

INSTRUCTIONS

1. Pop Bumpers Score 1,000
2. 3 Drop Targets Down Score 3,000
2nd Time Lites 2X, 3rd Time Scores An Extra 4,000
3. 3 Star Advances Lite Double Bonus & Rollover For 10,000 Pts.
4. Spinner Lites For 1,000 Points When Bonus Is At
2,000, 8,000, 14,000, And 20,000
5. 4 Drop Targets Spot 4 Cats & Bats
1st Time Down Score 3,000 2nd Time Down Score 5,000
6. Extra Ball Lane Lites Up After Spotting 4 Cats
7. Extra Ball Lane Scores 1 Extra Ball (Max.)
8. Bottom Special Lites After Spotting 4 Cats & Bats
9. Making Targets X-Y-Z On Any Ball
After 1st Time "Y" Scores Extra 4,000
After 2nd Time "Y" Scores Special
10. Special Scores 1 Replay
11. 5X Alternates With 2X When Lit On Last Ball Only
12. Tilt Disqualifies Ball In Play Only

12B-2-109-22

INSTRUCTIONS

1. Pop Bumpers Score 100
2. 3 Drop Targets Down Score 3,000
2nd Time Lites 2X, 3rd Time Scores An Extra 4,000
3. 3 Star Advances Lite Double Bonus & Rollover For 10,000 Pts.
4. Spinner Lites For 1,000 Points When Bonus Is At
2,000, 8,000, 14,000, And 20,000
5. 4 Drop Targets Spot 4 Cats & Bats
1st Time Down Score 3,000 2nd Time Down Score 5,000
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8. Bottom Special Lites After Spotting 4 Cats & Bats
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After 2nd Time "Y" Scores Special
10. Special Scores 1 Replay
11. 5X Alternates With 2X When Lit On Last Ball Only
12. Tilt Disqualifies Ball In Play Only

12B-2-109-22A

INSTRUCTIONS

1. Pop Bumpers Score 100
2. 3 Drop Targets Down Score 3,000
2nd Time Lites 2X, 3rd Time Scores An Extra 4,000
3. 3 Star Advances Lite Double Bonus & Rollover For 10,000 Pts.
4. Spinner Lites For 1,000 Points When Bonus Is At
2,000, 8,000, 14,000, And 20,000
5. 4 Drop Targets Spot 4 Cats & Bats
1st Time Down Score 3,000 2nd Time Down Score 5,000
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7. Extra Ball Lane Scores 1 Extra Ball (Max.)
8. Bottom Special Lites After Spotting 4 Cats & Bats
9. Making Targets X-Y-Z On Any Ball
After 1st Time "Y" Scores Extra 4,000
After 2nd Time "Y" Scores Special
10. Special Scores 1 Extra Ball
11. 5X Alternates With 2X When Lit On Last Ball Only
12. Tilt Disqualifies Ball In Play Only

12B-2-109-23

INSTRUCTIONS

1. Pop Bumpers Score 1,000
2. 3 Drop Targets Down Score 3,000
2nd Time Lites 2X, 3rd Time Scores An Extra 4,000
3. 3 Star Advances Lite Double Bonus & Rollover For 10,000 Pts.
4. Spinner Lites For 1,000 Points When Bonus Is At
2,000, 8,000, 14,000, And 20,000
5. 4 Drop Targets Spot 4 Cats & Bats
1st Time Down Score 3,000 2nd Time Down Score 5,000
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9. Making Targets X-Y-Z On Any Ball
After 1st Time "Y" Scores Extra 4,000
After 2nd Time "Y" Scores Special
10. Special Scores 1 Extra Ball
11. 5X Alternates With 2X When Lit On Last Ball Only
12. Tilt Disqualifies Ball In Play Only

12B-2-109-23A

INSTRUCTIONS

1. Pop Bumpers Score 100
2. 3 Drop Targets Down Score 3,000
2nd Time Lites 2X, 3rd Time Scores An Extra 4,000
3. 3 Star Advances Lite Double Bonus & Rollover For 10,000 Pts.
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2,000, 8,000, 14,000, And 20,000
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1st Time Down Score 3,000 2nd Time Down Score 5,000
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9. Making Targets X-Y-Z On Any Ball
After 1st Time "Y" Scores Extra 4,000
After 2nd Time "Y" Scores Special
10. Special Scores 100,000 Points
11. 5X Alternates With 2X When Lit On Last Ball Only
12. Tilt Disqualifies Ball In Play Only

12B-2-109-24

INSTRUCTIONS

1. Pop Bumpers Score 1,000
2. 3 Drop Targets Down Score 3,000
2nd Time Lites 2X, 3rd Time Scores An Extra 4,000
3. 3 Star Advances Lite Double Bonus & Rollover For 10,000 Pts.
4. Spinner Lites For 1,000 Points When Bonus Is At
2,000, 8,000, 14,000, And 20,000
5. 4 Drop Targets Spot 4 Cats & Bats
1st Time Down Score 3,000 2nd Time Down Score 5,000
6. Extra Ball Lane Lites Up After Spotting 4 Cats
7. Extra Ball Lane Scores 1 Extra Ball (Max.)
8. Bottom Special Lites After Spotting 4 Cats & Bats
9. Making Targets X-Y-Z On Any Ball
After 1st Time "Y" Scores Extra 4,000
After 2nd Time "Y" Scores Special
10. Special Scores 100,000 Points
11. 5X Alternates With 2X When Lit On Last Ball Only
12. Tilt Disqualifies Ball In Play Only

12B-2-109-24A

**3 BALLS
PER GAME**

**1 PLAY – QUARTER
3 PLAYS – 2 QUARTERS**

190,000 — 1 REPLAY

280,000 — 1 REPLAY

**3 REPLAYS FOR BEATING HIGH SCORE TO DATE.
1 REPLAY FOR MATCHING LAST TWO SCORE
NUMBERS WITH MATCH NUMBERS.**

12D-1-33A

High Score To Date recommended setting for 3 balls: 400,000 points

**5 BALLS
PER GAME**

**1 PLAY – QUARTER
3 PLAYS – 2 QUARTERS**

280,000 — 1 REPLAY

460,000 — 1 REPLAY

**3 REPLAYS FOR BEATING HIGH SCORE TO DATE.
1 REPLAY FOR MATCHING LAST TWO SCORE
NUMBERS WITH MATCH NUMBERS.**

12D-1-33

High Score To Date recommended setting for 5 balls: 550,000 points

Cards status:

12B-2-109-22 confirmed.

12B-2-109-22A confirmed.

12B-2-109-23 confirmed.

12B-2-109-23A confirmed.

12B-2-109-24 confirmed.

12B-2-109-24A confirmed.

12D-1-33 confirmed.

12D-1-33A 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