

# CANADA DRY

## 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.

DROP TARGETS SCORE 2000 POINTS. COMPLETING TOP DROP  
TARGETS LIGHTS RIGHT EXTRA BALL AND SPECIAL ROLLOVER.  
COMPLETING SIDE DROP TARGETS LIGHTS LEFT EXTRA BALL  
ROLLOVER. BULLS EYE TARGETS SCORE 1000 POINTS.

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

A TILT DOES NOT DISQUALIFY A PLAYER.

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

392 C

B-17101-1

# CANADA DRY

## 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.

DROP TARGETS SCORE 300 POINTS. COMPLETING TOP DROP  
TARGETS LIGHTS RIGHT EXTRA BALL AND SPECIAL ROLLOVER.  
COMPLETING SIDE DROP TARGETS LIGHTS LEFT EXTRA  
BALL ROLLOVER. BULLS EYE TARGETS SCORE 100 POINTS.

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

A TILT DOES NOT DISQUALIFY A PLAYER.

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

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B-17101-1

# CANADA DRY

## 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.

TOP DROP TARGETS SCORE 2000 POINTS. COMPLETING TOP DROP TARGETS LIGHTS RIGHT EXTRA BALL ROLLOVER AND SPECIAL ROLLOVER. SIDE DROP TARGETS SCORE 500 POINTS. COMPLETING SIDE DROP TARGETS LIGHTS LEFT EXTRA BALL ROLLOVER. BULLS EYE TARGETS SCORE 1000 POINTS.

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

A TILT DOES NOT DISQUALIFY A PLAYER.

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

392 C

B-17102-1

# CANADA DRY

## 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.

DROP TARGETS SCORE 300 POINTS. COMPLETING TOP DROP TARGETS LIGHTS RIGHT EXTRA BALL AND SPECIAL ROLLOVER. COMPLETING SIDE DROP TARGETS LIGHTS LEFT EXTRA BALL ROLLOVER. BULLS EYE TARGETS SCORE 100 POINTS.

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

A TILT DOES NOT DISQUALIFY A PLAYER.

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

392 C

B-17102-1

SCORES ARE LISTED FROM LIBERAL TO CONSERVATIVE.  
 RECOMMENDED CARDS ARE MARKED \* FOR 3 BALL AND † FOR 5 BALL.  
 NOTE: DUE TO ELECTRICAL ADJUSTMENTS THE 3 BALL SCORES  
 ON REPLAY ARE HIGHER THAN 5 BALL SCORES.

REPLAY SCORES		ADD-A-BALL SCORES	
A-17377	63,000 - 75,000	A-17257	50,000 - 85,000
A-17093	66,000 - 78,000	A-17258	55,000 - 90,000
A-17094	69,000 - 81,000	A-17259	60,000 - 95,000
† A-16914	72,000 - 84,000	A-17260	70,000 - 97,000
A-17254	75,000 - 87,000	A-17261	80,000 - 99,000
A-17255	77,000 - 89,000	A-17262	50,000
* A-16916	79,000 - 91,000	* † A-17263	55,000
A-17098	81,000 - 93,000	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-17267	75,000
		A-17268	80,000

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ADJUSTMENT PLUG LOCATION  
 PLAYBOARD — 3-5 ADJ. AND SIDE DROP TARGET ADJ.  
 LIGHTBOX — POINT SCORE ADJ., GAME ADJ. AND  
 MATCH FEATURE ADJ.  
 BOTTOM PANEL — 1st & 2nd CHUTE ADJ., AND "W" RELAY ADJ.

392

A-16650-4

1 REPLAY FOR EACH SCORE OF 63,000 POINTS.  
 1 REPLAY FOR EACH SCORE OF 75,000 POINTS.

A-17377

1 REPLAY FOR EACH SCORE OF 66,000 POINTS.  
 1 REPLAY FOR EACH SCORE OF 78,000 POINTS.

A-17093

1 REPLAY FOR EACH SCORE OF 69,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 81,000 POINTS.

A-17094

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 75,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 87,000 POINTS.

A-17254

1 REPLAY FOR EACH SCORE OF 77,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 89,000 POINTS.

A-17255

1 REPLAY FOR EACH SCORE OF 79,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 91,000 POINTS.

A-16916

1 REPLAY FOR EACH SCORE OF 81,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 93,000 POINTS.

A-17098

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

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



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

SCORING POINTS ADDS 1 BALL.

A-17242

SCORING POINTS ADDS 1 BALL.  
SCORING POINTS ADDS 1 BALL.

A-17243

<b>Q</b> GAME OVER RELAY	<b>AX</b> RESET CONTROL RELAY	<b>DX</b> 1st BALL RELAY	<b>BX</b> LAST BALL RELAY	<b>W</b> 2nd CHUTE RELAY	<b>O</b> BALL RETURN RELAY	<b>S</b> START RELAY	<b>P</b> ADD PLAYER UNIT RELAY	<b>V</b> REPLAY BUTTON RELAY
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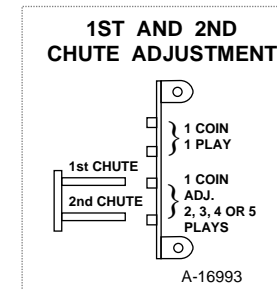
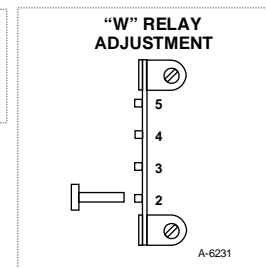


<b>V</b> REPLAY BUTTON RELAY	<b>C</b> SCORE CONTROL RELAY	<b>H</b> TILT HOLD RELAY	<b>D</b> SCORE CONTROL RELAY	<b>R</b> HOLD RELAY	<b>G</b> BONUS SCORE CONTROL RELAY	<b>T</b> TILT RELAY	<b>K</b> DOUBLE BONUS RELAY
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25 VOLT FUSE  <b>15</b> AMP.	PLAYBOARD LIGHT FUSE  <b>10</b> AMP.	LIGHTBOX LIGHT FUSE  <b>12</b> AMP.
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**PRIMARY FUSE**  
**5 AMP. SLO-BLO**

**LINE VOLTAGE**



Fonts used: Futura BdCn BT, Futura Hv BT, Futura Bk BT, Futura Md BT, News Gothic Std, AlternateGotNo2D, AlternateGotNo3D, Helvetica, Segoe UI Symbol  
Card size: 154x108mm (instructions), 154x57mm (score).

**Cards status:**

B-17101-1 instruction card confirmed.

B-17102-1 instruction card confirmed.

A-16650-4 score index card confirmed.

All score cards confirmed.

Relay strip need to be verified, but are confirmed in Target Alpha.

Fuse labels need to be verified, but are confirmed in Target Alpha.

Adjustment labels need to be verified, but are confirmed in Target Alpha.

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)

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