ONE OR TWO CAN PLAY

 **Deposit one coin, then WAIT until totalizers reset to zero before depositing  
coin for second player**  **Players shoot in turn . . . as 1st PLAYER or 2nd  
PLAYER lights on backglass**  **TILT disqualifies only player who caused  
TILT**  **Hit ANY Trigger Target to release ball from corresponding Blast-Off  
Hole**  **Hit all 5 Star Rollovers to light Special Rollovers**  **Matching last  
number of score with number which lights on backglass at end of game scores  
1 Replay.**

SPECIAL  
ROLLOVERS  
score  
1 REPLAY  
when lit

SJ-1M

ONE OR TWO CAN PLAY

 **Deposit one coin, then WAIT until totalizers reset to zero before depositing  
coin for second player**  **Players shoot in turn . . . as 1st PLAYER or 2nd  
PLAYER lights on backglass**  **TILT disqualifies only player who caused  
TILT**  **Hit ANY Trigger Target to release ball from corresponding Blast-Off  
Hole**  **Hit all 5 Star Rollovers to light Special Rollovers.**

SPECIAL  
ROLLOVERS  
score  
1 REPLAY  
when lit

SJ-1

ONE OR TWO CAN PLAY

 **Deposit one coin, then WAIT until totalizers reset to zero before depositing  
coin for second player**  **Players shoot in turn . . . as 1st PLAYER or 2nd  
PLAYER lights on backglass**  **TILT disqualifies only player who caused  
TILT**  **Hit ANY Trigger Target to release ball from corresponding Blast-Off  
Hole**  **Hit all 5 Star Rollovers to light Special Rollovers**

SPECIAL  
ROLLOVERS  
score  
100 POINTS  
when lit

SJ-R (3)

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

ONE OR TWO CAN PLAY

 **Deposit one coin, then WAIT until totalizers reset to zero before depositing  
coin for second player**  **Players shoot in turn . . . as 1st PLAYER or 2nd  
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TILT**  **Hit ANY Trigger Target to release ball from corresponding Blast-Off  
Hole**  **Hit all 5 Star Rollovers to light Special Rollovers**

SPECIAL  
ROLLOVERS  
score  
100 POINTS  
when lit

SJ-R (5)

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

#### 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

SJ-6-10 (3)

SJ-7-10 (3)

#### 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 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

SJ-7-11 (3)

SJ-8-11 (3)

#### 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 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

SJ-8-12 (3)

SJ-9-12 (3)

#### 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 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

SJ-11-14 (5)

SJ-11-15 (5)

#### 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 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

SJ-12-15 (5)

SJ-12-16 (5)

#### 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 1300 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

SJ-13-16 (5)

SJ-13-17 (5)

#### 1 Replay for each score of 1300 Points 1 Replay for each score of 1500 Points 1 Replay for each score of 1600 Points 1 Replay for each score of 1700 Points

#### RECOMMENDED CARD

#### FOR 5 BALLS

#### SJ - 12-16 (5 BALLS PER PLAYER)

IN - SJ-1

#### RECOMMENDED CARD

#### FOR 3 BALLS

#### SJ - 7-11 (3 BALLS PER PLAYER)

Fonts used: Alternate Gothic No.2, News Gothic MT Std Condensed, Wingdings, AlternateGotNo2D, AlternateGotNo3D

Card size: 142x95mm

**Cards status:**

SJ-1M instruction card confirmed.

SJ-1 instruction card confirmed.

SJ-R (3 BALLS) instruction card confirmed.

SJ-R (5 BALLS) instruction card confirmed.

SJ-6-10(3), SJ-7-10(3) score card confirmed

SJ-7-11(3), SJ-8-11(3) score card confirmed

SJ-8-12(3), SJ-9-12(3) score card confirmed

SJ-11-14(5), SJ-11-15(5) score card confirmed

SJ-12-15(5), SJ-12-16(5) score card needed to verify

SJ-13-16(5), SJ-13-17(5) score card confirmed

IN-SJ-1 recommended cards confirmed.

Post adjustment 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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