HT-1

 Free Ball through Tour Gate **gives 1 Added Ball** and  
advances tour to next City  City-Lights remain lit,  
from game to game, until 1 through 10 are lit  Ball  
through Free-Ball Gate, **when lit, gives 1 Added Ball**  
 Ball shot across Upper Left 50 Rollover, **when Star  
is lit, gives 1 Added Ball**

1  
Added Ball  
for lighting  
10 Cities

HT-2

 Free Ball through Tour Gate **gives 1 Added Ball** and  
advances tour to next City  City-Lights remain lit,  
from game to game, until 1 through 10 are lit  Ball  
through Free-Ball Gate, **when lit, gives 1 Added Ball**  
 Ball shot across Upper Left 50 Rollover, **when Star  
is lit, gives 1 Added Ball**

2  
Added Balls  
for lighting  
10 Cities

HT-3

 Free Ball through Tour Gate **gives 1 Added Ball** and  
advances tour to next City  City-Lights remain lit,  
from game to game, until 1 through 10 are lit  Ball  
through Free-Ball Gate, **when lit, gives 1 Added Ball**  
 Ball shot across Upper Left 50 Rollover, **when Star  
is lit, gives 1 Added Ball**

3  
Added Balls  
for lighting  
10 Cities

HT-M1-1

 Free Ball through Tour Gate **gives 1 Added Ball** and  
advances tour to next City  City-Lights remain lit,  
from game to game, until 1 through 10 are lit  Ball  
through Free-Ball Gate, **when lit, gives 1 Added Ball**  
 Ball shot across Upper Left 50 Rollover, **when Star  
is lit, gives 1 Added Ball**  Matching last number  
of score with number which lights on backglass at end  
of game gives **1 Added Ball NEXT GAME**

1  
Added Ball  
for lighting  
10 Cities

HT-M1-2

 Free Ball through Tour Gate **gives 1 Added Ball** and  
advances tour to next City  City-Lights remain lit,  
from game to game, until 1 through 10 are lit  Ball  
through Free-Ball Gate, **when lit, gives 1 Added Ball**  
 Ball shot across Upper Left 50 Rollover, **when Star  
is lit, gives 1 Added Ball**  Matching last number  
of score with number which lights on backglass at end  
of game gives **1 Added Ball NEXT GAME**

2  
Added Balls  
for lighting  
10 Cities

HT-M1-3

 Free Ball through Tour Gate **gives 1 Added Ball** and  
advances tour to next City  City-Lights remain lit,  
from game to game, until 1 through 10 are lit  Ball  
through Free-Ball Gate, **when lit, gives 1 Added Ball**  
 Ball shot across Upper Left 50 Rollover, **when Star  
is lit, gives 1 Added Ball**  Matching last number  
of score with number which lights on backglass at end  
of game gives **1 Added Ball NEXT GAME**

3  
Added Balls  
for lighting  
10 Cities

HT-M2-1

 Free Ball through Tour Gate **gives 1 Added Ball** and  
advances tour to next City  City-Lights remain lit,  
from game to game, until 1 through 10 are lit  Ball  
through Free-Ball Gate, **when lit, gives 1 Added Ball**  
 Ball shot across Upper Left 50 Rollover, **when Star  
is lit, gives 1 Added Ball**  Matching last number  
of score with number which lights on backglass at end  
of game gives **2 Added Balls NEXT GAME**

1  
Added Ball  
for lighting  
10 Cities

HT-M2-2

 Free Ball through Tour Gate **gives 1 Added Ball** and  
advances tour to next City  City-Lights remain lit,  
from game to game, until 1 through 10 are lit  Ball  
through Free-Ball Gate, **when lit, gives 1 Added Ball**  
 Ball shot across Upper Left 50 Rollover, **when Star  
is lit, gives 1 Added Ball**  Matching last number  
of score with number which lights on backglass at end  
of game gives **2 Added Balls NEXT GAME**

2  
Added Balls  
for lighting  
10 Cities

HT-M2-3

 Free Ball through Tour Gate **gives 1 Added Ball** and  
advances tour to next City  City-Lights remain lit,  
from game to game, until 1 through 10 are lit  Ball  
through Free-Ball Gate, **when lit, gives 1 Added Ball**  
 Ball shot across Upper Left 50 Rollover, **when Star  
is lit, gives 1 Added Ball**  Matching last number  
of score with number which lights on backglass at end  
of game gives **2 Added Balls NEXT GAME**

3  
Added Balls  
for lighting  
10 Cities

PLACE THIS CARD UNDER SCORE CARD  
WHICH IN TURN SHOULD BE UNDER  
INSTRUCTIONS CARD

HT-T

TILT  
ENDS  
GAME

Tilt disqualifies  
ball in play from  
further scoring  
and penalizes  
player by loss  
of next ball

#### 1 Added Ball for 1100 Score

#### 1 Added Ball for 1400 Score

#### 1 Added Ball for 1700 Score

HT-11-17 (5 BALLS)

HT-12-18 (5 BALLS)

#### 1 Added Ball for 1200 Score

#### 1 Added Ball for 1500 Score

#### 1 Added Ball for 1800 Score

#### 1 Added Ball for 500 Score

#### 1 Added Ball for 800 Score

#### 1 Added Ball for 1500 Score

#### 1 Added Ball for 1800 Score

HT-5-18 (3 BALLS)

HT-6-18 (3 BALLS)

#### 1 Added Ball for 600 Score

#### 1 Added Ball for 800 Score

#### 1 Added Ball for 1600 Score

#### 1 Added Ball for 1800 Score

#### 1 Added Ball for 1300 Score

#### 1 Added Ball for 1600 Score

HT-13-16 (5 BALLS)

HT-14-17 (5 BALLS)

#### 1 Added Ball for 1400 Score

#### 1 Added Ball for 1700 Score

ADJUSTMENTS

BALLS PER  
MATCH

2 1

MATCH

FEATURE

3 OR 5  
BALLS

ADVANCE

FEATURE

TILT

1 BALL

2 BALLS

3 BALLS

5

3

OFF ON

BALL

+1

GAME

OVER

Fonts used: Wingdings, News Gothic Condensed, AlternateGotNo2D, News Gothic Demi, AlternateGotNo3D

Card size: 140x96mm, 102x76mm (adjustments)

**Cards status:**

HT-1 instruction card needed to verify.

HT-2 instruction card needed to verify.

HT-3 instruction card confirmed.

HT-M1-1 instruction card needed to verify.

HT-M1-2 instruction card needed to verify.

HT-M1-3 instruction card needed to verify.

HT-M2-1 instruction card needed to verify.

HT-M2-2 instruction card needed to verify.

HT-M2-3 instruction card confirmed.

HT-T tilt card confirmed.

HT-11-17 12-18 score card confirmed.

HT-5-18 6-18 score card needed to verify.

HT-13-16 14-17 score card needed to verify.

Adjustments 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](http://www.inkochnito.nl)

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