

BLACK BELT

KATA SPECIAL

Passing on the 4 top rollovers advances the lights of KATA special on the left. Launching the ball in the KATA channel when lit awards the programmed special.

REVOLVING 7 DAN TARGETS

Hitting all 7 DAN targets in the center of the game lights the orange special and automatically moves the revolving target to the center.

ORANGE SPECIAL

Hitting the DAN targets when orange special is lit awards programmed special.

BLACK BELT TARGETS

Hitting a B-L-A-C-K or B-E-L-T targets advances red special (IPPON).

RED IPPON SPECIAL

Hitting either target when RED IPPON is lit awards programmed special.

YOKO GERI

Launching the ball in the right channel advances the Yoko Geri lights. When all the lights are lit BONUS MULTIPLIER is advanced.

..... POINTS
..... POINTS

1 REPLAY
1 REPLAY

SPECIAL ORANGE

1 EXTRA BALL

SPECIAL RED

1 REPLAY

WHEN HIGH SCORE IS OVERCOME

2 REPLAYS

MATCHING LAST NUMBER

1 REPLAY

3 BALLS PER GAME
FREE PLAY

5 BALLS PER GAME
FREE PLAY

Font used: Helvetica.

Cards status:

Instruction card needed to verify.

Universal score award card added.

Universal Balls-Per-Game card added.

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