



★ 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



HT-1

1
Added Ball
for lighting
10 Cities



★ 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



HT-2

2
Added Balls
for lighting
10 Cities



★ 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-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



1
Added Ball
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



2
Added Balls
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



3
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 2 Added Balls NEXT GAME



HT-M2-1

1
Added Ball
for lighting
10 Cities



★ 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



HT-M2-2

2
Added Balls
for lighting
10 Cities



★ 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

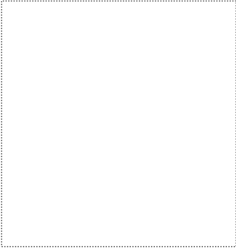
HT-M2-3

TILT
ENDS
GAME

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

HT-T

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

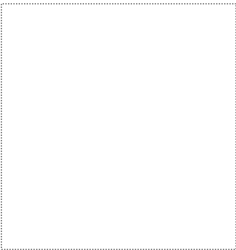
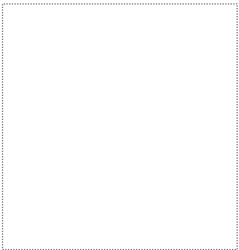


HT-12:18 (5 BALLS)

1 Added Ball for 1200 Score
1 Added Ball for 1500 Score
1 Added Ball for 1800 Score

1 Added Ball for 1100 Score
1 Added Ball for 1400 Score
1 Added Ball for 1700 Score

HT-1:17 (5 BALLS)

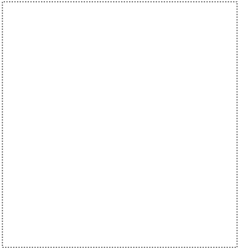


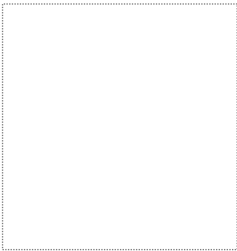
HT-6:18 (3 BALLS)

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 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)



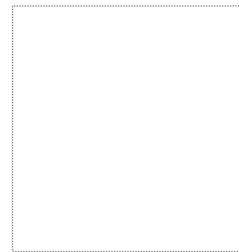


HT-14-17 (5 BALLS)

1 Added Ball for 1400 Score
1 Added Ball for 1700 Score

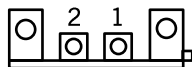
1 Added Ball for 1300 Score
1 Added Ball for 1600 Score

HT-13-16 (5 BALLS)

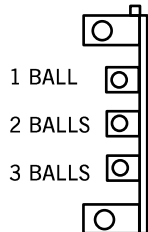


ADJUSTMENTS

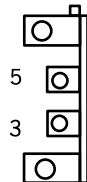
BALLS PER
MATCH



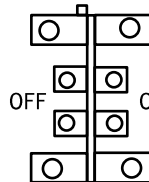
ADVANCE
FEATURE



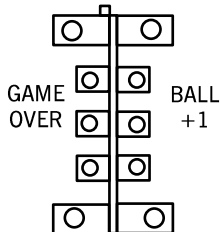
3 OR 5
BALLS



MATCH
FEATURE



TILT



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

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