets 1 and 4 lite left double bonus lane.
- Targets 3 and 6 lite right double bonus lane.
- Target 2 lites left spinner scores 1,000 points.
- Target 5 lites right spinner scores 1,000 points.
- Targets 1 thru 8 lited, lights side lane special.
- Targets 1 thru 8 lited, lights right eject hole special. Special scores 100,000 points.

463-7B

INSTRUCTIONS

- When credit light is lit, press credit button and wait for machine to reset.
- Game over if tilted.
- Targets 1, 2 and 3 light right eject hole scores 50,000 points.
- Targets 1 and 4 lite left double bonus lane.
- Targets 3 and 6 lite right double bonus lane.
- Target 2 lites left spinner scores 1,000 points.
- Target 5 lites right spinner scores 1,000 points.
- Targets 1 thru 6 lited, lights side lane special.
- Targets 1 thru 8 lited, lights right eject hole special. Special scores 100,000 points.

463-8A

INSTRUCTIONS

- When credit light is lit, press credit button and wait for machine to reset.
- Game over if tilted.
- Targets 1, 2 and 3 light right eject hole scores 50,000 points.
- Targets 1 and 4 lite left double bonus lane.
- Targets 3 and 6 lite right double bonus lane.
- Target 2 lites left spinner scores 1,000 points.
- Target 5 lites right spinner scores 1,000 points.
- Targets 1 thru 8 lited, lights side lane special.
- Targets 1 thru 8 lited, lights right eject hole special. Special scores 100,000 points.

463-8B

Fonts used: Webdings, Helvetica, Furuta Md BT, Futura ExtraBold.

Cards status: complete

Card 463-1 is confirmed.

Card 463-2 is confirmed.

Card 463-1A is confirmed.

Card 463-2A is confirmed.

Card 463-3A is confirmed.

Card 463-3B is confirmed.

Card 463-4A is confirmed.

Card 463-4B is confirmed.

Card 463-5A is confirmed.

Card 463-5B is confirmed.

Card 463-6A is confirmed.

Card 463-6B is confirmed.

Card 463-7A is confirmed.

Card 463-7B is confirmed.

Card 463-8A is confirmed.

Card 463-8B is 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