

## REPLAYS

**\*MEG.AATON\***

- By the upper ejector.
- By the central target-set when lights of 2nd. and 3rd. sequences are lighting.
- by the Star placed in the right canal and shooting smoothly the “ball-shooter” and not touching the target placed at the top.
- By high Score.
- By match Feature.
- By scoring more than “HIGH SCORE TO DATE”.

## BALLS PER GAME

1 REPLAY AT	POINTS
2 REPLAYS AT	POINTS
3 REPLAYS AT	POINTS

## INSTRUCTIONS

**\*MEG.AATON\***

**4 PLAYERS**

- Each target-set scores lights placed at every corresponding row. lousing the ball, bonus-lights of sequence n° 1, 2, 3 and 4 are stopped and 1000 points are counted for each light.
- Lights X3, X5 and X10 that multiply bonus valour will light and central stars, will turn off.
- Two “SPECIAL” placed in the center of the pintable that simultaneously light and will be obtained, when two target-set of 2nd. and 3rd. are dropped down.
- Central right ejector to respective sequence, advance the snake lights.
- “TARGETS SCORE X10” Multiply score of dropped targets.

## TILT ONLY PENALIZES BALL IN PLAY

Fonts used: Helvetica

### Cards status:

Instruction card needed to verify.

Score/ball card needed to verify.

Card size needed to verify. (95x143mm)

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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