

BUCK ROGERS

INSTRUCTIONS

3 BALLS PER PLAYER

COMPLETING B-U-C-K ROLLOVER SEQUENCE RESETS AND LIGHTS RED DROP TARGETS FOR "SPECIAL".

COMPLETING RED DROP TARGETS SCORES 10,000 POINTS, ADDS BONUS AND RESETS RED DROP TARGETS.

MOVING VARI-TARGET FROM BASE TO RETURN TO BASE:

WITH ONE HIT SCORES 10,000 POINTS, RESETS AND LIGHTS ALL YELLOW DROP TARGETS, LIGHTS KICKOUT HOLE AND EXTRA BALL ROLLOVER.

WITH TWO HITS SCORES 5000 POINTS, RESETS AND LIGHTS ALL YELLOW DROP TARGETS.

WITH THREE HITS SCORES 3000 POINTS, RESETS ALL YELLOW DROP TARGETS AND LIGHTS LEFT PAIR OF YELLOW DROP TARGETS.

WITH MORE THAN THREE HITS SCORES 1000 POINTS.

COMPLETING ALL YELLOW DROP TARGETS RESETS DROP TARGETS AND INCREASES BONUS MULTIPLIER OR SCORES 5000 POINTS IF MULTIPLIER IS AT 5X.

POP BUMPERS AND ROLLOVER BUTTONS SCORE 1000 POINTS.

A TILT DOES NOT DISQUALIFY A PLAYER.

MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS ON BACKGLASS AFTER GAME IS OVER SCORES ONE REPLAY.

437

B-19435

BUCK ROGERS

INSTRUCTIONS

5 BALLS PER PLAYER

COMPLETING B-U-C-K ROLLOVER SEQUENCE RESETS AND LIGHTS RED DROP TARGETS FOR "SPECIAL".

COMPLETING RED DROP TARGETS SCORES 5,000 POINTS, ADDS BONUS AND RESETS RED DROP TARGETS.

MOVING VARI-TARGET FROM BASE TO RETURN TO BASE:

WITH ONE HIT SCORES 10,000 POINTS, RESETS AND LIGHTS ALL YELLOW DROP TARGETS, LIGHTS KICKOUT HOLE AND EXTRA BALL ROLLOVER.

WITH TWO HITS SCORES 5000 POINTS, RESETS AND LIGHTS ALL YELLOW DROP TARGETS.

WITH THREE HITS SCORES 3000 POINTS, RESETS ALL YELLOW DROP TARGETS AND LIGHTS LEFT PAIR OF YELLOW DROP TARGETS.

WITH MORE THAN THREE HITS SCORES 1000 POINTS.

COMPLETING ALL YELLOW DROP TARGETS RESETS DROP TARGETS AND INCREASES BONUS MULTIPLIER OR SCORES 5000 POINTS IF MULTIPLIER IS AT 5X.

POP BUMPERS AND ROLLOVER BUTTONS SCORE 100 POINTS.

A TILT DOES NOT DISQUALIFY A PLAYER.

MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS ON BACKGLASS AFTER GAME IS OVER SCORES ONE REPLAY.

437

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WITH THREE HITS SCORES 3000 POINTS, RESETS ALL YELLOW DROP TARGETS AND LIGHTS LEFT PAIR OF YELLOW DROP TARGETS.

WITH MORE THAN THREE HITS SCORES 1000 POINTS.

COMPLETING ALL YELLOW DROP TARGETS RESETS DROP TARGETS AND INCREASES BONUS MULTIPLIER OR SCORES 5000 POINTS IF MULTIPLIER IS AT 5X.

POP BUMPERS AND ROLLOVER BUTTONS SCORE 1000 POINTS.

A TILT DOES NOT DISQUALIFY A PLAYER.

MAKING SPECIAL SCORES ONE EXTRA BALL. MAXIMUM ONE EXTRA BALL PER BALL IN PLAY.

437

B-19436

BUCK ROGERS

INSTRUCTIONS

5 BALLS PER PLAYER

COMPLETING B-U-C-K ROLLOVER SEQUENCE RESETS AND LIGHTS RED DROP TARGETS FOR "SPECIAL".

COMPLETING RED DROP TARGETS SCORES 5,000 POINTS, ADDS BONUS AND RESETS RED DROP TARGETS.

MOVING VARI-TARGET FROM BASE TO RETURN TO BASE:

WITH ONE HIT SCORES 10,000 POINTS, RESETS AND LIGHTS ALL YELLOW DROP TARGETS, LIGHTS KICKOUT HOLE AND EXTRA BALL ROLLOVER.

WITH TWO HITS SCORES 5000 POINTS, RESETS AND LIGHTS ALL YELLOW DROP TARGETS.

WITH THREE HITS SCORES 3000 POINTS, RESETS ALL YELLOW DROP TARGETS AND LIGHTS LEFT PAIR OF YELLOW DROP TARGETS.

WITH MORE THAN THREE HITS SCORES 1000 POINTS.

COMPLETING ALL YELLOW DROP TARGETS RESETS DROP TARGETS AND INCREASES BONUS MULTIPLIER OR SCORES 5000 POINTS IF MULTIPLIER IS AT 5X.

POP BUMPERS AND ROLLOVER BUTTONS SCORE 100 POINTS.

A TILT DOES NOT DISQUALIFY A PLAYER.

MAKING SPECIAL SCORES ONE EXTRA BALL. MAXIMUM ONE EXTRA BALL PER BALL IN PLAY.

437

B-19436

1 REPLAY FOR EACH SCORE OF 190,000 POINTS.
1 REPLAY FOR EACH SCORE OF 320,000 POINTS.
1 REPLAY FOR EACH SCORE OF 460,000 POINTS.
3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19491

1 REPLAY FOR EACH SCORE OF 190,000 POINTS.
1 REPLAY FOR EACH SCORE OF 320,000 POINTS.
1 REPLAY FOR EACH SCORE OF 460,000 POINTS.

A-19491

1 REPLAY FOR EACH SCORE OF 260,000 POINTS.
1 REPLAY FOR EACH SCORE OF 390,000 POINTS.
1 REPLAY FOR EACH SCORE OF 530,000 POINTS.
3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19622

1 REPLAY FOR EACH SCORE OF 260,000 POINTS.
1 REPLAY FOR EACH SCORE OF 390,000 POINTS.
1 REPLAY FOR EACH SCORE OF 530,000 POINTS.

A-19622

BUCK ROGERS

SCORE CARDS ARE LISTED FROM LIBERAL TO CONSERVATIVE.
RECOMMENDED CARDS ARE MARKED * FOR 3 BALL AND † FOR 5 BALL.

REPLAY SCORES

A-19856	150,000 - 280,000 - 420,000
A-19490	170,000 - 300,000 - 440,000
* A-19491	190,000 - 320,000 - 460,000
A-19621	210,000 - 340,000 - 480,000
A-19463	220,000 - 350,000 - 490,000
A-19464	240,000 - 370,000 - 510,000
† A-19622	260,000 - 390,000 - 530,000
A-19466	280,000 - 410,000 - 550,000
A-19467	300,000 - 430,000 - 570,000
A-19468	320,000 - 450,000 - 590,000

ADD-A-BALL SCORES

A-19623	200,000 - 310,000 - 440,000
A-19317	210,000 - 330,000 - 460,000
* † A-19624	230,000 - 350,000 - 480,000
A-19321	250,000 - 370,000 - 500,000
A-19625	270,000 - 390,000 - 520,000

NOTE: IF GAME IS OPERATED WITHOUT "HIGH GAME TO DATE" FEATURE
TURN SCORE CARD OVER.

A-19434

SCORING 230,000 POINTS ADDS 1 BALL.
SCORING 350,000 POINTS ADDS 1 BALL.
SCORING 480,000 POINTS ADDS 1 BALL.

A-19624

Used fonts: Futura Hv BT, Futura Md BT, Helvetica, News Gothic Std.

Cards status:

B-19435 instruction card confirmed.

B-19436 instruction card confirmed.

A-19491 score card front and back confirmed.

A-19622 score card front and back confirmed.

A-19624 score (add a ball) card confirmed.

A-19434 score index card confirmed.

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun,

Peter

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