

For Amusement  
Only

## KING PIN

Score Void If  
Game Is Tilted

1100 ----- 1 REPLAY  
1500 ----- 2 REPLAYS  
1600 ----- 3 REPLAYS  
1700 ----- 4 REPLAYS

271-1A

- Side holes alternate to score 1 replay, when two strikes are made.
- Making three strikes, scores 1 replay, and lites top center rollover to score 1 replay.
- Each additional strike scores 1 replay.
- Strikes are made by knocking out all pin lites.
- Bottom rollovers alternate to score 1 replay when 10 spares are made.
- 1 Replay for matching last number in point score, to lited number that appears on back glass when game is over.

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## KING PIN

Score Void If  
Game Is Tilted

1200 ----- 1 REPLAY  
1500 ----- 2 REPLAYS  
1600 ----- 3 REPLAYS  
1700 ----- 4 REPLAYS

271-2A

- Side holes alternate to score 1 replay, when two strikes are made.
- Making three strikes, scores 1 replay, and lites top center rollover to score 1 replay.
- Each additional strike scores 1 replay.
- Strikes are made by knocking out all pin lites.
- Bottom rollovers alternate to score 1 replay when 10 spares are made.
- 1 Replay for matching last number in point score, to lited number that appears on back glass when game is over.

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## KING PIN

Score Void If  
Game Is Tilted

1300 ..... 1 REPLAY  
1500 ..... 2 REPLAYS  
1600 ..... 3 REPLAYS  
1700 ..... 4 REPLAYS

271-3A

- Side holes alternate to score 1 replay, when two strikes are made.
- Making three strikes, scores 1 replay, and lites top center rollover to score 1 replay.
- Each additional strike scores 1 replay.
- Strikes are made by knocking out all pin lites.
- Bottom rollovers alternate to score 1 replay when 10 spares are made.
- 1 Replay for matching last number in point score, to lited number that appears on back glass when game is over.

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## KING PIN

Score Void If  
Game Is Tilted

1400 ..... 1 REPLAY  
1600 ..... 2 REPLAYS  
1700 ..... 3 REPLAYS  
1800 ..... 4 REPLAYS

271-4A

- Side holes alternate to score 1 replay, when two strikes are made.
- Making three strikes, scores 1 replay, and lites top center rollover to score 1 replay.
- Each additional strike scores 1 replay.
- Strikes are made by knocking out all pin lites.
- Bottom rollovers alternate to score 1 replay when 10 spares are made.
- 1 Replay for matching last number in point score, to lited number that appears on back glass when game is over.

Fonts used: Futura Md BT, Futura Bk BT, Futura Hv BT, Webdings, CentSchbook Mono BT

### **Cards status:**

Card 271-1A is confirmed.

Card 271-2A is confirmed.

Card 271-3A is confirmed.

Card 271-4A is confirmed.

A.S.C. (balls per game) cards are available in a separate file.

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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