

★ Hit Targets B-A-L-L-Y to Light Lanterns ★ Lighting Lanterns A-L-L opens Free-Ball Gate ★ Lighting Lanterns B-A-L-L or A-L-L-Y opens Gate, lights Star ★ Lighting Lanterns B-A-L-L-Y opens Gate, lights Star, lights SPECIAL ★ Hitting Star-Target, when Star is lit, scores 100, lights next Pumpkin ★ Pumpkin-lights remain lit, from game to game, until 1 through 10 are lit ★ When SPECIAL is lit, Bottom left Rollover scores 1 Replay

HAR-1

**1 REPLAY
for lighting
ALL 10
PUMPKINS**

★ Hit Targets B-A-L-L-Y to Light Lanterns ★ Lighting Lanterns A-L-L opens Free-Ball Gate ★ Lighting Lanterns B-A-L-L or A-L-L-Y opens Gate, lights Star ★ Lighting Lanterns B-A-L-L-Y opens Gate, lights Star, lights SPECIAL ★ Hitting Star-Target, when Star is lit, scores 100, lights next Pumpkin ★ Pumpkin-lights remain lit, from game to game, until 1 through 10 are lit ★ When SPECIAL is lit, Bottom left Rollover scores 1 Replay ★ Matching last number of score with number which lights on backglass at end of game scores 1 Replay

HAR-1M

**1 REPLAY
for lighting
ALL 10
PUMPKINS**

★ Hit Targets B-A-L-L-Y to Light Lanterns ★ Lighting Lanterns A-L-L opens Free-Ball Gate ★ Lighting Lanterns B-A-L-L or A-L-L-Y opens Gate, lights Star ★ Lighting Lanterns B-A-L-L-Y opens Gate, lights Star, lights SPECIAL ★ Hitting Star-Target, when Star is lit, scores 100, lights next Pumpkin ★ Pumpkin-lights remain lit, from game to game, until 1 through 10 are lit ★ When SPECIAL is lit, Bottom left Rollover scores 1 Replay

HAR-2

**2 REPLAYS
for lighting
ALL 10
PUMPKINS**

★ Hit Targets B-A-L-L-Y to Light Lanterns ★ Lighting Lanterns A-L-L opens Free-Ball Gate ★ Lighting Lanterns B-A-L-L or A-L-L-Y opens Gate, lights Star ★ Lighting Lanterns B-A-L-L-Y opens Gate, lights Star, lights SPECIAL ★ Hitting Star-Target, when Star is lit, scores 100, lights next Pumpkin ★ Pumpkin-lights remain lit, from game to game, until 1 through 10 are lit ★ When SPECIAL is lit, Bottom left Rollover scores 1 Replay ★ Matching last number of score with number which lights on backglass at end of game scores 1 Replay

HAR-2M

**2 REPLAYS
for lighting
ALL 10
PUMPKINS**

★ Hit Targets B-A-L-L-Y to Light Lanterns ★ Lighting Lanterns A-L-L opens Free-Ball Gate ★ Lighting Lanterns B-A-L-L or A-L-L-Y opens Gate, lights Star ★ Lighting Lanterns B-A-L-L-Y opens Gate, lights Star, lights SPECIAL ★ Hitting Star-Target, when Star is lit, scores 100, lights next Pumpkin ★ Pumpkin-lights remain lit, from game to game, until 1 through 10 are lit ★ When SPECIAL is lit, Bottom left Rollover scores 1 Replay

HAR-3

**3 REPLAYS
for lighting
ALL 10
PUMPKINS**

★ Hit Targets B-A-L-L-Y to Light Lanterns ★ Lighting Lanterns A-L-L opens Free-Ball Gate ★ Lighting Lanterns B-A-L-L or A-L-L-Y opens Gate, lights Star ★ Lighting Lanterns B-A-L-L-Y opens Gate, lights Star, lights SPECIAL ★ Hitting Star-Target, when Star is lit, scores 100, lights next Pumpkin ★ Pumpkin-lights remain lit, from game to game, until 1 through 10 are lit ★ When SPECIAL is lit, Bottom left Rollover scores 1 Replay ★ Matching last number of score with number which lights on backglass at end of game scores 1 Replay

HAR-3M

**3 REPLAYS
for lighting
ALL 10
PUMPKINS**

★ Hit Targets B-A-L-L-Y to Light Lanterns ★ Lighting Lanterns A-L-L opens Free-Ball Gate ★ Lighting Lanterns B-A-L-L or A-L-L-Y opens Gate, lights Star ★ Lighting Lanterns B-A-L-L-Y opens Gate, lights Star, lights SPECIAL ★ Hitting Star-Target, when Star is lit, scores 100, lights next Pumpkin ★ Pumpkin-lights remain lit, from game to game, until 1 through 10 are lit ★ When SPECIAL is lit, Bottom left Rollover scores **100 POINTS**

Score of 700 Points — FAIR
Score of 900 Points — GOOD
Score of 1000 Points — EXCELLENT
Score of 1100 Points — SUPER
Score of 1200 Points — GENIUS



HAR-(3 BALLS)

★ Hit Targets B-A-L-L-Y to Light Lanterns ★ Lighting Lanterns A-L-L opens Free-Ball Gate ★ Lighting Lanterns B-A-L-L or A-L-L-Y opens Gate, lights Star ★ Lighting Lanterns B-A-L-L-Y opens Gate, lights Star, lights SPECIAL ★ Hitting Star-Target, when Star is lit, scores 100, lights next Pumpkin ★ Pumpkin-lights remain lit, from game to game, until 1 through 10 are lit ★ When SPECIAL is lit, Bottom left Rollover scores **100 POINTS**

Score of 1200 Points — FAIR
Score of 1300 Points — GOOD
Score of 1400 Points — EXCELLENT
Score of 1500 Points — SUPER
Score of 1600 Points — GENIUS



HAR-(5 BALLS)

200 POINTS
for lighting
ALL 10
PUMPKINS

HAR-200

USE THIS FORM

UNDER CARDS HAR-(3 BALLS) OR HAR-(5 BALLS)

100 POINTS
for lighting
ALL 10
PUMPKINS

HAR-100

USE THIS FORM

UNDER CARDS HAR-(3 BALLS) OR HAR-(5 BALLS)

300 POINTS
for lighting
ALL 10
PUMPKINS

HAR-300

D-5-11 (3 BALLS)

1 Replay for each score of 500 Points
1 Replay for each score of 800 Points
1 Replay for each score of 1000 Points
1 Replay for each score of 1100 Points

1 Replay for each score of 500 Points
1 Replay for each score of 800 Points
1 Replay for each score of 900 Points
1 Replay for each score of 1000 Points

D-5-10 (3 BALLS)

D-7-10 (3 BALLS)

1 Replay for each score of 700 Points
1 Replay for each score of 800 Points
1 Replay for each score of 900 Points
1 Replay for each score of 1000 Points

1 Replay for each score of 600 Points
1 Replay for each score of 800 Points
1 Replay for each score of 900 Points
1 Replay for each score of 1000 Points

D-6-10 (3 BALLS)

D-8-11 (3 BALLS)

1 Replay for each score of 800 Points
1 Replay for each score of 900 Points
1 Replay for each score of 1000 Points
1 Replay for each score of 1100 Points

1 Replay for each score of 700 Points
1 Replay for each score of 900 Points
1 Replay for each score of 1000 Points
1 Replay for each score of 1100 Points

D-7-11 (3 BALLS)

D-9-12 (3 BALLS)

1 Replay for each score of 900 Points
1 Replay for each score of 1000 Points
1 Replay for each score of 1100 Points
1 Replay for each score of 1200 Points

1 Replay for each score of 800 Points
1 Replay for each score of 1000 Points
1 Replay for each score of 1100 Points
1 Replay for each score of 1200 Points

D-8-12 (3 BALLS)

D-11-15 (5 BALLS)

1 Replay for each score of 1100 Points
1 Replay for each score of 1300 Points
1 Replay for each score of 1400 Points
1 Replay for each score of 1500 Points

1 Replay for each score of 1100 Points
1 Replay for each score of 1200 Points
1 Replay for each score of 1300 Points
1 Replay for each score of 1400 Points

D-11-14 (5 BALLS)

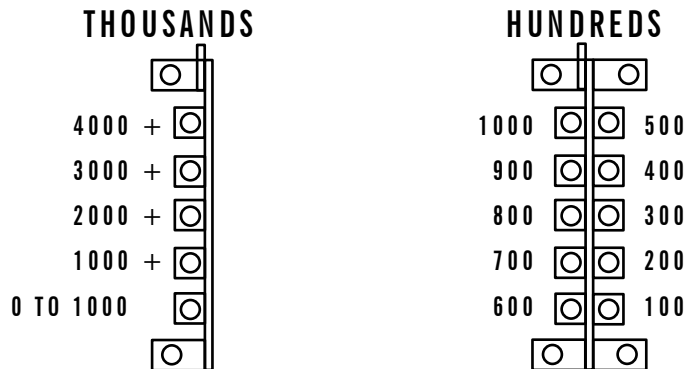
D-12-16 (5 BALLS)

1 Replay for each score of 1200 Points
1 Replay for each score of 1400 Points
1 Replay for each score of 1500 Points
1 Replay for each score of 1600 Points

1 Replay for each score of 1200 Points
1 Replay for each score of 1300 Points
1 Replay for each score of 1400 Points
1 Replay for each score of 1500 Points

D-12-15 (5 BALLS)

HI-SCORE REPLAY ADJUSTMENTS



TO SCORE REPLAYS AT 100 TO 1000 :
PUT JACKS FED BY RED-WHITE WIRE INTO 0 TO 1000 ON THOUSANDS ADJUSTMENT PLUG AND 100, 200, 300 ETC; ON HUNDREDS ADJUSTMENT PLUG.

TO SCORE REPLAYS AT 1100 TO 2000:
PUT JACKS FED BY WHITE WIRE INTO 1000+ ON THOUSANDS ADJUSTMENT PLUG AND 100, 200, 300 ETC; ON HUNDREDS ADJUSTMENT PLUG.

TO SCORE REPLAYS AT 2100 TO 3000:
PUT JACKS FED BY WHITE WIRE INTO 2000+ ON THOUSANDS ADJUSTMENT PLUG AND 100, 200, 300 ETC; ON HUNDREDS ADJUSTMENT PLUG.

TO SCORE REPLAYS AT 3100 TO 4000:
PUT JACKS FED BY WHITE WIRE INTO 3000+ ON THOUSANDS ADJUSTMENT PLUG AND 100, 200, 300 ETC; ON HUNDREDS ADJUSTMENT PLUG.

TO SCORE REPLAYS AT 4100 TO 5000:
PUT JACKS FED BY WHITE WIRE INTO 4000+ ON THOUSANDS ADJUSTMENT PLUG AND 100, 200, 300 ETC; ON HUNDREDS ADJUSTMENT PLUG.

NOTE:
WHENEVER SCORES DESIGNATED TO SCORE REPLAYS OVERLAP, JACKS FED BY BOTH RED-WHITE AND WHITE WIRES MUST BY USED. EXAMPLE; TO SCORE REPLAYS AT 1700 - 1900 - 2000 AND 2100. JACKS FED BY RED-WHITE WIRE MUST BE PUT INTO 1000+ ON THOUSANDS ADJUSTMENT PLUG AND 700 - 900 - 1000 ON HUNDREDS ADJUSTMENT PLUG. JACKS FED BY WHITE WIRE MUST BE PUT INTO 2000+ ON THOUSANDS ADJUSTMENT PLUG AND 100 ON HUNDREDS ADJUSTMENT PLUG.

IN-F-2

**RECOMMENDED CARD
FOR 3 BALLS
D-7-11 (3 BALLS PER PLAYER)**

**RECOMMENDED CARD
FOR 5 BALLS
D-12-16 (5 BALLS PER PLAYER)**

Fonts used: Wingdings, News Gothic MT Std, News Gothic MT Std Condensed, Alternate Gothic No.2,
Card size: 141x95mm

Cards status:

HAR-1 instruction card confirmed.

HAR-1M instruction card needed to verify.

HAR-2 instruction card confirmed.

HAR-2M instruction card confirmed.

HAR-3 instruction card confirmed.

HAR-3M instruction card confirmed.

HAR-(3 Balls) instruction card confirmed.

HAR-(5 Balls) instruction card confirmed.

HAR-100 instruction card confirmed.

HAR-200 instruction card confirmed.

HAR-300 instruction card confirmed.

All score cards confirmed.

Hi-Score Replay Adjustment card confirmed, but needed to be verified if used in this game.

IN-F-2 Recommended 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

If you like my work, please send me a donation via PayPal.