

INSTRUCTIONS

1. Pop Bumpers Score 100.
2. Ball Kick-Out Hole Scores Lit Value.
3. Stationary Target Lites Top Hole and Side Lane.
4. Spinner Lites When Bonus Reaches 10,000.
5. Every 4th Turn On Spinner Advances Bonus.
6. Rollover Button In Turnaround Scores 100 and Lites Left Return Lane For 9,000.
7. 3 Drop Targets Down Score 6,000 and Multiply Bonus By Lit Value.
8. 5 Drop Targets Down Score 10,000.
2nd Time Down Lites Extra Ball Lane.
3rd Time Down Scores Special.
9. Extra Ball Lane Scores One Extra Ball When Lit.
10. Maximum 1 Extra Ball Per Ball In Play.
11. Special Scores 1 Extra Ball.
12. Tilt Disqualifies Ball In Play Only.

12B-2-105-23

INSTRUCTIONS

1. Pop Bumpers Score 1,000.
2. Ball Kick-Out Hole Scores Lit Value.
3. Stationary Target Lites Top Hole and Side Lane.
4. Spinner Lites When Bonus Reaches 10,000.
5. Every 4th Turn On Spinner Advances Bonus.
6. Rollover Button In Turnaround Scores 100 and Lites Left Return Lane For 9,000.
7. 3 Drop Targets Down Score 6,000 and Multiply Bonus By Lit Value.
8. 5 Drop Targets Down Score 10,000.
2nd Time Down Lites Extra Ball Lane.
3rd Time Down Scores Special.
9. Extra Ball Lane Scores One Extra Ball When Lit.
10. Maximum 1 Extra Ball Per Ball In Play.
11. Special Scores 1 Replay.
12. Tilt Disqualifies Ball In Play Only.

12B-2-105-23A

INSTRUCTIONS

1. Pop Bumpers Score 100.
2. Ball Kick-Out Hole Scores Lit Value.
3. Stationary Target Lites Top Hole and Side Lane.
4. Spinner Lites When Bonus Reaches 10,000.
5. Every 4th Turn On Spinner Advances Bonus.
6. Rollover Button In Turnaround Scores 100 and Lites Left Return Lane For 9,000.
7. 3 Drop Targets Down Score 6,000 and Multiply Bonus By Lit Value.
8. 5 Drop Targets Down Score 10,000.
2nd Time Down Score Special.
9. Special Scores 100,000.
10. Tilt Disqualifies Ball In Play Only.

12B-2-105-24

INSTRUCTIONS

1. Pop Bumpers Score 1,000.
2. Ball Kick-Out Hole Scores Lit Value.
3. Stationary Target Lites Top Hole and Side Lane.
4. Spinner Lites When Bonus Reaches 10,000.
5. Every 4th Turn On Spinner Advances Bonus.
6. Rollover Button In Turnaround Scores 100 and Lites Left Return Lane For 9,000.
7. 3 Drop Targets Down Score 6,000 and Multiply Bonus By Lit Value.
8. 5 Drop Targets Down Score 10,000.
2nd Time Down Score Special.
9. Special Scores 100,000.
10. Tilt Disqualifies Ball In Play Only.

12B-2-105-24A

INSTRUCTIONS

- 1. Pop Bumpers Score 100.**
- 2. Ball Kick-Out Hole Scores Lit Value.**
- 3. Stationary Target Lites Top Hole and Side Lane.**
- 4. Spinner Lites When Bonus Reaches 10,000.**
- 5. Every 4th Turn On Spinner Advances Bonus.**
- 6. Rollover Button In Turnaround Scores 100 and Lites Left Return Lane For 9,000.**
- 7. 3 Drop Targets Down Score 6,000 and Multiply Bonus By Lit Value.**
- 8. 5 Drop Targets Down Score 10,000.**
 - 2nd Time Down Lites Extra Ball Lane.**
 - 3rd Time Down Scores Special.**
- 9. Extra Ball Lane Scores One Extra Ball When Lit.**
- 10. Maximum 1 Extra Ball Per Ball In Play.**
- 11. Special Scores 1 Replay.**
- 12. Tilt Disqualifies Ball In Play Only.**

12B-2-105-25

**3 BALLS
PER GAME**

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

220,000 — 1 REPLAY

380,000 — 1 REPLAY

**3 Replays For Beating High Score to Date.
1 Replay For Matching Last Two Score
Numbers With Match Numbers.**

12D-1-33A

**5 BALLS
PER GAME**

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

..... — 1 REPLAY

..... — 1 REPLAY

**3 Replays For Beating High Score to Date.
1 Replay For Matching Last Two Score
Numbers With Match Numbers.**

12D-1-33

Used fonts: Futura LT Condensed, Futura ExtraBold, Helvetica, Helvetica Narrow

Cards status:

12B-2-105-23 confirmed.
12B-2-105-23A needed for double check.
12B-2-105-24 confirmed.
12B-2-105-24A confirmed.
12B-2-105-25 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