

★ 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**

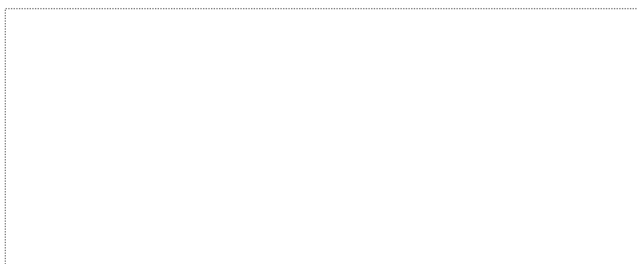
★ Hit Buttons, when lit, to light corresponding Targets ★ Hit Red Target, White Target or Blue Target, when lit, to advance BONUS 10 points ★ Free Ball Gate opens when indicated BONUS is 100 even ★ Each ball shot through Free Ball Gate lights next Music Note on Backglass ★ Lit Note remains lit, from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



TRIO-C3

**SPECIAL
Rollover
scores
1 REPLAY
when lit**

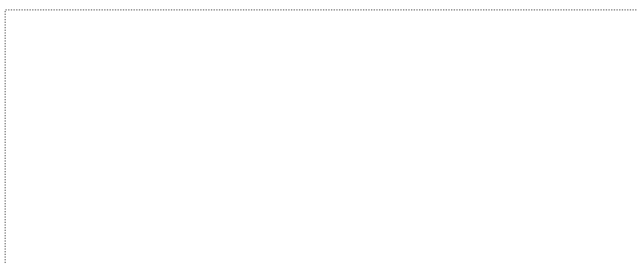
★ Hit Buttons, when lit, to light corresponding Targets ★ Hit Red Target, White Target or Blue Target, when lit, to advance BONUS 10 points ★ Free Ball Gate opens when indicated BONUS is 100 even ★ Each ball shot through Free Ball Gate lights next Music Note on Backglass ★ Lit Note remains lit, from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



TRIO-C1-ADD

**SPECIAL
Rollover
scores
Added Ball
when lit**

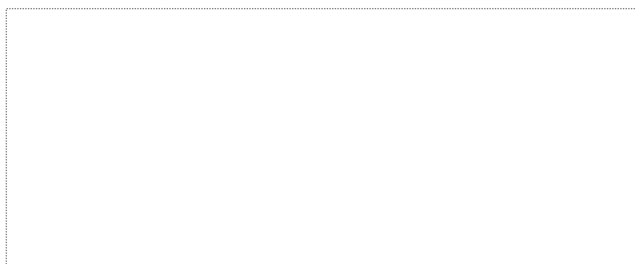
★ Hit Buttons, when lit, to light corresponding Targets ★ Hit Red Target, White Target or Blue Target, when lit, to advance BONUS 10 points ★ Free Ball Gate opens when indicated BONUS is 100 even ★ Each ball shot through Free Ball Gate lights next Music Note on Backglass ★ Lit Note remains lit, from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

**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**

TRIO-C100-R

**SPECIAL
Rollover
scores
100 POINTS
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 200 Points.

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

TRIO-C200-R

**SPECIAL
Rollover
scores
100 POINTS
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 300 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

TRIO-C300-R

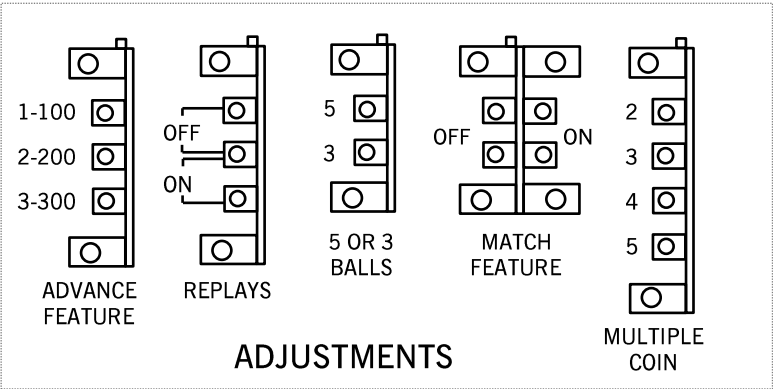
**SPECIAL
Rollover
scores
100 POINTS
when lit**

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

TRIO-ADD-13-22

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



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
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