 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 .

**1 REPLAY  
for lighting  
ALL 10  
PUMPKINS**

**HAR-1**

 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

**1 REPLAY  
for lighting  
ALL 10  
PUMPKINS**

**HAR-1M**

 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 .

**2 REPLAYS  
for lighting  
ALL 10  
PUMPKINS**

**HAR-2**

 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

**2 REPLAYS  
for lighting  
ALL 10  
PUMPKINS**

**HAR-2M**

 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 .

**3 REPLAYS  
for lighting  
ALL 10  
PUMPKINS**

**HAR-3**

 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

**3 REPLAYS  
for lighting  
ALL 10  
PUMPKINS**

**HAR-3M**

 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 .

**HAR-(3 BALLS)**

#### 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

 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 .

**HAR-(5 BALLS)**

#### 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

USE THIS FORM  
UNDER CARDS HAR-(3 BALLS) OR HAR-(5 BALLS)

100 POINTS  
for lighting  
ALL 10  
PUMPKINS

**HAR-100**

**HAR-200**

200 POINTS  
for lighting  
ALL 10  
PUMPKINS

USE THIS FORM  
UNDER CARDS HAR-(3 BALLS) OR HAR-(5 BALLS)

300 POINTS  
for lighting  
ALL 10  
PUMPKINS

**HAR-300**

D-5-10 (3 BALLS)

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 900 Points 1 Replay for each score of 1000 Points

#### 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

D-6-10 (3 BALLS)

D-7-10 (3 BALLS)

#### 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

#### 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

D-7-11 (3 BALLS)

D-8-11 (3 BALLS)

#### 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

#### 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

D-8-12 (3 BALLS)

D-9-12 (3 BALLS)

#### 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

#### 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

D-11-14 (5 BALLS)

D-11-15 (5 BALLS)

#### 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

#### 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

D-12-15 (5 BALLS)

D-12-16 (5 BALLS)

#### 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

#### 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

#### HI-SCORE REPLAY ADJUSTMENTS

#### THOUSANDS HUNDREDS

#### 4000 + 1000 500

#### 3000 + 900 400

#### 2000 + 800 300

#### 1000 + 700 200

#### 0 TO 1000 600 100

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

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