

COUNT-DOWN

INSTRUCTIONS

3 BALLS PER PLAYER

COMPLETING A GROUP OF DROP TARGETS RESETS THAT GROUP FOR INCREASED VALUE AND SCORES 5000 POINTS. COMPLETING ANY GROUP LIGHTS "EXTRA BALL" ROLLOVER. COMPLETING ANY TWO GROUPS LIGHTS "SPECIAL" ROLLOVER.

BONUS MULTIPLIER IS INCREASED BY COMPLETING GROUPS OF DROP TARGETS IN SEQUENTIAL ORDER.

BONUS COUNT-DOWN HOLE LIGHTS WHEN BONUS VALUE IS 20,000.

MAXIMUM 1 EXTRA BALL PER BALL IN PLAY.

A TILT DOES NOT DISQUALIFY A PLAYER.

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

422 SS

B-19150

COUNT-DOWN

INSTRUCTIONS

5 BALLS PER PLAYER

COMPLETING A GROUP OF DROP TARGETS RESETS THAT GROUP FOR INCREASED VALUE. ANY TWO COMPLETED GROUP LIGHTS "EXTRA BALL" ROLLOVER. ANY THREE COMPLETED GROUPS LIGHTS "SPECIAL" ROLLOVER.

BONUS MULTIPLIER IS INCREASED BY COMPLETING GROUPS OF DROP TARGETS IN SEQUENTIAL ORDER.

BONUS COUNT-DOWN HOLE LIGHTS WHEN BONUS VALUE IS 20,000.

MAXIMUM 1 EXTRA BALL PER BALL IN PLAY.

A TILT DOES NOT DISQUALIFY A PLAYER.

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

422 SS

B-19150

COUNT-DOWN

INSTRUCTIONS

3 BALLS PER PLAYER

COMPLETING A GROUP OF DROP TARGETS RESETS THAT GROUP FOR INCREASED VALUE AND SCORES 5000 POINTS. COMPLETING ANY GROUP LIGHTS "EXTRA BALL" ROLLOVER. COMPLETING ANY TWO GROUPS LIGHTS "SPECIAL" ROLLOVER.

BONUS MULTIPLIER IS INCREASED BY COMPLETING GROUPS OF DROP TARGETS IN SEQUENTIAL ORDER.

BONUS COUNT-DOWN HOLE LIGHTS WHEN BONUS VALUE IS 20,000.

MAKING "SPECIAL" SCORES 1 EXTRA BALL.

MAXIMUM 1 EXTRA BALL PER BALL IN PLAY.

A TILT DOES NOT DISQUALIFY A PLAYER.

422 SS

B-19151

COUNT-DOWN

INSTRUCTIONS

5 BALLS PER PLAYER

COMPLETING A GROUP OF DROP TARGETS RESETS THAT GROUP FOR INCREASED VALUE. ANY TWO COMPLETED GROUP LIGHTS "EXTRA BALL" ROLLOVER. ANY THREE COMPLETED GROUPS LIGHTS "SPECIAL" ROLLOVER.

BONUS MULTIPLIER IS INCREASED BY COMPLETING GROUPS OF DROP TARGETS IN SEQUENTIAL ORDER.

BONUS COUNT-DOWN HOLE LIGHTS WHEN BONUS VALUE IS 20,000.

MAKING "SPECIAL" SCORES 1 EXTRA BALL.

MAXIMUM 1 EXTRA BALL PER BALL IN PLAY.

A TILT DOES NOT DISQUALIFY A PLAYER.

422 SS

B-19150

COMPTE A REBOURS

INSTRUCTIONS

3 BILLES PAR JOUEUR

Abattre un groupe de cibles les réarme pour augmenter leur valeur et donner 5000 points.

Abattre n'importe quel groupe allume le passage "EXTRA BALL" —

Abattre deux groupes allume le passage "SPECIAL".

Le Multiplicateur de BONUS est augmenté en abattant les groupes de cibles les uns après les autres. (vert - jaune - rouge - bleu)

Le décompte du BONUS par le trou supérieur ne s'effectue que - lorsque le BONUS a atteint 20.000.

Une "EXTRA BALL" seulement par bille jouée.

Le Tilt ne disqualifie pas le joueur.

A la fin de la partie, lorsque les deux derniers chiffres du joueur sont identiques aux deux chiffres affichés en bas au milieu du fronton, (number to match) une partie gratuite est obtenue. -

422

A-19329

COMPTE A REBOURS

INSTRUCTIONS

5 BILLES PAR JOUEUR

Abattre un groupe de cibles les réarme pour augmenter leur valeur.

Chaque deux groupes abattus allument le passage "EXTRA BALL".

Chaque trois groupes allument le passage "SPECIAL".

Le Multiplicateur de BONUS est augmenté en abattant les groupes de cibles les uns après les autres.

Le décompte du BONUS par le trou supérieur ne s'effectue que - lorsque le BONUS a atteint 20.000.

Une "EXTRA BALL" seulement par bille jouée.

Le Tilt ne disqualifie pas le joueur.

A la fin de la partie, lorsque les deux derniers chiffres du joueur sont identiques aux deux chiffres affichés en bas au milieu du fronton, (number to match) une partie gratuite est obtenue. -

422

A-19329

COUNT-DOWN

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

REPLAY SCORES

A-19227	160,000 - 300,000 - 420,000
A-19228	170,000 - 310,000 - 430,000
A-19229	190,000 - 330,000 - 450,000
* A-19230	210,000 - 350,000 - 470,000
A-18998	230,000 - 370,000 - 490,000
A-19232	250,000 - 390,000 - 520,000
A-19233	270,000 - 410,000 - 540,000
A-19234	290,000 - 430,000 - 560,000
† A-19235	310,000 - 450,000 - 580,000
A-19236	330,000 - 470,000 - 600,000
A-19237	350,000 - 490,000 - 620,000
A-19238	390,000 - 530,000 - 660,000

ADD-A-BALL SCORES

A-19239	180,000 - 280,000 - 380,000
A-19240	190,000 - 290,000 - 390,000
* † A-19241	200,000 - 300,000 - 400,000
A-19242	210,000 - 310,000 - 410,000
A-19243	220,000 - 320,000 - 420,000

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

422 SS

A-19149

- 1 REPLAY FOR EACH SCORE OF 210,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 350,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 470,000 POINTS.
- 3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19230

1 REPLAY FOR EACH SCORE OF 210,000 POINTS.
1 REPLAY FOR EACH SCORE OF 350,000 POINTS.
1 REPLAY FOR EACH SCORE OF 470,000 POINTS.

A-19230

SCORING 200,000 POINTS ADDS 1 BALL.
SCORING 300,000 POINTS ADDS 1 BALL.
SCORING 400,000 POINTS ADDS 1 BALL.

A-19241

Cards status:

B-19150 instruction card confirmed.

B-19151 instruction card confirmed.

A-19329 French instruction card confirmed.

A-19149 index card confirmed.

A-18998 score card confirmed, score card A-19230 displayed for 3 ball use.

A-19241 score card confirmed.

Change the score on the score card to fit other scores.

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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