# 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 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 OCCAS- IONNALLY. COMPLETING DROP TARGETS AND A-B-C ROLLOVERS LIGHTS TOP “A” ROLLOVER FOR “SPECIAL”.

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**396**

B-16904

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## 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 OCCAS- IONNALLY. 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 OCCAS- IONNALLY. 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**

A-16911 65,000 - 77,000

A-16912 68,000 - 80,000

A-16913 70,000 - 82,000

A-16914 72,000 - 84,000

A-17096 74,000 - 86,000

A-16915 76,000 - 88,000

✽ A-17097 78,000 - 90,000

† A-17435 80,000 - 92,000

A-16407 83,000 - 95,000

A-16408 85,000 - 97,000

A-16409 87,000 - 99,000

A-17436 90,000

**ADD-A-BALL SCORES**

A-17257 50,000 - 85,000

A-17258 55,000 - 90,000

A-17259 60,000 - 95,000

A-17260 70,000 - 97,000

A-17261 80,000 - 99,000

A-17262 50,000

†✽A-17263 55,000

A-17264 60,000

A-17265 65,000

A-17266 70,000

A-17267 75,000

A-17268 80,000

A-16905-1

396

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.



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 POINTS ADDS 1 BALL.

SCORING POINTS ADDS 1 BALL.

A-17243

**1ST COIN CHUTE**

**ADJUSTMENT**

**2ND 1 COIN**

**CHUTE 1 PLAY**

**A-16081**

**TILT** **RESET**

**ADJUSTMENT**

**IN**

**OUT**

A-9609

**2ND COIN CHUTE**

**ADJUSTMENT**

**2 COINS  
3 PLAYS**

**1 COIN**

**A-16080**

**2ND CHUTE RELAY  
ADJUSTMENT**

**A-16082**

**5 PLAYS**

**4 PLAYS**

**3 PLAYS**

**2 PLAYS**

**1 PLAY**

1st CHUTE

ADJUSTMENT

**2 PLAYS**

**1 PLAY**

2nd CHUTE

ADJUSTMENT

**4 PLAYS**

**3 PLAYS**

**2 PLAYS**

3rd CHUTE  
ADJUSTMENT

**9 PLAYS**

**8 PLAYS**

**7 PLAYS**

**6 PLAYS**

**5 PLAYS**

**A-16174**

25 VOLT PLAYBOARD LIGHTBOX

FUSE LIGHT FUSE LIGHT FUSE

15 10 15

AMP. AMP. AMP.

3rd CHUTE  
DELAY RELAY

RIGHT & LEFT

POP BUMPER RELAY

4th PLAYER  
100,000 RELAY

3rd COIN

CHUTE RELAY

EXTRA BALL

RELAY

1st COIN

CHUTE RELAY

3rd AND 4th PLAYER

RESET RELAY

BANK SETUP

CAUTION

REPLACE ONLY WITH

½-AMP. SLO-BLO FUSE

1st AND 2nd PLAYER

RESET RELAY

1st PLAYER  
100,000 RELAY

2nd PLAYER  
100,000 RELAY

3rd PLAYER  
100,000 RELAY

UNITS

TEN THOUSANDS  
UNIT

THOUSANDS  
UNIT

HUNDREDS  
UNIT

THOUSANDS  
UNIT

HUNDREDS  
UNIT

UNITS

TEN THOUSANDS  
UNIT

TEN THOUSANDS  
UNIT

THOUSANDS  
UNIT

HUNDREDS  
UNIT

UNITS

UNITS

THOUSANDS  
UNIT

HUNDREDS  
UNIT

TEN THOUSANDS  
UNIT

INSIDE SW. - LOCKIN.

SECOND SW. – ISOLATION

COMPLETES  
CIRCUIT TO  
100,000 RELAY

LINE VOLTAGE

2 COINS 3 PLAYS  
RELAY

**PRIMARY FUSE**

**5 AMP. SLO-BLO**

S

START  
RELAY

P

ADD  
PLAYER  
UNIT RELAY

W

2nd  
CHUTE  
RELAY

O

BALL  
RETURN  
RELAY

U

1st  
BALL  
RELAY

BX

LAST  
BALL  
RELAY

Q

GAME  
OVER  
RELAY

AX

RESET  
CONTROL  
RELAY

Stitch the relay strip at S and J

T

TILT  
RELAY

E

300 POINT  
AND ADD  
BONUS RELAY

R

HOLD  
RELAY

G

RIGHT  
HOLE  
RELAY

H

TILT  
HOLD  
RELAY

F

LEFT  
HOLE  
RELAY

V

REPLAY  
BUTTON  
RELAY

J

BONUS  
SCORE  
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](http://www.inkochnito.nl)

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