

INSTRUCTIONS

1. Pop Bumpers Score 1,000
2. Drop Targets Score 500
 - 1st Time Down Lites 2X, 2nd Time Down Lites 3X
 - 3rd Time Down Lites 4X, 4th Time Down Lites 5X
 - 5th Time Down Scores Special
3. Eject Pocket Value Advanced By Drop Target
4. Stationary Targets Score 1,000 And Advance Bonus.
Spotting All 5, Lites Extra Ball Lane, 2nd Time Scores Special.
5. Extra Ball Lane Scores One Extra Ball When Lit
6. Maximum 1 Extra Ball Per Ball In Play
7. Spinners Score Indicated Value, Increased By Spotting Targets
8. Star Rollover Score 100 And Increases Left Lane Value
9. Left Lane Scores Indicated Value
10. Bottom Special Lane Lites After Lighting 4X
11. Special Scores 1 Replay
12. Tilt Disqualifies Ball In Play Only

12B-2-110-22

INSTRUCTIONS

1. Pop Bumpers Score 100
2. Drop Targets Score 500
 - 1st Time Down Lites 2X, 2nd Time Down Lites 3X
 - 3rd Time Down Lites 4X, 4th Time Down Lites 5X
 - 5th Time Down Scores Special
3. Eject Pocket Value Advanced By Drop Target
4. Stationary Targets Score 1,000 And Advance Bonus.
Spotting All 5, Lites Extra Ball Lane, 2nd Time Scores Special.
5. Extra Ball Lane Scores One Extra Ball When Lit
6. Maximum 1 Extra Ball Per Ball In Play
7. Spinners Score Indicated Value, Increased By Spotting Targets
8. Star Rollover Score 100 And Increases Left Lane Value
9. Left Lane Scores Indicated Value
10. Bottom Special Lane Lites After Lighting 4X
11. Special Scores 1 Replay
12. Tilt Disqualifies Ball In Play Only

12B-2-110-22A

INSTRUCTIONS

1. Pop Bumpers Score 1,000
2. Drop Targets Score 500
 - 1st Time Down Lites 2X, 2nd Time Down Lites 3X
 - 3rd Time Down Lites 4X, 4th Time Down Lites 5X
 - 5th Time Down Scores Special
3. Eject Pocket Value Advanced by Drop Target
4. Stationary Targets Score 1,000 and Advance Bonus.
Spotting all 5 Targets 2 Times Scores Special
5. Spinners Score Indicated Value, Spotting Stationary Targets
Increase Spinner Value
6. Star Rollover Score 1000 and Increases Value on Both Lanes
7. Bottom Special Lane Lites After Lighting 4X
8. Special Score 1 Replay
9. Tilt Disqualifies Ball in Play Only

12B-2-110-24

INSTRUCTIONS

1. Pop Bumpers Score 100
10. Drop Targets Score 500
 - 1st Time Down Lites 2X, 2nd Time Down Lites 3X
 - 3rd Time Down Lites 4X, 4th Time Down Lites 5X
 - 5th Time Down Scores Special
11. Eject Pocket Value Advanced by Drop Target
12. Stationary Targets Score 1,000 and Advance Bonus.
Spotting all 5 Targets 2 Times Scores Special
13. Spinners Score Indicated Value, Spotting Stationary Targets
Increase Spinner Value
14. Star Rollover Score 1000 and Increases Value on Both Lanes
15. Bottom Special Lane Lites After Lighting 4X
16. Special Score 1 Replay
17. Tilt Disqualifies Ball in Play Only

12B-2-110-24A

**3 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-1-33A

High Score To Date recommended setting for 3 balls: points

**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

High Score To Date recommended setting for 5 balls: points

Fonts used: Futura ExtraBold, Helvetica, Times New Roman, Futura LT Condensed.

Cards status:

12B-2-110-22 confirmed.

12B-2-110-22A needed to verify.

12B-2-110-24 confirmed.

12B-2-110-24A 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