A.G. SOCCER-BALL GAME RULES

OBJECT:

GOAL:

JACKPOT:

POWER SHOT:

GOAL KICK:

HEADER SHOT:

CORNER KICK  
& BONUS "X":

1. Score more goals than your opponent.  
2. Obtain a team credit by spelling out the word G-O-A-L.

Letters are lit by: 1) Winning Game  
 2) Achieving High Score between the two teams  
 3) Achieve new Goal Scored Record

Hitting the Flashing "Start Jackpot" target starts Jackpot sequence,  
To receive Jackpot, Hit flipper button for flashing Jackpot value.

Left return lane lites Power Shot Target,  
Power Shot Spinner increases its bonus.

Receive Goal Kick bonus any time target is hit.  
Goal Kick spinner increases its value.

"Header Shot" target lights Header Shot Cup,  
Header Shot Cup awards random value when scored.

Hitting your Flashing 1, 2, and 3 advances bonus multiplier  
and lites Corner Kick.

A GAME OF SKILL IT’S MORE FUN TO COMPETE

TIMED GAME (2) HALFS - 90 GAME SECONDS - A HALF

**SEE SCOREBOARD FOR TEAM REPLAY SCORE**

ONE PLAYER GAME

BLUE TEAM VS. COMPUTER

- 50¢

TWO PLAYER GAME

BLUE TEAM VS. RED TEAM

- 75¢

Font used: Times New Roman.

**Cards status:**

Instruction card confirmed.

Coin card confirmed.

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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