 Hit Buttons, when lit, to light corresponding Targets  Hit Red Target,  
White Target or Blue Target, when lit, to advance BONUS 10 points   
Free Ball Gate opens when indicated BONUS is 100 even  Each ball shot  
through Free Ball Gate lights next Music Note on Backglass  Lit Note  
remains lit, from game to game, until number 10 is lit, scoring 1 Replay   
Matching last number of score with number which lights on Backglass at end  
of game scores 1 Replay.

TRIO-C1-M

SPECIAL  
Rollover  
scores  
1 REPLAY  
when lit

 Hit Buttons, when lit, to light corresponding Targets  Hit Red Target,  
White Target or Blue Target, when lit, to advance BONUS 10 points   
Free Ball Gate opens when indicated BONUS is 100 even  Each ball shot  
through Free Ball Gate lights next Music Note on Backglass  Lit Note  
remains lit, from game to game, until number 10 is lit, scoring 2 Replays   
Matching last number of score with number which lights on Backglass at end  
of game scores 1 Replay.

TRIO-C2-M

SPECIAL  
Rollover  
scores  
1 REPLAY  
when lit

 Hit Buttons, when lit, to light corresponding Targets  Hit Red Target,  
White Target or Blue Target, when lit, to advance BONUS 10 points   
Free Ball Gate opens when indicated BONUS is 100 even  Each ball shot  
through Free Ball Gate lights next Music Note on Backglass  Lit Note  
remains lit, from game to game, until number 10 is lit, scoring 3 Replays   
Matching last number of score with number which lights on Backglass at end  
of game scores 1 Replay.

TRIO-C3-M

SPECIAL  
Rollover  
scores  
1 REPLAY  
when lit

 Hit Buttons, when lit, to light corresponding Targets  Hit Red Target,  
White Target or Blue Target, when lit, to advance BONUS 10 points   
Free Ball Gate opens when indicated BONUS is 100 even  Each ball shot  
through Free Ball Gate lights next Music Note on Backglass  Lit Note  
remains lit, from game to game, until number 10 is lit, scoring 1 Replay

TRIO-C1

SPECIAL  
Rollover  
scores  
1 REPLAY  
when lit

 Hit Buttons, when lit, to light corresponding Targets  Hit Red Target,  
White Target or Blue Target, when lit, to advance BONUS 10 points   
Free Ball Gate opens when indicated BONUS is 100 even  Each ball shot  
through Free Ball Gate lights next Music Note on Backglass  Lit Note  
remains lit, from game to game, until number 10 is lit, scoring 2 Replays

TRIO-C2

SPECIAL  
Rollover  
scores  
1 REPLAY  
when lit

 Hit Buttons, when lit, to light corresponding Targets  Hit Red Target,  
White Target or Blue Target, when lit, to advance BONUS 10 points   
Free Ball Gate opens when indicated BONUS is 100 even  Each ball shot  
through Free Ball Gate lights next Music Note on Backglass  Lit Note  
remains lit, from game to game, until number 10 is lit, scoring 3 Replays

TRIO-C3

SPECIAL  
Rollover  
scores  
1 REPLAY  
when lit

 Hit Buttons, when lit, to light corresponding Targets  Hit Red  
Target, White Target or Blue Target, when lit, to advance BONUS 10  
points  Free Ball Gate opens when indicated BONUS is 100 even  
 Each ball shot through Free Ball Gate lights next Music Note  
on Backglass  Lit Note remains lit, from game to game, until  
number 10 is lit, scoring 1 Added Ball.

TRIO-C1-ADD

SPECIAL  
Rollover  
scores  
Added Ball  
when lit

 Hit Buttons, when lit, to light corresponding Targets  Hit Red  
Target, White Target or Blue Target, when lit, to advance BONUS 10  
points  Free Ball Gate opens when indicated BONUS is 100 even  
 Each ball shot through Free Ball Gate lights next Music Note  
on Backglass  Lit Note remains lit, from game to game, until  
number 10 is lit, scoring 2 Added Balls.

TRIO-C2-ADD

SPECIAL  
Rollover  
scores  
Added Ball  
when lit

 Hit Buttons, when lit, to light corresponding Targets  Hit Red  
Target, White Target or Blue Target, when lit, to advance BONUS 10  
points  Free Ball Gate opens when indicated BONUS is 100 even  
 Each ball shot through Free Ball Gate lights next Music Note  
on Backglass  Lit Note remains lit, from game to game, until  
number 10 is lit, scoring 3 Added Balls.

TRIO-C1-ADD

SPECIAL  
Rollover  
scores  
Added Ball  
when lit

 Hit Buttons, when lit, to light corresponding Targets  Hit Red Target,  
White Target or Blue Target, when lit, to advance BONUS 10 points   
Free Ball Gate opens when indicated BONUS is 100 even  Each ball shot  
through Free Ball Gate lights next Music Note on Backglass  Lit Note  
remains lit, from game to game, until number 10 is lit, scoring 100 Points.

TRIO-C100-R

SPECIAL  
Rollover  
scores  
100 POINTS  
when lit

#### Score of 1000 Points — FAIR

#### Score of 1100 Points — GOOD

#### Score of 1200 Points — EXCELLENT

#### Score of 1300 Points — SUPER

#### Score of 1400 Points — GENIUS

 Hit Buttons, when lit, to light corresponding Targets  Hit Red Target,  
White Target or Blue Target, when lit, to advance BONUS 10 points   
Free Ball Gate opens when indicated BONUS is 100 even  Each ball shot  
through Free Ball Gate lights next Music Note on Backglass  Lit Note  
remains lit, from game to game, until number 10 is lit, scoring 200 Points.

TRIO-C200-R

SPECIAL  
Rollover  
scores  
100 POINTS  
when lit

#### Score of 1100 Points — FAIR

#### Score of 1200 Points — GOOD

#### Score of 1300 Points — EXCELLENT

#### Score of 1400 Points — SUPER

#### Score of 1500 Points — GENIUS

 Hit Buttons, when lit, to light corresponding Targets  Hit Red Target,  
White Target or Blue Target, when lit, to advance BONUS 10 points   
Free Ball Gate opens when indicated BONUS is 100 even  Each ball shot  
through Free Ball Gate lights next Music Note on Backglass  Lit Note  
remains lit, from game to game, until number 10 is lit, scoring 300 Points.

TRIO-C300-R

SPECIAL  
Rollover  
scores  
100 POINTS  
when lit

#### 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 Added Ball for each score of 1400

#### 1 Added Ball for each score of 1700

#### 1 Added Ball for each score of 2000

#### 1 Added Ball for each score of 2300

TRIO-ADD-14-23

TRIO-ADD-13-22

#### 1 Added Ball for each score of 1300

#### 1 Added Ball for each score of 1600

#### 1 Added Ball for each score of 1900

#### 1 Added Ball for each score of 2200

1-100

2-200

3-300

5

3

2

3

4

5

OFF

ON

OFF ON

5 OR 3  
BALLS

MATCH  
FEATURE

REPLAYS

ADVANCE

FEATURE

MULTIPLE  
COIN

ADJUSTMENTS

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

Card size: 140x96mm, 102x51mm (adjustments)

**Cards status:**

TRIO-C1-M instruction card confirmed.

TRIO-C2-M instruction card needed to verify.

TRIO-C3-M instruction card needed to verify.

TRIO-C1 instruction card needed to verify.

TRIO-C2 instruction card needed to verify.

TRIO-C3 instruction card needed to verify.

TRIO-C1-ADD instruction card confirmed.

TRIO-C2-ADD instruction card needed to verify.

TRIO-C3-ADD instruction card needed to verify.

TRIO-C100-R instruction card needed to verify.

TRIO-C200-R instruction card needed to verify.

TRIO-C300-R instruction card confirmed.

TRIO-ADD-13-22 14-23 score card confirmed.

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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