## INSTRUCTIONS

## ONE OR TWO CAN PLAY

## INSERT ONE COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR SECOND PLAYER.

## PLAYERS TAKE TURNS SHOOTING AS INDICATED ON BACK GLASS.

## POINTS ARE SCORED AS INDICATED.

## REPLAYS NEED NOT BE PLAYED OFF BEFORE INSERTING NEXT COIN

## A TILT BY ONE PLAYER DISQUALIFIES THAT BALL ONLY. PLAYER SHOOTS AGAIN AS HIS TURN IS UP.

## INSTRUCTIONS

## ONE OR TWO CAN PLAY

## INSERT ONE COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR SECOND PLAYER.

## PLAYERS TAKE TURNS SHOOTING AS INDICATED ON BACK GLASS.

## POINTS ARE SCORED AS INDICATED.

## REPLAYS NEED NOT BE PLAYED OFF BEFORE INSERTING NEXT COIN

## A TILT BY ONE PLAYER DISQUALIFIES ONLY THAT PLAYER.

## 5 BALLS PER PLAYER

## 1 REPLAY FOR EACH SCORE OF 1200 POINTS 1 REPLAY FOR EACH SCORE OF 1600 POINTS 1 REPLAY FOR EACH SCORE OF 2000 POINTS 1 REPLAY FOR EACH SCORE OF 2200 POINTS

## SPECIAL TARGET SCORES 1 REPLAY WHEN HIT

## LIGHTING NUMBERS 1 THRU 6 SCORES 200 POINTS

## MATCHING LAST NUMBER IN SCORE TO NUMBER THAT APPEARS ON BACK GLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

## 312-302-A

## 5 BALLS PER PLAYER

## 1 REPLAY FOR EACH SCORE OF 1300 POINTS 1 REPLAY FOR EACH SCORE OF 1700 POINTS 1 REPLAY FOR EACH SCORE OF 2000 POINTS 1 REPLAY FOR EACH SCORE OF 2300 POINTS

## SPECIAL TARGET SCORES 1 REPLAY WHEN HIT

## LIGHTING NUMBERS 1 THRU 6 SCORES 200 POINTS

## MATCHING LAST NUMBER IN SCORE TO NUMBER THAT APPEARS ON BACK GLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

## 312-302-B

## 5 BALLS PER PLAYER

## 1 REPLAY FOR EACH SCORE OF 1400 POINTS 1 REPLAY FOR EACH SCORE OF 1600 POINTS 1 REPLAY FOR EACH SCORE OF 2000 POINTS 1 REPLAY FOR EACH SCORE OF 2400 POINTS

## SPECIAL TARGET SCORES 1 REPLAY WHEN HIT

## LIGHTING NUMBERS 1 THRU 6 SCORES 200 POINTS

## MATCHING LAST NUMBER IN SCORE TO NUMBER THAT APPEARS ON BACK GLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

## 312-302-C

## 5 BALLS PER PLAYER

## 1 REPLAY FOR EACH SCORE OF 1500 POINTS 1 REPLAY FOR EACH SCORE OF 1700 POINTS 1 REPLAY FOR EACH SCORE OF 2000 POINTS 1 REPLAY FOR EACH SCORE OF 2500 POINTS

## SPECIAL TARGET SCORES 1 REPLAY WHEN HIT

## LIGHTING NUMBERS 1 THRU 6 SCORES 200 POINTS

## MATCHING LAST NUMBER IN SCORE TO NUMBER THAT APPEARS ON BACK GLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

## 312-302-D

## 3 BALLS PER PLAYER

## 1 REPLAY FOR EACH SCORE OF 800 POINTS 1 REPLAY FOR EACH SCORE OF 1200 POINTS 1 REPLAY FOR EACH SCORE OF 1600 POINTS 1 REPLAY FOR EACH SCORE OF 2000 POINTS

## SPECIAL TARGET SCORES 1 REPLAY WHEN HIT

## LIGHTING NUMBERS 1 THRU 6 SCORES 200 POINTS

## MATCHING LAST NUMBER IN SCORE TO NUMBER THAT APPEARS ON BACK GLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

## 312-303-A

## 3 BALLS PER PLAYER

## 1 REPLAY FOR EACH SCORE OF 900 POINTS 1 REPLAY FOR EACH SCORE OF 1200 POINTS 1 REPLAY FOR EACH SCORE OF 1600 POINTS 1 REPLAY FOR EACH SCORE OF 2000 POINTS

## SPECIAL TARGET SCORES 1 REPLAY WHEN HIT

## LIGHTING NUMBERS 1 THRU 6 SCORES 200 POINTS

## MATCHING LAST NUMBER IN SCORE TO NUMBER THAT APPEARS ON BACK GLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

## 312-303-B

## 3 BALLS PER PLAYER

## 1 REPLAY FOR EACH SCORE OF 1000 POINTS 1 REPLAY FOR EACH SCORE OF 1400 POINTS 1 REPLAY FOR EACH SCORE OF 1800 POINTS 1 REPLAY FOR EACH SCORE OF 2000 POINTS

## SPECIAL TARGET SCORES 1 REPLAY WHEN HIT

## LIGHTING NUMBERS 1 THRU 6 SCORES 200 POINTS

## MATCHING LAST NUMBER IN SCORE TO NUMBER THAT APPEARS ON BACK GLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

## 312-303-C

Used fonts: Futura Hv BT, Futura Md BT

Card size 150x105mm

**Cards status:**

Instruction cards confirmed.

312-302-A score card confirmed.

312-302-B score card confirmed.

312-302-C score card needed to verify.

312-302-D score card confirmed.

312-303-A score card confirmed.

312-303-B score card confirmed.

312-303-C score 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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