

For Amusement  
Only

## **Grand Prix**

One to Four  
Players

510,000 SCORES 1 CREDIT

720,000 SCORES 1 CREDIT

860,000 SCORES 1 CREDIT

**5 BALLS  
PER GAME**

**2 PLAYS – QUARTER**

468-1

For Amusement  
Only

## **Grand Prix**

One to Four  
Players

470,000 SCORES 1 CREDIT

680,000 SCORES 1 CREDIT

820,000 SCORES 1 CREDIT

**3 BALLS  
PER GAME**

**2 PLAYS – QUARTER**

468-2

## **INSTRUCTIONS**

- Insert coin and wait for machine to reset before inserting coin for next player.
- Each player shoots one ball at a time as indicated on back glass.
- Tilt penalty — Ball in play — Tilt does not disqualify player.
- Making drop targets A & B or C & D advances star value from No. 1 to No. 4.
- Making No. 1 star scores double bonus.
- Making No. 2 star lites 2 bottom inside rollover lanes, alternately, for extra ball.
- Making No. 3 star lites 2 bottom outside rollover lanes, alternately, to score — 1 credit.
- Matching last two numbers of score to number that appears on back glass after game is over scores — 1 credit.

468-3

## **INSTRUCTIONS**

- Insert coin and wait for machine to reset before inserting coin for next player.
- Each player shoots one ball at a time as indicated on back glass.
- Tilt penalty — Ball in play — Tilt does not disqualify player.
- Making drop targets A & B or C & D advances star value from No. 1 to No. 4.
- Making No. 1 star scores double bonus.
- Making No. 2 star lites 2 bottom inside rollover lanes, alternately, for extra ball.
- Making No. 3 star lites 2 bottom outside rollover lanes, alternately, to score — 1 credit.

468-4

## **INSTRUCTIONS**

- Insert coin and wait for machine to reset before inserting coin for next player.
- Each player shoots one ball at a time as indicated on back glass.
- Tilt penalty — Ball in play — Tilt does not disqualify player.
- Making drop targets A & B or C & D advances star value from No. 1 to No. 4.
- Making No. 1 star scores double bonus.
- Making No. 2 star lites 2 bottom inside rollover lanes, alternately, for extra ball.
- Making No. 4 star lites 2 bottom outside rollover lanes, alternately, to score — 1 credit.
- Matching last two numbers of score to number that appears on back glass after game is over scores — 1 credit.

468-5

## **INSTRUCTIONS**

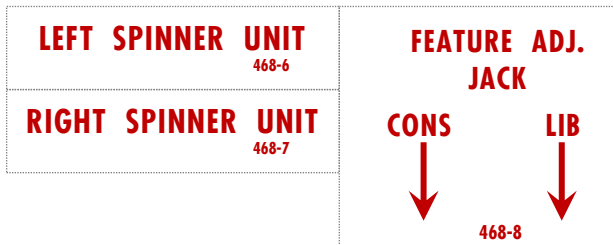
- Insert coin and wait for machine to reset before inserting coin for next player.
- Each player shoots one ball at a time as indicated on back glass.
- Tilt penalty — Ball in play — Tilt does not disqualify player.
- Making drop targets A & B or C & D advances star value from No. 1 to No. 4.
- Making No. 1 star scores double bonus.
- Making No. 2 star lites 2 bottom inside rollover lanes, alternately, for extra ball.
- Making No. 4 star lites 2 bottom outside rollover lanes, alternately, to score — 1 credit.

468-6

# **INSTRUCTIONS**

- Insert coin and wait for machine to reset before inserting coin for next player.
- Each player shoots one ball at a time as indicated on back glass.
- Tilt penalty — Ball in play — Tilt does not disqualify player.
- Making drop targets A & B or C & D advances star value from No. 1 to No. 4.
- Making No. 1 star scores double bonus.
- Making No. 2 star lites 2 bottom inside rollover lanes, alternately, for extra ball.
- Making No. 3 star lites 2 bottom outside rollover lanes, alternately, to score — 1 extra ball.

468-7EB



Fonts used: Helvetica, Furuta Md BT, Futura ExtraBold, Futura LT Condensed

## **Cards status:**

Card 468-1 is confirmed.

Card 468-2 is confirmed.

Card 468-3 is confirmed.

Card 468-4 is confirmed.

Card 468-5 is confirmed.

Card 468-6 is confirmed.

Card 468-7EB is confirmed.

Label 468-6 Left Spinner confirmed (11x44mm).

Label 468-7 Right Spinner confirmed (11x44mm).

Label 468-8 Feature Adjustment Jack label confirmed (32x37mm).

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](http://www.inkochnito.nl)

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