

CLOWN

3 DROPPING TARGETS

Hitting all three dropping targets activates the Clown.

“CLOWN” TARGET

Hitting the moving target lights C-L-O-W-N; when the word is complete the “Red Special” lights.

RED SPECIAL

Special is achieved by hitting the moving “Clown” target.

SOMERSAULT

Ball passing rotating target advances canal lights and achieves score.

LIONS CAGE

Ball in hole advances light and a score as indicated is achieved. When the ultimate light is lit The total of all the points is scored.

4 DROPPING TARGETS

Hitting all the dropping targets advances the “ORANGE SPECIAL” lights. Special is achieved when the “ORANGE SPECIAL” light is lit.

MULTIPLIER CANAL

The lights advance when the ball passes through the canal.

When the “ADVANCE MULTIPLIER” is lit, the “BONUS MULTIPLIER” advances.

..... POINTS

1 REPLAY

..... POINTS

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 confirmed.

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