

ALI

- Insert coins for credit ANYTIME game is on.
Press credit button to start game.
- Pop Bumpers score 100.
- Spotting A-L-I increases Center-Top Eject Pocket Value.
- Spotting A-L-I & G-R-E-A-T-E-S-T lites top turnaround for EXTRA BALL.
- Top Drop Targets down advance multiplier.
 - 2nd time down lites 2X 3rd time down lites 3X
 - 4th time down lites 4X 5th time down lites 5X
- Spotting ALI & GREATEST twice lites SPECIAL.
- Side Drop Targets advance side stars & score as indicated.
- Side Eject Pocket collects bonus and any lit multiplier.
- Making EXTRA BALL Turnaround when lit lites SHOOT AGAIN.
- Maximum 1 Extra Ball per ball in play.
- Outhole collects all bonus and any lit multiplier.
- SPECIAL Score 1 Replay.
- Tilt disqualifies ball in play only.

12C-2-119-23

ALI

- Insert coins for credit ANYTIME game is on.
Press credit button to start game.
- Pop Bumpers score 1000.
- Spotting A-L-I increases Center-Top Eject Pocket Value.
- Spotting G-R-E-A-T-E-S-T lites top turnaround for EXTRA BALL.
- Top Drop Targets down advance multiplier.
 - 1st time down lites 2X 2nd time down lites 3X
 - 3rd time down lites 4X 4th time down lites 5X
- Spotting ALI once & GREATEST twice lites SPECIAL.
- Side Drop Targets advance side stars & score as indicated.
- Side Eject Pocket collects bonus and any lit multiplier.
- Making EXTRA BALL Turnaround when lit lites SHOOT AGAIN.
- Maximum 1 Extra Ball per ball in play.
- Outhole collects all bonus and any lit multiplier.
- SPECIAL Score 1 Replay.
- Tilt disqualifies ball in play only.

12C-2-119-23A

**3 BALLS
PER GAME**

1 PLAY – QUARTER

□□□,000 _____ 1 REPLAY

□□□,000 _____ 1 REPLAY

★ EXTRA BALL LITES SHOOT AGAIN.

★ SPECIAL SCORE 1 REPLAY.

3 Replays For Beating High Score to Date.

1 Replay For Matching Last Two Score
Numbers With Match Numbers.

12D-SC-3-34A

Recommended 3 balls “High Score to Date” setting: points.

**5 BALLS
PER GAME**

1 PLAY – QUARTER

□□□,000 _____ 1 REPLAY

□□□,000 _____ 1 REPLAY

★ EXTRA BALL LITES SHOOT AGAIN.

★ SPECIAL SCORE 1 REPLAY.

3 Replays For Beating High Score to Date.

1 Replay For Matching Last Two Score
Numbers With Match Numbers.

12D-SC-3-34A

Recommended 5 balls “High Score to Date” setting:points.

Used fonts: Futura Medium, Webdings, Helvetica, Times New Roman, Futura BdCn BT.

Cards status:

12C-2-119-23 confirmed.

12C-2-119-23A confirmed.

12D-SC-3-34 confirmed.

12D-SC-3-34A confirmed.

High Score To Date recommended for 5 balls: ???,000.

Recommended score levels:

3 balls: 1st level ???,000 2nd level ???,000 points.

5 balls: 1st level ???,000 2nd level ???,000 points.

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