

For Amusement
Only

TIME WARP

One To Four
Players

490,000 SCORES 1 CREDIT

670,000 SCORES 1 CREDIT

**5 BALLS
PER GAME**

**1 PLAY – 1 QUARTER
4 PLAYS – 1 DOLLAR**

489-1

For Amusement
Only

TIME WARP

One To Four
Players

290,000 SCORES 1 CREDIT

490,000 SCORES 1 CREDIT

600,000 SCORES 1 CREDIT

**3 BALLS
PER GAME**

**1 PLAY – 1 QUARTER
4 PLAYS – 1 DOLLAR**

489-2

INSTRUCTIONS

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Lighting #5 On 3 Bank - Lites Top Eject For Extra Ball.
- Making A - B - C TWICE - Lites Bullseye For Special.
- Making 5 Bank - 1st Time Lites Left Outlane For 30,000.
2nd Time Lites Right Outlane For 30,000.
3rd Time Lites 5 Bank Special.
4th Time Scores Special.
- Tilt Penalty - Ball In Play - Does Not Disqualify Player.
- Bullseye Special Scores _____ 1 CREDIT.
- Beating Highest Score Scores _____ 3 CREDITS.
- Matching Last Two Numbers On Score With Number In Match Window
On Back Glass Scores _____ 1 CREDIT.

489-3

INSTRUCTIONS

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Lighting #5 On 3 Bank - Lites Top Eject For Extra Ball.
- Making A - B - C TWICE - Lites Bullseye For Special.
- Making 5 Bank - 1st Time Lites Left Outlane For 30,000.
2nd Time Lites Right Outlane For 30,000.
3rd Time Lites 5 Bank Special.
4th Time Scores Special.
- Tilt Penalty - Ball In Play - Does Not Disqualify Player.
- Bullseye Special Scores _____ 1 CREDIT.
- Beating Highest Score Scores _____ 3 CREDITS.

489-4

INSTRUCTIONS

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Lighting #5 On 3 Bank - Lites Top Eject For Extra Ball.
- Making A - B - C TWICE - Lites Bullseye For Special.
- Making 5 Bank - 1st Time Lites Left Outlane For 30,000.
2nd Time Lites Right Outlane For 30,000.
3rd Time Lites 5 Bank Special.
4th Time Scores Special.
- Tilt Penalty - Ball In Play - Does Not Disqualify Player.
- Bullseye Special Scores _____ 1 CREDIT.

489-5

INSTRUCTIONS

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Lighting #5 On 3 Bank - Lites Top Eject For Extra Ball.
- Making A - B - C TWICE - Lites Bullseye For Special.
- Making 5 Bank - 1st Time Lites Left Outlane For 30,000.
2nd Time Lites Right Outlane For 30,000.
3rd Time Lites 5 Bank Special.
4th Time Scores Special.
- Tilt Penalty - Ball In Play - Does Not Disqualify Player.
- Bullseye Special Scores _____ 50,000 POINTS.

489-6

INSTRUCTIONS

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Lighting #5 On 3 Bank - Lites Top Eject For Extra Ball.
- Making A - B - C TWICE - Lites Bullseye For Special.
- Making 5 Bank - 1st Time Lites Left Outlane For 30,000.
2nd Time Lites Right Outlane For 30,000.
2nd Time Lites 5 Bank Special.
3rd Time Scores Special.
- Tilt Penalty - Ball In Play - Does Not Disqualify Player.
- Bullseye Special Scores _____ 1 CREDIT.

489-72

Fonts used: Helvetica, Helvetica Neue LT, Webdings, Futura ExtraBold, Futura Md BT,

Cards status:

Card 497-1 is confirmed.

Card 497-2 is confirmed.

Card 497-3 is confirmed.

Card 497-4 is needed to verify.

Card 497-5 is confirmed.

Card 497-6 is confirmed.

Card 497-72 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

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