

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ Timed skill shot from plunger scores progressively: 100,000 points; 200,000 points; Special.
- ★ Completing entire card with all X's or O's lites one letter on backglass.
- ★ Completing the card advances Card Bonus Lites.
- ★ Completing any line of X's or O's locks in and advances 3-in-line Bonus Lites.
- ★ SPECIAL — 1 replay for making skill shot when lit for Special.
 - 1 replay for knocking down drop targets when lit for Special.
 - 1 replay for ball through top lane when lit for Special.
 - 1 replay for ball through left side lane when lit for Special.
 - 1 replay for completing entire card (any symbols) when Card Bonus Lite is lit for Special.
 - 2 replays for completing TIC-TAC-TOE on backglass.
 - 1 replay for completing entire card with all X's or O's.
- ★ EXTRA BALL — 1 Extra Ball for ball through top lane when lit for Extra Ball.
- ★ Tilt Penalty — Ball in play.
- ★ Maximum 1 extra ball per ball in play.

M051-00391-A030

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ Timed skill shot from plunger scores progressively: 100,000 points; 200,000 points; Special.
- ★ Completing entire card with all X's or O's lites one letter on backglass.
- ★ Completing the card advances Card Bonus Lites.
- ★ Completing any line of X's or O's locks in and advances 3-in-line Bonus Lites.
- ★ SPECIAL — 1 replay for making skill shot when lit for Special.
 - 1 replay for knocking down drop targets when lit for Special.
 - 1 replay for ball through top lane when lit for Special.
 - 1 replay for ball through left side lane when lit for Special.
 - 1 replay for completing entire card (any symbols) when Card Bonus Lite is lit for Special.
 - 2 replays for completing TIC-TAC-TOE on backglass.
- ★ EXTRA BALL — 1 Extra Ball for ball through top lane when lit for Extra Ball.
- ★ Tilt Penalty — Ball in play.
- ★ Maximum 1 extra ball per ball in play.

M051-00391-A031

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ Timed skill shot from plunger scores progressively: 100,000 points; 200,000 points; Special.
- ★ Completing entire card with all X's or O's lites one letter on backglass.
- ★ Completing the card advances Card Bonus Lites.
- ★ Completing any line of X's or O's locks in and advances 3-in-line Bonus Lites.
- ★ SPECIAL— 1 Extra Ball or 50,000 points for making skill shot when lit for Special.
 - 1 Extra Ball or 50,000 points for knocking down drop targets when lit for Special.
 - 1 Extra Ball or 50,000 points for ball through top lane when lit for Special.
 - 1 Extra Ball or 50,000 points for ball through left side lane when lit for Special.
 - 1 Extra Ball or 50,000 points for completing entire card (any symbols) when Card Bonus Lite is lit for Special.
 - 1 Extra Ball and 50,000 points or 100,000 points for completing TIC-TAC-TOE on backglass.
 - 1 Extra Ball or 50,000 points for completing entire card with all X's or O's.
- ★ EXTRA BALL — 1 Extra Ball or 25,000 points for ball through top lane when lit for Extra Ball.
- ★ Tilt Penalty — Ball in play.
- ★ Maximum 1 extra ball per ball in play.

M051-00391-A032

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ Timed skill shot from plunger scores progressively: 100,000 points; 200,000 points; Special.
- ★ Completing entire card with all X's or O's lites one letter on backglass.
- ★ Completing the card advances Card Bonus Lites.
- ★ Completing any line of X's or O's locks in and advances 3-in-line Bonus Lites.
- ★ SPECIAL— 1 Extra Ball or 50,000 points for making skill shot when lit for Special.
 - 1 Extra Ball or 50,000 points for knocking down drop targets when lit for Special.
 - 1 Extra Ball or 50,000 points for ball through top lane when lit for Special.
 - 1 Extra Ball or 50,000 points for ball through left side lane when lit for Special.
 - 1 Extra Ball or 50,000 points for completing entire card (any symbols) when Card Bonus Lite is lit for Special.
 - 1 Extra Ball and 50,000 points or 100,000 points for completing TIC-TAC-TOE on backglass.
- ★ EXTRA BALL — 1 Extra Ball or 25,000 points for ball through top lane when lit for Extra Ball.
- ★ Tilt Penalty — Ball in play.
- ★ Maximum 1 extra ball per ball in play.

M051-00391-A033

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ Timed skill shot from plunger scores progressively: 100,000 points; 200,000 points; Special.
- ★ Completing entire card with all X's or O's lites one letter on backglass.
- ★ Completing the card advances Card Bonus Lites.
- ★ Completing any line of X's or O's locks in and advances 3-in-line Bonus Lites.
- ★ SPECIAL — 50,000 points for making skill shot when lit for Special.
50,000 points for knocking down drop targets when lit for Special.
50,000 points for ball through top lane when lit for Special.
50,000 points for ball through left side lane when lit for Special.
50,000 points for completing entire card (any symbols) when Card Bonus Lite is lit for Special.
100,000 points for completing TIC-TAC-TOE on backglass.
50,000 points for completing entire card with all X's or O's.
- ★ EXTRA BALL — 25,000 points for ball through top lane when lit for Extra Ball.
- ★ Tilt Penalty — Ball in play.
- ★ Maximum 1 extra ball per ball in play.

M051-00391-A034

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ Timed skill shot from plunger scores progressively: 100,000 points; 200,000 points; Special.
- ★ Completing entire card with all X's or O's lites one letter on backglass.
- ★ Completing the card advances Card Bonus Lites.
- ★ Completing any line of X's or O's locks in and advances 3-in-line Bonus Lites.
- ★ SPECIAL — 50,000 points for making skill shot when lit for Special.
50,000 points for knocking down drop targets when lit for Special.
50,000 points for ball through top lane when lit for Special.
50,000 points for ball through left side lane when lit for Special.
50,000 points for completing entire card (any symbols) when Card Bonus Lite is lit for Special.
100,000 points for completing TIC-TAC-TOE on backglass.
- ★ EXTRA BALL — 25,000 points for ball through top lane when lit for Extra Ball.
- ★ Tilt Penalty — Ball in play.
- ★ Maximum 1 extra ball per ball in play.

M051-00391-A035

**1 TO 4
CAN PLAY**

X'S AND O'S

**FOR
AMUSEMENT
ONLY**

ALL LIT SPECIALS SCORE 50,000 POINTS.

ALL LIT EXTRA BALLS SCORE 25,000 POINTS.

**3 BALLS
PER
GAME**

**3 BALLS
PER
GAME**

M051-00391-A036

**1 TO 4
CAN PLAY**

X'S AND O'S

**FOR
AMUSEMENT
ONLY**

ALL LIT SPECIALS SCORE 50,000 POINTS.

ALL LIT EXTRA BALLS SCORE 25,000 POINTS.

**5 BALLS
PER
GAME**

**5 BALLS
PER
GAME**

M051-00391-A037

1 TO 4
CAN PLAY

X'S AND O'S

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 1,100,000 POINTS.

1 REPLAY FOR EACH SCORE OF 2,300,000 POINTS.

3 BALLS
PER
GAME

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.
1 REPLAY FOR MATCHING LAST TWO SCORE
NUMBERS WITH MATCH NUMBERS.

3 BALLS
PER
GAME

M051-00391-A038

1 TO 4
CAN PLAY

X'S AND O'S

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 2,000,000 POINTS.

1 REPLAY FOR EACH SCORE OF 3,000,000 POINTS.

5 BALLS
PER
GAME

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.
1 REPLAY FOR MATCHING LAST TWO SCORE
NUMBERS WITH MATCH NUMBERS.

5 BALLS
PER
GAME

M051-00391-A039

Es können 1 bis 4 Spieler spielen.

X's and O's

Wird das **X's und O's Feld komplett** mit X's oder O's beleuchtet, wird ein **Freispiel, eine Freikugel oder 50 000 Punkte** gegeben.

Die X und O Targets können über die rechte und linke Durchlaufbahn und über die beiden Kontakte hinter den Gummis oberhalb der Flipper von X auf O oder von O auf X umgeschaltet werden.

Sind X's und O's durcheinander beleuchtet, können die Buchstaben nur so lange **durch Neuanschießen der entsprechenden Targets** sortiert werden, bis das komplette Feld beleuchtet ist.

Ist das Feld mit X's und O's ausgefüllt, wird zusätzlich ein Buchstabe von TIC TAC TOE im Lichtkasten beleuchtet.

Zwei Freispiele als Sonderbonus erhält man, wenn TIC-TAC-TOE komplett leuchtet.

100 000 oder 200 000 Punkte werden gegeben, wenn die Kugel in der Zeit des Blinkens der Lampen 100 000 oder 200 000 so abgeschossen wird, daß sie die Kugelabschußbahn nach links verläßt, ohne den Kontakt oberhalb der blinkenden Lampe zu betätigen.

Ein Freispiel, eine Freikugel oder 50 000 Punkte werden gegeben

1. für das Abschließen der oberen rechten Targets, wenn „Special“ leuchtet
2. für das Durcheinander der linken oberen Durchlaufbahnen, wenn „Special“ leuchtet.

Einen Extraball erhält man für das Durchschießen der linken oberen Durchlaufbahnen, wenn „Extraball“ leuchtet.

3 Kugeln für jeden Spieler

1 Frei Spiel bei 1.100.000 punkten

1 Frei Spiel bei 2.300.000 punkten



Fonts used: News Gothic MT Std, News Gothic MT Std Condensed, Wingdings, HelvCondensed Normal, HelveticaNeue LT 55 Roman

Cards status:

M051-00391-A030 confirmed.
M051-00391-A031 confirmed.
M051-00391-A032 confirmed.
M051-00391-A033 confirmed.
M051-00391-A034 confirmed.
M051-00391-A035 confirmed.
M051-00391-A036 needed to verify.
M051-00391-A037 needed to verify.
M051-00391-A038 confirmed.
M051-00391-A039 confirmed.
German red and blue instruction card confirmed.
German red and blue score card confirmed.

Recommended "High Score to Date" levels:
(reset periodically)
3 ball 2,700,000 points
5 ball 3,800,000 points

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