1. BALL IN TOP PEACOCK HOLE OR PASSING THRU BOTTOM PEACOCK LANE WHEN LIT  
 STARTS PEACOCK SCORES FLASHING ON BACKGLASS.

2. PLAYER MUST FIRST PRESS PEACOCK BUTTON ON FRONT OF CABINET TO STOP  
 FLASHING SCORE AT HIGHEST VALUE BEFORE RESUMING FURTHER PLAY.

3. BONUS SCORES ARE COLLECTED AS INDICATED ON PLAYFIELD. BONUS SCORE  
 ADVANCED VALUES REMAIN UNTIL BALL LEAVES PLAYFIELD.

4. BALL RETURN GATE OPENS AT HIGHEST BONUS SCORE VALUE.

5. A TILT DISQUALIFIES THE BALL IN PLAY ONLY.

6. SPECIAL WHEN LIT SCORES ONE ADD-A-BALL.

**TWINKY**

**ONE OR TWO CAN PLAY**

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**TWINKY**

**ONE OR TWO CAN PLAY**

Fonts used: Futura Hv BT, AlternateGotNo3D

Card size: 152x108mm (6x4 ¼ inch)

**Cards status:**

First instruction card confirmed.

Second instruction card confirmed.

The red mask for the ball-in-play is available in a separate file and can be found in the Chicago Coin section on my website.

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)

If you like my work, please send me a donation via PayPal.