

INSTRUCTION NAUTILUS

5 BALLS PER GAME

- 1) TREASURE BUTTONS SCORE 100 POINTS
- 2) WHEN LIT TREASURE BUTTONS SCORE 50.000 POINTS AND ADVANCE POULP SCORE
- 3) LEFT HAND CANAL ADVANCES WITH ROTATING TARGETS
- 4) BALL IN HOLE IN LEFT HAND CANAL SCORES AMOUNT LIT IN LEFT HAND CANAL AND LIGHTS BUMPERS, AND SPINNING TARGET
- 5) WHEN BALL ENTERS HOLE IN LEFT HAND CANAL AND SPECIAL IS LIT, 1 BONUS BALL AND SCORES 400.000 POINTS
- 6) ONLY ONE BONUS BALL PER BALL OF THE GAME
- 7) WHEN THE BALL ENTERS THE TOP RIGHT CANAL, THE BUMPERS LIGHT AND THE POULP SCORE IS DOUBLED
- 8) HITTING NAUTILUS TARGETS SCORE 1.000 POINTS
HITTING RED TARGET SCORES 1.000 POINTS
- 9) KNOCKING DOWN ALL THE NAUTILUS TARGETS THE FIRST TIME LIGHTS B
- 10) KNOCKING DOWN ALL THE NAUTILUS TARGETS THE SECOND TIME LIGHTS A AND HITTING RED TARGET GIVES 1 REPLAY
- 11) FLASHING BUMPERS SCORE 10.000
- 12) MATCHING LAST NUMBER GIVES 1 REPLAY

..... 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 & Eurasia.

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

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