

BRONCO

INSTRUCTIONS

ONE, TWO, THREE or FOUR PLAYERS - - 3 BALLS PER PLAYER

**INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE.
REPEAT FOR ADDITIONAL PLAYERS.**

COMPLETING A-B-C ROLLOVERS DOUBLES BONUS VALUE.

COMPLETING DROP TARGETS LIGHTS "EXTRA BALL" LIGHTS OCCASIONALLY. COMPLETING DROP TARGETS AND A-B-C ROLLOVERS LIGHTS TOP "A" ROLLOVER FOR "SPECIAL".

CENTER POP BUMPER SCORES 10 OR 100 WHEN LIT.

**BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL IN PLAY.
BONUS VALUE DOUBLES ON LAST BALL.**

**MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS
ON BACK GLASS AFTER GAME IS OVER SCORES 1 REPLAY.**

396

B-16904

BRONCO

INSTRUCTIONS

ONE, TWO, THREE or FOUR PLAYERS - - 5 BALLS PER PLAYER

**INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE.
REPEAT FOR ADDITIONAL PLAYERS.**

COMPLETING A-B-C ROLLOVERS DOUBLES BONUS VALUE.

COMPLETING DROP TARGETS LIGHTS "EXTRA BALL" LIGHTS OCCASIONALLY. COMPLETING DROP TARGETS AND A-B-C ROLLOVERS LIGHTS TOP "A" ROLLOVER FOR "SPECIAL".

CENTER POP BUMPER SCORES 10 OR 100 WHEN LIT.

**BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL IN PLAY.
BONUS VALUE DOUBLES ON LAST BALL.**

**MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS
ON BACK GLASS AFTER GAME IS OVER SCORES 1 REPLAY.**

396

B-16904

BRONCO

INSTRUCTIONS

ONE, TWO, THREE or FOUR PLAYERS - - 3 BALLS PER PLAYER

**INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE.
REPEAT FOR ADDITIONAL PLAYERS.**

COMPLETING A-B-C ROLLOVERS DOUBLES BONUS VALUE.

**COMPLETING DROP TARGETS LIGHTS "EXTRA BALL" LIGHTS OCCAS-
IONNALLY. COMPLETING DROP TARGETS AND A-B-C ROLLOVERS
LIGHTS TOP "A" ROLLOVER FOR "SPECIAL".**

CENTER POP BUMPER SCORES 1000.

**BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL IN PLAY.
BONUS VALUE DOUBLES ON LAST BALL.**

**MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS
ON BACK GLASS AFTER GAME IS OVER SCORES 1 REPLAY.**

396

B-16904-2

BRONCO

INSTRUCTIONS

ONE, TWO, THREE or FOUR PLAYERS - - 5 BALLS PER PLAYER

**INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE.
REPEAT FOR ADDITIONAL PLAYERS.**

COMPLETING A-B-C ROLLOVERS DOUBLES BONUS VALUE.

**COMPLETING DROP TARGETS LIGHTS "EXTRA BALL" LIGHTS OCCAS-
IONNALLY. COMPLETING DROP TARGETS AND A-B-C ROLLOVERS
LIGHTS TOP "A" ROLLOVER FOR "SPECIAL".**

CENTER POP BUMPER SCORES 10.

**BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL IN PLAY.
BONUS VALUE DOUBLES ON LAST BALL.**

**MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS
ON BACK GLASS AFTER GAME IS OVER SCORES 1 REPLAY.**

396

B-16904-2

BRONCO

INSTRUCTIONS

ONE, TWO, THREE or FOUR PLAYERS - - 3 BALLS PER PLAYER

**INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE.
REPEAT FOR ADDITIONAL PLAYERS.**

COMPLETING A-B-C ROLLOVERS DOUBLES BONUS VALUE.

COMPLETING DROP TARGETS LIGHTS "EXTRA BALL" LIGHTS OCCASIONALLY. COMPLETING DROP TARGETS AND A-B-C ROLLOVERS LIGHTS TOP "A" ROLLOVER FOR "SPECIAL".

MAKING "SPECIAL" GIVES ONE EXTRA BALL.

CENTER POP BUMPER SCORES 1000.

**BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL IN PLAY.
BONUS VALUE DOUBLES ON LAST BALL.**

MAXIMUM ONE EXTRA BALL PER BALL IN PLAY.

396

B-17279-2

BRONCO

INSTRUCTIONS

ONE, TWO, THREE or FOUR PLAYERS - - 5 BALLS PER PLAYER

**INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE.
REPEAT FOR ADDITIONAL PLAYERS.**

COMPLETING A-B-C ROLLOVERS DOUBLES BONUS VALUE.

COMPLETING DROP TARGETS LIGHTS "EXTRA BALL" LIGHTS OCCASIONALLY. COMPLETING DROP TARGETS AND A-B-C ROLLOVERS LIGHTS TOP "A" ROLLOVER FOR "SPECIAL".

MAKING "SPECIAL" GIVES ONE EXTRA BALL.

CENTER POP BUMPER SCORES 10.

**BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL IN PLAY.
BONUS VALUE DOUBLES ON LAST BALL.**

MAXIMUM ONE EXTRA BALL PER BALL IN PLAY.

396

B-17279-2

SCORE CARDS ARE LISTED FROM
LIBERAL TO CONSERVATIVE.
RECOMMENDED CARDS ARE MARKED,
* FOR 3 BALL AND † FOR 5 BALL.

REPLAY SCORES		ADD-A-BALL SCORES	
A-16911	65,000 - 77,000	A-17257	50,000 - 85,000
A-16912	68,000 - 80,000	A-17258	55,000 - 90,000
A-16913	70,000 - 82,000	A-17259	60,000 - 95,000
A-16914	72,000 - 84,000	A-17260	70,000 - 97,000
A-17096	74,000 - 86,000	A-17261	80,000 - 99,000
A-16915	76,000 - 88,000	A-17262	50,000
* A-17097	78,000 - 90,000	†*A-17263	55,000
† A-17435	80,000 - 92,000	A-17264	60,000
A-16407	83,000 - 95,000	A-17265	65,000
A-16408	85,000 - 97,000	A-17266	70,000
A-16409	87,000 - 99,000	A-17267	75,000
A-17436	90,000	A-17268	80,000

ADJUSTMENT PLUG LOCATION

INSIDE LIGHTBOX ~ POINT SCORE ADJ., MATCH FEATURE
ADJ. AND GAME ADJ.

BOTTOM PANEL ~ 1ST & 2ND CHUTE ADJ. AND 'W' RELAY ADJ.

PLAYBOARD ~ 3-5 BALL ADJ. AND EXTRA BALL ADJ.

396

A-16905-1

1 REPLAY FOR EACH SCORE OF POINTS.
1 REPLAY FOR EACH SCORE OF POINTS.
1 REPLAY FOR EACH SCORE OF POINTS.

A-12689-1

1 REPLAY FOR EACH SCORE OF POINTS.
1 REPLAY FOR EACH SCORE OF POINTS.

A-16141

1 REPLAY FOR EACH SCORE OF 65,000 POINTS.

1 REPLAY FOR EACH SCORE OF 77,000 POINTS.

A-16911

1 REPLAY FOR EACH SCORE OF 68,000 POINTS.

1 REPLAY FOR EACH SCORE OF 80,000 POINTS.

A-16912

1 REPLAY FOR EACH SCORE OF 70,000 POINTS.

1 REPLAY FOR EACH SCORE OF 82,000 POINTS.

A-16913

1 REPLAY FOR EACH SCORE OF 72,000 POINTS.

1 REPLAY FOR EACH SCORE OF 84,000 POINTS.

A-16914

1 REPLAY FOR EACH SCORE OF 74,000 POINTS.

1 REPLAY FOR EACH SCORE OF 86,000 POINTS.

A-17096

1 REPLAY FOR EACH SCORE OF 76,000 POINTS.

1 REPLAY FOR EACH SCORE OF 88,000 POINTS.

A-16915

1 REPLAY FOR EACH SCORE OF 78,000 POINTS.

1 REPLAY FOR EACH SCORE OF 90,000 POINTS.

A-17097

1 REPLAY FOR EACH SCORE OF 80,000 POINTS.

1 REPLAY FOR EACH SCORE OF 92,000 POINTS.

A-17435

1 REPLAY FOR EACH SCORE OF 83,000 POINTS.

1 REPLAY FOR EACH SCORE OF 95,000 POINTS.

A-16407

1 REPLAY FOR EACH SCORE OF 85,000 POINTS.

1 REPLAY FOR EACH SCORE OF 97,000 POINTS.

A-16408

1 REPLAY FOR EACH SCORE OF 87,000 POINTS.

1 REPLAY FOR EACH SCORE OF 99,000 POINTS.

A-16409

1 REPLAY FOR EACH SCORE OF 90,000 POINTS.

A-17436

SCORING 50,000 POINTS ADDS 1 BALL.

SCORING 85,000 POINTS ADDS 1 BALL.

A-17257

SCORING 55,000 POINTS ADDS 1 BALL.

SCORING 90,000 POINTS ADDS 1 BALL.

A-17258

SCORING 60,000 POINTS ADDS 1 BALL.

SCORING 95,000 POINTS ADDS 1 BALL.

A-17259

SCORING 70,000 POINTS ADDS 1 BALL.

SCORING 97,000 POINTS ADDS 1 BALL.

A-17260

SCORING 80,000 POINTS ADDS 1 BALL.

SCORING 99,000 POINTS ADDS 1 BALL.

A-17261

SCORING 50,000 POINTS ADDS 1 BALL.

A-17262

SCORING 55,000 POINTS ADDS 1 BALL.

A-17263

SCORING 60,000 POINTS ADDS 1 BALL.

A-17264

SCORING 65,000 POINTS ADDS 1 BALL.

A-17265

SCORING 70,000 POINTS ADDS 1 BALL.

A-17266

SCORING 75,000 POINTS ADDS 1 BALL.

A-17267

SCORING 80,000 POINTS ADDS 1 BALL.

A-17268

SCORING

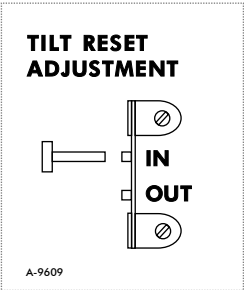
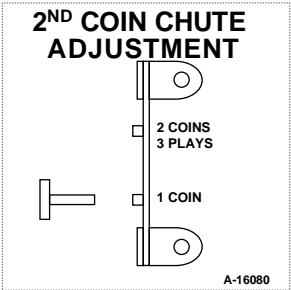
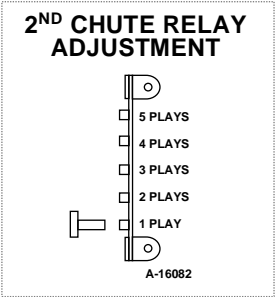
POINTS ADDS 1 BALL.

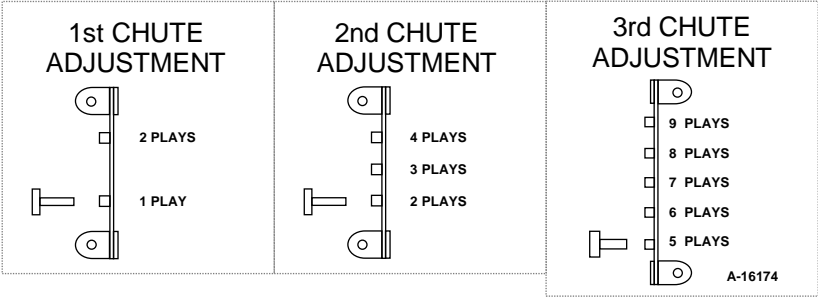
A-17242

SCORING
SCORING

POINTS ADDS 1 BALL.
POINTS ADDS 1 BALL.

A-17243





25 VOLT FUSE 15 AMP.	PLAYBOARD LIGHT FUSE 10 AMP.	LIGHTBOX LIGHT FUSE 15 AMP.
--	--	---

BANK SETUP CAUTION REPLACE ONLY WITH 1/2-AMP. SLO-BLO FUSE	1st AND 2nd PLAYER RESET RELAY	1st PLAYER 100,000 RELAY
1st COIN CHUTE RELAY	3rd AND 4th PLAYER RESET RELAY	2nd PLAYER 100,000 RELAY
3rd COIN CHUTE RELAY	EXTRA BALL RELAY	3rd PLAYER 100,000 RELAY
3rd CHUTE DELAY RELAY	RIGHT & LEFT POP BUMPER RELAY	4th PLAYER 100,000 RELAY

UNITS	HUNDREDS UNIT	THOUSANDS UNIT	TEN THOUSANDS UNIT
UNITS	HUNDREDS UNIT	THOUSANDS UNIT	TEN THOUSANDS UNIT
UNITS	HUNDREDS UNIT	THOUSANDS UNIT	TEN THOUSANDS UNIT
UNITS	HUNDREDS UNIT	THOUSANDS UNIT	TEN THOUSANDS UNIT

COMPLETES CIRCUIT TO 100,000 RELAY	INSIDE SW. - LOCKIN. SECOND SW. - ISOLATION
--	--

PRIMARY FUSE 5 AMP. SLO-BLO	2 COINS 3 PLAYS RELAY	LINE VOLTAGE
--	--------------------------	---------------------

AX RESET CONTROL RELAY	Q GAME OVER RELAY	BX LAST BALL RELAY	U 1st BALL RELAY	O BALL RETURN RELAY	W 2nd CHUTE RELAY	P ADD PLAYER UNIT RELAY	S START RELAY	
--	-----------------------------------	------------------------------------	----------------------------------	-------------------------------------	-----------------------------------	---	----------------------------	--

Stitch the relay strip at S and J

J BONUS SCORE RELAY	V REPLAY BUTTON RELAY	F LEFT HOLE RELAY	H TILT HOLD RELAY	G RIGHT HOLE RELAY	R HOLD RELAY	E 300 POINT AND ADD BONUS RELAY	T TILT RELAY	
-------------------------------------	---------------------------------------	-----------------------------------	-----------------------------------	------------------------------------	---------------------------	---	---------------------------	--

Stitch the relay strip at T and I

I SERIES RELAY		D BALL SHOOTER RELAY
-----------------------------	--	--------------------------------------

Fonts used: Futura BdCn BT, Futura Hv BT, Futura Bk BT.

Card size: 154x108mm (instructions), 154x57mm (score).

Cards status:

B-16904 3 & 5 balls instruction card confirmed. This is a card with a wrong Pop Bumper settings.

B-16904-2 3 & 5 balls instruction card confirmed.

B-17279-2 3 & 5 balls instruction card confirmed.

A-16905-1 Score index card confirmed.

All score cards confirmed.

All labels confirmed.

Relay strip label 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

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