

# **BANK SHOT**

## **INSTRUCTIONS**

### **5 BALLS PER PLAY**

COMPLETING 1 THROUGH 15 SEQUENCE LIGHTS #1 ROLLOVER AND HOLES FOR "WOW".

HOLE VALUE IS 10,000 POINTS FOR EACH LIT BALL INDICATED AND "WOW" WHEN LIT.

ROLLOVERS AND TARGETS SCORE 5000 POINTS.

POP BUMPERS SCORE 1000 POINTS.

BONUS VALUE IS 10,000 POINTS FOR EACH LIT BALL.

"WOW" VALUE IS 50,000 POINTS.

TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

391-A

B-16447

# **BANK SHOT**

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391-A

B-16447

# **BANK SHOT**

## **INSTRUCTIONS**

### **MINIMUM 5 BALLS PER PLAY**

COMPLETING 1 THROUGH 15 SEQUENCE LIGHTS "WOW". HOLE "WOW" REMAINS LIT FOR DURATION OF BALL IN PLAY. ROLLOVER "WOW" REMAINS ON UNTIL HIT AFTER SEQUENCE RESETS.

COMPLETED SEQUENCE RESETS AND SPOTS 2, 3, 7, 8, 13 AND 14 AFTER BALL IN PLAY.

HOLE VALUE IS 1000 POINTS FOR EACH LIT BALL INDICATED AND "WOW" WHEN LIT.

ROLLOVERS AND TARGETS SCORE 500 POINTS.

POP BUMPERS SCORE 100 POINTS.

BONUS VALUE IS 1000 POINTS FOR EACH LIT BALL.

"WOW" VALUE IS 1 ADDITIONAL BALL.

TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

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ROLLOVERS AND TARGETS SCORE 500 POINTS.

POP BUMPERS SCORE 100 POINTS.

BONUS VALUE IS 1000 POINTS FOR EACH LIT BALL.

"WOW" VALUE IS 1 ADDITIONAL BALL.

391-A

B-16448

# **BANK SHOT**

## **INSTRUCTIONS**

### **3 BALLS PER PLAY**

COMPLETING 1 THROUGH 15 SEQUENCE LIGHTS #1 ROLLOVER AND HOLES FOR "WOW".

HOLE VALUE IS 10,000 POINTS FOR EACH LIT BALL INDICATED AND "WOW" WHEN LIT.

ROLLOVERS AND TARGETS SCORE 5000 POINTS.

POP BUMPERS SCORE 1000 POINTS.

BONUS VALUE IS 10,000 POINTS FOR EACH LIT BALL.

"WOW" VALUE IS 50,000 POINTS.

TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

391-A

B-16750

# **BANK SHOT**

## **INSTRUCTIONS**

### **3 BALLS PER PLAY**

COMPLETING 1 THROUGH 15 SEQUENCE LIGHTS #1 ROLLOVER AND HOLES FOR "WOW".

HOLE VALUE IS 10,000 POINTS FOR EACH LIT BALL INDICATED AND "WOW" WHEN LIT.

ROLLOVERS AND TARGETS SCORE 5000 POINTS.

POP BUMPERS SCORE 1000 POINTS.

BONUS VALUE IS 10,000 POINTS FOR EACH LIT BALL.

"WOW" VALUE IS 50,000 POINTS.

391-A

B-16750

# **BANK SHOT**

## **INSTRUCTIONS**

### **MINIMUM 3 BALLS PER PLAY**

COMPLETING 1 THROUGH 15 SEQUENCE LIGHTS "WOW". HOLE "WOW" REMAINS LIT FOR DURATION OF BALL IN PLAY. ROLLOVER "WOW" REMAINS ON UNTIL HIT AFTER SEQUENCE RESETS.

COMPLETED SEQUENCE RESETS AND SPOTS 2, 3, 7, 8, 13 AND 14 AFTER BALL IN PLAY.

HOLE VALUE IS 1000 POINTS FOR EACH LIT BALL INDICATED AND "WOW" WHEN LIT.

ROLLOVERS AND TARGETS SCORE 500 POINTS.

POP BUMPERS SCORE 100 POINTS.

BONUS VALUE IS 1000 POINTS FOR EACH LIT BALL.

"WOW" VALUE IS 1 ADDITIONAL BALL.

TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

391-A

B-16751

# **BANK SHOT**

## **INSTRUCTIONS**

### **MINIMUM 3 BALLS PER PLAY**

COMPLETING 1 THROUGH 15 SEQUENCE LIGHTS "WOW". HOLE "WOW" REMAINS LIT FOR DURATION OF BALL IN PLAY. ROLLOVER "WOW" REMAINS ON UNTIL HIT AFTER SEQUENCE RESETS.

COMPLETED SEQUENCE RESETS AND SPOTS 2, 3, 7, 8, 13 AND 14 AFTER BALL IN PLAY.

HOLE VALUE IS 1000 POINTS FOR EACH LIT BALL INDICATED AND "WOW" WHEN LIT.

ROLLOVERS AND TARGETS SCORE 500 POINTS.

POP BUMPERS SCORE 100 POINTS.

BONUS VALUE IS 1000 POINTS FOR EACH LIT BALL.

"WOW" VALUE IS 1 ADDITIONAL BALL.

391-A

B-16751

SCORING 30,000 POINTS ADDS 1 BALL.

SCORING 80,000 POINTS ADDS 1 BALL.

SCORING 120,000 POINTS ADDS 1 BALL.

A-14761

SCORING 40,000 POINTS ADDS 1 BALL.

SCORING 90,000 POINTS ADDS 1 BALL.

SCORING 130,000 POINTS ADDS 1 BALL.

A-14762

Fonts used: Futura BdCn BT, Futura Hv BT, Futura Bk BT, Type Embellishments Two, News Gothic Std.

**Cards status:**

B-16447 5 balls instruction card front confirmed.

B-16448 minimum 5 balls instruction card back confirmed.

B-16750 3 balls instruction card confirmed.

B-16751 minimum 3 balls instruction card back and front confirmed.

A-14761 score card confirmed.

A-14762 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

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