

# 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.

437

B-19435

# BUCK ROGERS

## INSTRUCTIONS

5 BALLS PER PLAYER

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

COMPLETING RED DROP TARGETS SCORES 5,000 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 100 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.

437

B-19435

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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.

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

437

B-19436

# BUCK ROGERS

## INSTRUCTIONS

5 BALLS PER PLAYER

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

COMPLETING RED DROP TARGETS SCORES 5,000 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.

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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 100 POINTS.

A TILT DOES NOT DISQUALIFY A PLAYER.

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

437

B-19436

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".

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 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.

REPLAY SCORES		ADD-A-BALL SCORES	
A-19856	150,000 - 280,000 - 420,000	A-19623	200,000 - 310,000 - 440,000
A-19490	170,000 - 300,000 - 440,000	A-19317	210,000 - 330,000 - 460,000
* A-19491	190,000 - 320,000 - 460,000	* † A-19624	230,000 - 350,000 - 480,000
A-19621	210,000 - 340,000 - 480,000	A-19321	250,000 - 370,000 - 500,000
A-19463	220,000 - 350,000 - 490,000	A-19625	270,000 - 390,000 - 520,000
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		

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

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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