# BUCK ROGERS

**INSTRUCTIONS 3 BALLS PER PLAYER**

## COMPLETING B-U-C-K ROLLOVER SEQUENCE RESETS AND LIGHTS RED DROP TARGETS FOR “SPECIAL”.

## COMPLETING RED DROP TARGETS SCORES 10,000 POINTS, ADDS BONUS AND RESETS RED DROP TARGETS.

## MOVING VARI-TARGET FROM BASE TO RETURN TO BASE: WITH ONE HIT SCORES 10,000 POINTS, RESETS AND LIGHTS ALL YELLOW DROP TARGETS, LIGHTS KICKOUT HOLE AND EXTRA BALL ROLLOVER.

## WITH TWO HITS SCORES 5000 POINTS, RESETS AND LIGHTS ALL YELLOW DROP TARGETS.

## WITH THREE HITS SCORES 3000 POINTS, RESETS ALL YELLOW DROP TARGETS AND LIGHTS LEFT PAIR OF YELLOW DROP TARGETS.

## WITH MORE THAN THREE HITS SCORES 1000 POINTS.

## COMPLETING ALL YELLOW DROP TARGETS RESETS DROP TARGETS AND INCREASES BONUS MULTIPLIER OR SCORES 5000 POINTS IF MULTIPLIER IS AT 5X.

## POP BUMPERS AND ROLLOVER BUTTONS SCORE 1000 POINTS.

## A TILT DOES NOT DISQUALIFY A PLAYER.

## MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS ON BACKGLASS AFTER GAME IS OVER SCORES ONE REPLAY.

B-19435

437

# BUCK ROGERS

**INSTRUCTIONS 5 BALLS PER PLAYER**

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## COMPLETING ALL YELLOW DROP TARGETS RESETS DROP TARGETS AND INCREASES BONUS MULTIPLIER OR SCORES 5000 POINTS IF MULTIPLIER IS AT 5X.

## POP BUMPERS AND ROLLOVER BUTTONS SCORE 100 POINTS.

## A TILT DOES NOT DISQUALIFY A PLAYER.

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## A TILT DOES NOT DISQUALIFY A PLAYER.

## MAKING SPECIAL SCORES ONE EXTRA BALL. MAXIMUM ONE EXTRA BALL PER BALL IN PLAY.

B-19436

437

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B-19436

437

**REGLE DE JEU**

# BUCK ROGERS

**INSTRUCTIONS 3 BALLS PER PLAYER**

## Faire les passages B-U-C-K réarme et allume les cibles rouges pour le "SPECIAL".

## Abattre toutes les cibles rouges donne 10.000 points, augmente le bonus et réarme les cibles rouges.

## Faire déplacer la cible du point base jusqu’au point retour à la base:

## AVEC 1 HIT (COUP) donne 10.000 points réarme et allume les cibles jaunes allume le trou et le passage "EXTRA BALL”.

## AVEC 2 HITS (COUPS) donne 5.000 points réarme et allume toutes les cibles jaunes.

## AVEC 3 HITS (COUPS) donne 3.000 points réarme toutes les cibles jaunes et allume la paire de cibles jaunes à gauche.

## AVEC PLUS DE TROIS HITS (COUPS) donne 1.000 points.

## Abattre toutes les cibles jaunes réarme les cibles augmente le multiplicateur de Bonus ou donne 5.000 points si le multiplicateur est à 5X.

## Les bumpers et les étoiles donnent 1.000 points.

## Le Tilt ne disqualifie pas le joueur.

## A la fin de la partie, lorsque les deux derniers chiffres du joueur sont identiques aux deux chiffres affichés en bas au milieu du fronton (number to match) une partie est obtenue.

A-19822

**REGLE DE JEU**

# BUCK ROGERS

**INSTRUCTIONS 5 BALLS PER PLAYER**

## Faire les passages B-U-C-K réarme et allume les cibles rouges pour le "SPECIAL".

## Abattre toutes les cibles rouges donne 5.000 points, augmente le bonus et réarme les cibles rouges.

## Faire déplacer la cible du point base jusqu’au point retour à la base:

## AVEC 1 HIT (COUP) donne 10.000 points réarme et allume les cibles jaunes allume le trou et le passage "EXTRA BALL”.

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## Abattre toutes les cibles jaunes réarme les cibles augmente le multiplicateur de Bonus ou donne 5.000 points si le multiplicateur est à 5X.

## Les bumpers et les étoiles donnent 100 points.

## Le Tilt ne disqualifie pas le joueur.

## A la fin de la partie, lorsque les deux derniers chiffres du joueur sont identiques aux deux chiffres affichés en bas au milieu du fronton (number to match) une partie est obtenue.

A-19822

# BUCK ROGERS

**SCORE CARDS ARE LISTED FROM LIBERAL TO CONSERVATIVE.**

**RECOMMENDED CARDS ARE MARKED \* FOR 3 BALL AND † FOR 5 BALL.**

NOTE: IF GAME IS OPERATED WITHOUT “HIGH GAME TO DATE” FEATURE  
TURN SCORE CARD OVER.

**ADD-A-BALL SCORES**

A-19623 200,000 - 310,000 - 440,000

A-19317 210,000 - 330,000 - 460,000

\*† A-19624 230,000 - 350,000 - 480,000

A-19321 250,000 - 370,000 - 500,000

A-19625 270,000 - 390,000 - 520,000

**REPLAY SCORES**

A-19856 150,000 - 280,000 - 420,000

A-19490 170,000 - 300,000 - 440,000

\* A-19491 190,000 - 320,000 - 460,000

A-19621 210,000 - 340,000 - 480,000

A-19463 220,000 - 350,000 - 490,000

A-19464 240,000 - 370,000 - 510,000

† A-19622 260,000 - 390,000 - 530,000

A-19466 280,000 - 410,000 - 550,000

A-19467 300,000 - 430,000 - 570,000

A-19468 320,000 - 450,000 - 590,000

A-19434

1 REPLAY FOR EACH SCORE OF 150,000 POINTS.

1 REPLAY FOR EACH SCORE OF 280,000 POINTS.

1 REPLAY FOR EACH SCORE OF 420,000 POINTS.

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19856

1 REPLAY FOR EACH SCORE OF 150,000 POINTS.

1 REPLAY FOR EACH SCORE OF 280,000 POINTS.

1 REPLAY FOR EACH SCORE OF 420,000 POINTS.

A-19856

1 REPLAY FOR EACH SCORE OF 170,000 POINTS.

1 REPLAY FOR EACH SCORE OF 300,000 POINTS.

1 REPLAY FOR EACH SCORE OF 440,000 POINTS.

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19490

1 REPLAY FOR EACH SCORE OF 170,000 POINTS.

1 REPLAY FOR EACH SCORE OF 300,000 POINTS.

1 REPLAY FOR EACH SCORE OF 440,000 POINTS.

A-19490

1 REPLAY FOR EACH SCORE OF 190,000 POINTS.

1 REPLAY FOR EACH SCORE OF 320,000 POINTS.

1 REPLAY FOR EACH SCORE OF 460,000 POINTS.

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19491

1 REPLAY FOR EACH SCORE OF 190,000 POINTS.

1 REPLAY FOR EACH SCORE OF 320,000 POINTS.

1 REPLAY FOR EACH SCORE OF 460,000 POINTS.

A-19491

1 REPLAY FOR EACH SCORE OF 210,000 POINTS.

1 REPLAY FOR EACH SCORE OF 340,000 POINTS.

1 REPLAY FOR EACH SCORE OF 480,000 POINTS.

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19621

1 REPLAY FOR EACH SCORE OF 210,000 POINTS.

1 REPLAY FOR EACH SCORE OF 340,000 POINTS.

1 REPLAY FOR EACH SCORE OF 480,000 POINTS.

A-19621

1 REPLAY FOR EACH SCORE OF 220,000 POINTS.

1 REPLAY FOR EACH SCORE OF 350,000 POINTS.

1 REPLAY FOR EACH SCORE OF 490,000 POINTS.

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19463

1 REPLAY FOR EACH SCORE OF 220,000 POINTS.

1 REPLAY FOR EACH SCORE OF 350,000 POINTS.

1 REPLAY FOR EACH SCORE OF 490,000 POINTS.

A-19463

1 REPLAY FOR EACH SCORE OF 240,000 POINTS.

1 REPLAY FOR EACH SCORE OF 370,000 POINTS.

1 REPLAY FOR EACH SCORE OF 510,000 POINTS.

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19464

1 REPLAY FOR EACH SCORE OF 240,000 POINTS.

1 REPLAY FOR EACH SCORE OF 370,000 POINTS.

1 REPLAY FOR EACH SCORE OF 510,000 POINTS.

A-19464

1 REPLAY FOR EACH SCORE OF 260,000 POINTS.

1 REPLAY FOR EACH SCORE OF 390,000 POINTS.

1 REPLAY FOR EACH SCORE OF 530,000 POINTS.

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19622

1 REPLAY FOR EACH SCORE OF 260,000 POINTS.

1 REPLAY FOR EACH SCORE OF 390,000 POINTS.

1 REPLAY FOR EACH SCORE OF 530,000 POINTS.

A-19622

1 REPLAY FOR EACH SCORE OF 280,000 POINTS.

1 REPLAY FOR EACH SCORE OF 410,000 POINTS.

1 REPLAY FOR EACH SCORE OF 550,000 POINTS.

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19466

1 REPLAY FOR EACH SCORE OF 280,000 POINTS.

1 REPLAY FOR EACH SCORE OF 410,000 POINTS.

1 REPLAY FOR EACH SCORE OF 550,000 POINTS.

A-19466

1 REPLAY FOR EACH SCORE OF 300,000 POINTS.

1 REPLAY FOR EACH SCORE OF 430,000 POINTS.

1 REPLAY FOR EACH SCORE OF 570,000 POINTS.

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19467

1 REPLAY FOR EACH SCORE OF 300,000 POINTS.

1 REPLAY FOR EACH SCORE OF 430,000 POINTS.

1 REPLAY FOR EACH SCORE OF 570,000 POINTS.

A-19467

1 REPLAY FOR EACH SCORE OF 320,000 POINTS.

1 REPLAY FOR EACH SCORE OF 450,000 POINTS.

1 REPLAY FOR EACH SCORE OF 590,000 POINTS.

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19468

1 REPLAY FOR EACH SCORE OF 320,000 POINTS.

1 REPLAY FOR EACH SCORE OF 450,000 POINTS.

1 REPLAY FOR EACH SCORE OF 590,000 POINTS.

A-19468

SCORING 200,000 POINTS ADDS 1 BALL.

SCORING 310,000 POINTS ADDS 1 BALL.

SCORING 440,000 POINTS ADDS 1 BALL.

A-19623

SCORING 210,000 POINTS ADDS 1 BALL.

SCORING 330,000 POINTS ADDS 1 BALL.

SCORING 460,000 POINTS ADDS 1 BALL.

A-19317

SCORING 230,000 POINTS ADDS 1 BALL.

SCORING 350,000 POINTS ADDS 1 BALL.

SCORING 480,000 POINTS ADDS 1 BALL.

A-19624

SCORING 250,000 POINTS ADDS 1 BALL.

SCORING 370,000 POINTS ADDS 1 BALL.

SCORING 500,000 POINTS ADDS 1 BALL.

A-19321

SCORING 270,000 POINTS ADDS 1 BALL.

SCORING 390,000 POINTS ADDS 1 BALL.

SCORING 520,000 POINTS ADDS 1 BALL.

A-19625

Used fonts: Futura Hv BT, Futura Md BT, Helvetica, News Gothic Std.

**Cards status:**

B-19435 instruction cards confirmed.

B-19436 instruction cards confirmed.

A-19434 score index card confirmed.

A-19822 French instruction cards confirmed.

All score cards 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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