

5 BALLS-5 CENTS

FIRST, drop coin in chute. **RED LIGHT** at right indicates coin is accepted.

SECOND, push Shuffle-Knob next to Ball Shooter — to register Odds and Selections.

THIRD, additional coins may be deposited to change Odds and Selections and multiply replays.

●
PUSH SHUFFLE-KNOB AFTER EACH COIN DEPOSITED.
●

Push Knob under Ball-Shooter to raise ball.

Replays multiplied by number of coins deposited, up to 4.

FP—5—107

I BALL-5 CENTS

FIRST, drop coin in chute. **RED LIGHT** at right indicates coin is accepted.

SECOND, push Shuffle-Knob next to Ball Shooter — to register Odds and Selections.

THIRD, push knob under Ball Shooter to raise ball.

●
AFTER BALL IS RAISED, additional coins may be deposited, *before ball is shot*, to change Odds and Selections and multiply replays.

PUSH SHUFFLE-KNOB AFTER EACH COIN DEPOSITED.
●

Replays multiplied by number of coins deposited, up to 4.

FP—5—103

REGULAR REPLAYS

Ball in pocket corresponding to a lighted selection receives Win, Place, Show or Purse replays indicated.

REPLAYS MULTIPLIED BY NUMBER OF COINS PLAYED (UP TO 4)

DAILY DOUBLE FEATURE

At intervals two Daily Double Selections light on back-glass. Ball placed in FIRST RACE Daily Double Selection, SHOW OR PURSE SECTION, holds SECOND RACE Daily Double Selection for next game, when ball placed in SECOND RACE Daily Double Selection, SHOW OR PURSE SECTION, receives 20 replays, multiplied by number of coins played.

In addition, if Daily Double Selections scored are also lit in number section of back-glass, both regular and Daily Double Replays are scored.

SPELL-NAME FEATURE

Ball placed in LEFT or RIGHT Pennant Pocket at bottom of playfield, when corresponding Pennant is lit, lights next letter in name of game and scores 4 Replays (multiplied by number of coins played). When name is completely lit, 40 Replays are scored (multiplied by number of coins played).

SPECIAL FEATURE

Ball in Feature Pocket, when "Feature" is lit receives 40 Replays (multiplied by number of coins played).

FP—1—105

FIRST FOUR BALLS MUST BE PLACED IN SKILL LANE

Ball in pocket corresponding to a lighted selection receives Win, Place, Show or Purse replays indicated.

REPLAYS MULTIPLIED BY NUMBER OF COINS PLAYED (UP TO 4)

DAILY DOUBLE FEATURE

At intervals two Daily Double Selections light on back-glass. Ball placed in FIRST RACE Daily Double Selection, SHOW OR PURSE SECTION, holds SECOND RACE Daily Double Selection for next game, when ball placed in SECOND RACE Daily Double Selection, SHOW OR PURSE SECTION, receives 20 replays, multiplied by number of coins played.

In addition, if Daily Double Selections scored are also lit in number section of back-glass, both regular and Daily Double Replays are scored.

SPELL-NAME FEATURE

Ball placed in LEFT or RIGHT Pennant Pocket at bottom of playfield, when corresponding Pennant is lit, lights next letter in name of game and scores 4 Replays (multiplied by number of coins played). When name is completely lit, 40 Replays are scored (multiplied by number of coins played).

SPECIAL FEATURE

Ball in Feature Pocket, when "Feature" is lit receives 40 Replays (multiplied by number of coins played).

FP—5—109

Used fonts: Franklin Gothic Heavy, Franklin Gothic Demi Cond, KochOriginal, Century Schoolbook, Futura ExtraBold, Futura Bk BT, Futura Hv BT.

FP-5-103 (1 balls – 5 cents) instruction card confirmed.
FP-5-107 (5 balls – 5 cents) instruction card confirmed.
FP-5-109 (First 4 Balls in Skill Lane) instruction card confirmed.
FP-1-105 Regular Replays instruction card confirmed.

Just a little history of the game to help you understand what it is all about.
With special thanks to Roger Morden for sending me the card scans and this information.

The regular replay card (FP-1-105) would go with the 1 ball 5 cents card (FP-5-103) and was the original format for the game. You only had one ball to shoot. Later as the games were being outlawed a change was made. One ball games became illegal but 5 ball games (meaning flipper pinball games) were legal. A trough was made at the upper left side of the playfield called skill lane. You had to shoot the first four balls into this lane. All you had to do was pull the plunger back. There was no skill involved at all. Once the fourth ball was in the trough it tripped a rebound spring so the fifth ball bounced off it and into the playfield scoring normally. It was still a one ball game but with a disguise in order to keep it legal to operate for a while anyway. The skill lane card (FP-5-109) would be used with the 5 balls 5 cents card (FP-5-107).

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.