

A.G. SOCCER-BALL GAME RULES

<u>OBJECT:</u>	1. Score more goals than your opponent. 2. Obtain a team credit by spelling out the word G-O-A-L.
<u>GOAL:</u>	Letters are lit by: 1) Winning Game 2) Achieving High Score between the two teams 3) Achieve new Goal Scored Record
<u>JACKPOT:</u>	Hitting the Flashing "Start Jackpot" target starts Jackpot sequence, To receive Jackpot, Hit flipper button for flashing Jackpot value.
<u>POWER SHOT:</u>	Left return lane lites Power Shot Target, Power Shot Spinner increases its bonus.
<u>GOAL KICK:</u>	Receive Goal Kick bonus any time target is hit. Goal Kick spinner increases its value.
<u>HEADER SHOT:</u>	"Header Shot" target lights Header Shot Cup, Header Shot Cup awards random value when scored.
<u>CORNER KICK & BONUS "X":</u>	Hitting your Flashing 1, 2, and 3 advances bonus multiplier and lites Corner Kick.

A GAME OF SKILL

IT'S MORE FUN TO COMPETE

ONE PLAYER GAME - 50¢
BLUE TEAM VS. COMPUTER

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

TWO PLAYER GAME - 75¢
BLUE TEAM VS. RED TEAM

SEE SCOREBOARD FOR TEAM REPLAY SCORE

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

www.inkochnito.nl

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