

ROBOT

ROBOT BRIDGE

The 5 Robots in the middle of the playfield rise, when the ball is shot onto the "ROBOT BRIDGE".

ROBOT TARGETS

Hit the "ROBOT" targets and advance their lights. When the word R-O-B-O-T is completed, the "RED SPECIAL" lights. Special is achieved by once again hitting the "ROBOT" targets.

DROPPING TARGETS

Hitting all the drop targets lights "TIME SPECIAL" and the "ORANGE SPECIAL" lights advance.

ORANGE SPECIAL

The orange special is scored by hitting the lit target.

BONUS MULTIPLIER

The BONUS MULTIPLIER is advanced by hitting the three "Z" fixed targets or by passing through the left-hand upper canal.

UPPER CANALS

Lights the "BALL RETURN" light.

BALL RETURN

When the ball return light is lit, that ball is returned to the player and counted as an extra ball.

ROBOT

ROBOT BRIDGE

En lançant la bille sur le "ROBOT BRIDGE", les 5 Robots au milieu du plan de jeu se lèvent.

CIBLES "ROBOT"

En Frappant les cibles "ROBOT", leurs lumières avancent. Lorsque le mot R-O-B-O-T est complété, la lampe "RED SPECIAL" s'allume. Si les cibles "ROBOT" sont abattues encore une fois, le special est gagné.

CIBLES TOMBANTES

Si toutes les cibles sont abattues, la lampe "TIME SPECIAL" s'allume et "ORANGE SPECIAL" avance.

ORANGE SPECIAL

Lorsque la cible allumée est abattue, l'ORANGE SPECIAL est gagné.

BONUS MULTIPLIER

Le BONUS MULTIPLIER avance lorsque les tris cibles fixes "Z" sont frappées et en passant le canal haut à gauche.

HAUT CANALS

Lis allument la lampe "BALL RETURN".

BALL RETURN

Lorsque la lampe est allumée, la bille revient au joueur et elle est comptée comme une extra bille.

ROBOT

ROBOT BRIDGE

Wenn die Kugel auf die ROBOT BRIDGE rollt, stehen die 5 Roboter in der Mitte des Spielfeldes auf.

TARGET ROBOT

Wenn die Target "ROBOT" getroffen werden, leuchten die entsprechenden Lampen auf. Wenn das Wort R-O-B-O-T vervollständigt ist, leuchtet die "RED SPECIAL" Lampe auf, und wenn Mann schließlich nochmals die ROBOT-TARGETS trifft, erzielt man den programmierten Gewinn.

GRUPPE DROP-TARGETS

Wenn man alle Targets trifft, leuchtet die Lampe "TIME SPECIAL" auf, sowie die entsprechenden Lampen des "ORANGE SPECIAL".

ORANGE SPECIAL

Wenn man das Target bei leuchtender Lampe trifft, erhält man den programmierten Gewinn.

BONUS MULTIPLIER

Diesen Vorteil erhält man, wenn man die drei feststehenden Targets "Z" trifft, und durch den oberen linken Kanal rollt.

OBERE BAHNEN

Diese lassen die Lampe "BALL RETURN" aufleuchten.

BALL RETURN

Wenn die Lampe leuchtet, rollt die Kugel in die Abschussbahn zurück.

ROBOT

ROBOT BRIDGE

Lanciando la pallina sul "ROBOT BRIDGE" si alzano i 5 Robot al centro del piano di gioco.

BERSAGLI ROBOT

Colpendo i bersagli "ROBOT" avanzano le rispettive luci. Quando la parola R-O-B-O-T è completata si accende la lampada "RED SPECIAL" colpendo ancora i bersagli ROBOT si ottiene la vincita programmata.

GRUPPI BERSAGLI CADENTI

Colpendo tutti i bersagli si accende la lampada "TIME SPECIAL" e avanzano le luci dell' "ORANGE SPECIAL".

ORANGE SPECIAL

Colpendo il bersaglio con la lampada accesa si ha la vincita programmata.

BONUS MULTIPLIER

Avanza colpendo i tre bersagli fissi "Z" e passando nel canale alto sinistro.

PASSAGGI ALTI

Accendono la lampada "BALL RETURN".

BALL RETURN

Quando la lampada è accesa si recupera la pallina nel canale di lancio.

..... 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 English confirmed.

Instruction card French confirmed.

Instruction card German confirmed.

Instruction card Italian 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