# C O U N T - D O W N

**INSTRUCTIONS 3 BALLS PER PLAYER**

## COMPLETING A GROUP OF DROP TARGETS RESETS THAT GROUP FOR INCREASED VALUE AND SCORES 5000 POINTS. COMPLETING ANY GROUP LIGHTS “EXTRA BALL” ROLLOVER. COMPLETING ANY TWO GROUPS LIGHTS “SPECIAL” ROLLOVER.

### BONUS MULTIPLIER IS INCREASED BY COMPLETING GROUPS OF DROP TARGETS IN SEQUENTIAL ORDER.

### BONUS COUNT-DOWN HOLE LIGHTS WHEN BONUS VALUE IS 20,000.

### MAXIMUM 1 EXTRA BALL PER BALL IN PLAY.

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 ONE REPLAY.

422 SS

B-19150

# C O U N T - D O W N

**INSTRUCTIONS 5 BALLS PER PLAYER**

## COMPLETING A GROUP OF DROP TARGETS RESETS THAT GROUP FOR INCREASED VALUE. ANY TWO COMPLETED GROUP LIGHTS “EXTRA BALL” ROLLOVER. ANY THREE COMPLETED GROUPS LIGHTS “SPECIAL” ROLLOVER.

### BONUS MULTIPLIER IS INCREASED BY COMPLETING GROUPS OF DROP TARGETS IN SEQUENTIAL ORDER.

### BONUS COUNT-DOWN HOLE LIGHTS WHEN BONUS VALUE IS 20,000.

### MAXIMUM 1 EXTRA BALL PER BALL IN PLAY.

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 ONE REPLAY.

422 SS

B-19150

# COUNT-DOWN

**INSTRUCTIONS 3 BALLS PER PLAYER**

## COMPLETING A GROUP OF DROP TARGETS RESETS THAT GROUP FOR INCREASED VALUE AND SCORES 5000 POINTS. COMPLETING ANY GROUP LIGHTS “EXTRA BALL” ROLLOVER. COMPLETING ANY TWO GROUPS LIGHTS “SPECIAL” ROLLOVER.

### BONUS MULTIPLIER IS INCREASED BY COMPLETING GROUPS OF DROP TARGETS IN SEQUENTIAL ORDER.

### BONUS COUNT-DOWN HOLE LIGHTS WHEN BONUS VALUE IS 20,000.

### MAXIMUM 1 EXTRA BALL PER BALL IN PLAY.

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 ONE REPLAY.

**422 SS**

B-19150

# COUNT-DOWN

**INSTRUCTIONS 5 BALLS PER PLAYER**

## COMPLETING A GROUP OF DROP TARGETS RESETS THAT GROUP FOR INCREASED VALUE. ANY TWO COMPLETED GROUPS LIGHTS “EXTRA BALL” ROLLOVER. ANY THREE COMPLETED GROUPS LIGHTS “SPECIAL” ROLLOVER.

### BONUS MULTIPLIER IS INCREASED BY COMPLETING GROUPS OF DROP TARGETS IN SEQUENTIAL ORDER.

### BONUS COUNT-DOWN HOLE LIGHTS WHEN BONUS VALUE IS 20,000.

### MAXIMUM 1 EXTRA BALL PER BALL IN PLAY.

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 ONE REPLAY.

**422 SS**

B-19150

# COUNT-DOWN

**INSTRUCTIONS 3 BALLS PER PLAYER**

## COMPLETING A GROUP OF DROP TARGETS RESETS THAT GROUP FOR INCREASED VALUE AND SCORES 5000 POINTS. COMPLETING ANY GROUP LIGHTS “EXTRA BALL” ROLLOVER. COMPLETING ANY TWO GROUPS LIGHTS “SPECIAL” ROLLOVER.

### BONUS MULTIPLIER IS INCREASED BY COMPLETING GROUPS OF DROP TARGETS IN SEQUENTIAL ORDER.

### BONUS COUNT-DOWN HOLE LIGHTS WHEN BONUS VALUE IS 20,000.

### MAKING “SPECIAL” SCORES 1 EXTRA BALL.

### MAXIMUM 1 EXTRA BALL PER BALL IN PLAY.

A TILT DOES NOT DISQUALIFY A PLAYER.

**422 SS**

B-19151

# COUNT-DOWN

**INSTRUCTIONS 5 BALLS PER PLAYER**

## COMPLETING A GROUP OF DROP TARGETS RESETS THAT GROUP FOR INCREASED VALUE. ANY TWO COMPLETED GROUPS LIGHTS “EXTRA BALL” ROLLOVER. ANY THREE COMPLETED GROUPS LIGHTS “SPECIAL” ROLLOVER.

### BONUS MULTIPLIER IS INCREASED BY COMPLETING GROUPS OF DROP TARGETS IN SEQUENTIAL ORDER.

### BONUS COUNT-DOWN HOLE LIGHTS WHEN BONUS VALUE IS 20,000.

### MAKING “SPECIAL” SCORES 1 EXTRA BALL.

### MAXIMUM 1 EXTRA BALL PER BALL IN PLAY.

A TILT DOES NOT DISQUALIFY A PLAYER.

**422 SS**

B-19151

# COMPTE A REBOURS

**INSTRUCTIONS 3 BILLES PAR JOUEUR**

## Abattre un groupe de cibles les réarme pour augmenter leur valeur et donner 5000 points. Abattre n’importe quel groupe allume le passage “EXTRA BALL” — Abattre deux groupes allume le passage “SPECIAL”. Le Multiplicateur de BONUS est augmenté en abattant les groupes de cibles les uns après les autres. (vert - jaune - rouge - bleu) Le décompte du BONUS par le trou supérieur ne s’effectue que - lorsque le BONUS a atteint 20.000.

## Une “EXTRA BALL” seulement par bille jouée.

## 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 gratuite est obtenue. -

**422**

A-19329

# COMPTE A REBOURS

**INSTRUCTIONS 5 BILLES PAR JOUEUR**

## Abattre un groupe de cibles les réarme pour augmenter leur valeur. Chaque deux groupes abattus allument le passage “EXTRA BALL”. Chaque trois groupes allument le passage “SPECIAL”. Le Multiplicateur de BONUS est augmenté en abattant les groupes de cibles les uns après les autres. Le décompte du BONUS par le trou supérieur ne s’effectue que - lorsque le BONUS a atteint 20.000.

## 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 gratuite est obtenue. -

**422**

A-19329

**COUNT-DOWN**

**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.

**REPLAY SCORES**

A-19227 160,000 - 300,000 - 420,000

A-19228 170,000 - 310,000 - 430,000

A-19229 190,000 - 330,000 - 450,000

\* A-19230 210,000 - 350,000 - 470,000

A-18998 230,000 - 370,000 - 490,000

A-19232 250,000 - 390,000 - 520,000

A-19233 270,000 - 410,000 - 540,000

A-19234 290,000 - 430,000 - 560,000

† A-19235 310,000 - 450,000 - 580,000

A-19236 330,000 - 470,000 - 600,000

A-19237 350,000 - 490,000 - 620,000

A-19238 390,000 - 530,000 - 660,000

**ADD-A-BALL SCORES**

A-19239 180,000 - 280,000 - 380,000

A-19240 190,000 - 290,000 - 390,000

\*† A-19241 200,000 - 300,000 - 400,000

A-19242 210,000 - 310,000 - 410,000

A-19243 220,000 - 320,000 - 420,000

A-19149

422 SS

1 REPLAY FOR EACH SCORE OF 160,000 POINTS.

1 REPLAY FOR EACH SCORE OF 300,000 POINTS.

1 REPLAY FOR EACH SCORE OF 420,000 POINTS.

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19227

1 REPLAY FOR EACH SCORE OF 160,000 POINTS.

1 REPLAY FOR EACH SCORE OF 300,000 POINTS.

1 REPLAY FOR EACH SCORE OF 420,000 POINTS.

A-19227

1 REPLAY FOR EACH SCORE OF 170,000 POINTS.

1 REPLAY FOR EACH SCORE OF 310,000 POINTS.

1 REPLAY FOR EACH SCORE OF 430,000 POINTS.

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19228

1 REPLAY FOR EACH SCORE OF 170,000 POINTS.

1 REPLAY FOR EACH SCORE OF 310,000 POINTS.

1 REPLAY FOR EACH SCORE OF 430,000 POINTS.

A-19228

1 REPLAY FOR EACH SCORE OF 190,000 POINTS.

1 REPLAY FOR EACH SCORE OF 330,000 POINTS.

1 REPLAY FOR EACH SCORE OF 450,000 POINTS.

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19229

1 REPLAY FOR EACH SCORE OF 190,000 POINTS.

1 REPLAY FOR EACH SCORE OF 330,000 POINTS.

1 REPLAY FOR EACH SCORE OF 450,000 POINTS.

A-19229

1 REPLAY FOR EACH SCORE OF 210,000 POINTS.

1 REPLAY FOR EACH SCORE OF 350,000 POINTS.

1 REPLAY FOR EACH SCORE OF 470,000 POINTS.

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19230

1 REPLAY FOR EACH SCORE OF 210,000 POINTS.

1 REPLAY FOR EACH SCORE OF 350,000 POINTS.

1 REPLAY FOR EACH SCORE OF 470,000 POINTS.

A-19230

1 REPLAY FOR EACH SCORE OF 230,000 POINTS.

1 REPLAY FOR EACH SCORE OF 370,000 POINTS.

1 REPLAY FOR EACH SCORE OF 490,000 POINTS.

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-18998

1 REPLAY FOR EACH SCORE OF 230,000 POINTS.

1 REPLAY FOR EACH SCORE OF 370,000 POINTS.

1 REPLAY FOR EACH SCORE OF 490,000 POINTS.

A-18998

1 REPLAY FOR EACH SCORE OF 250,000 POINTS.

1 REPLAY FOR EACH SCORE OF 390,000 POINTS.

1 REPLAY FOR EACH SCORE OF 520,000 POINTS.

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19232

1 REPLAY FOR EACH SCORE OF 250,000 POINTS.

1 REPLAY FOR EACH SCORE OF 390,000 POINTS.

1 REPLAY FOR EACH SCORE OF 520,000 POINTS.

A-19232

1 REPLAY FOR EACH SCORE OF 270,000 POINTS.

1 REPLAY FOR EACH SCORE OF 410,000 POINTS.

1 REPLAY FOR EACH SCORE OF 540,000 POINTS.

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19233

1 REPLAY FOR EACH SCORE OF 270,000 POINTS.

1 REPLAY FOR EACH SCORE OF 410,000 POINTS.

1 REPLAY FOR EACH SCORE OF 540,000 POINTS.

A-19233

1 REPLAY FOR EACH SCORE OF 290,000 POINTS.

1 REPLAY FOR EACH SCORE OF 430,000 POINTS.

1 REPLAY FOR EACH SCORE OF 560,000 POINTS.

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19234

1 REPLAY FOR EACH SCORE OF 290,000 POINTS.

1 REPLAY FOR EACH SCORE OF 430,000 POINTS.

1 REPLAY FOR EACH SCORE OF 560,000 POINTS.

A-19234

1 REPLAY FOR EACH SCORE OF 310,000 POINTS.

1 REPLAY FOR EACH SCORE OF 450,000 POINTS.

1 REPLAY FOR EACH SCORE OF 580,000 POINTS.

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19235

1 REPLAY FOR EACH SCORE OF 310,000 POINTS.

1 REPLAY FOR EACH SCORE OF 450,000 POINTS.

1 REPLAY FOR EACH SCORE OF 580,000 POINTS.

A-19235

1 REPLAY FOR EACH SCORE OF 330,000 POINTS.

1 REPLAY FOR EACH SCORE OF 470,000 POINTS.

1 REPLAY FOR EACH SCORE OF 600,000 POINTS.

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19236

1 REPLAY FOR EACH SCORE OF 330,000 POINTS.

1 REPLAY FOR EACH SCORE OF 470,000 POINTS.

1 REPLAY FOR EACH SCORE OF 600,000 POINTS.

A-19236

1 REPLAY FOR EACH SCORE OF 350,000 POINTS.

1 REPLAY FOR EACH SCORE OF 490,000 POINTS.

1 REPLAY FOR EACH SCORE OF 620,000 POINTS.

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19237

1 REPLAY FOR EACH SCORE OF 350,000 POINTS.

1 REPLAY FOR EACH SCORE OF 490,000 POINTS.

1 REPLAY FOR EACH SCORE OF 620,000 POINTS.

A-19237

1 REPLAY FOR EACH SCORE OF 390,000 POINTS.

1 REPLAY FOR EACH SCORE OF 530,000 POINTS.

1 REPLAY FOR EACH SCORE OF 660,000 POINTS.

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19238

1 REPLAY FOR EACH SCORE OF 390,000 POINTS.

1 REPLAY FOR EACH SCORE OF 530,000 POINTS.

1 REPLAY FOR EACH SCORE OF 660,000 POINTS.

A-19238

SCORING 180,000 POINTS ADDS 1 BALL.

SCORING 280,000 POINTS ADDS 1 BALL.

SCORING 380,000 POINTS ADDS 1 BALL.

A-19239

SCORING 190,000 POINTS ADDS 1 BALL.

SCORING 290,000 POINTS ADDS 1 BALL.

SCORING 390,000 POINTS ADDS 1 BALL.

A-19240

SCORING 200,000 POINTS ADDS 1 BALL.

SCORING 300,000 POINTS ADDS 1 BALL.

SCORING 400,000 POINTS ADDS 1 BALL.

A-19241

SCORING 210,000 POINTS ADDS 1 BALL.

SCORING 310,000 POINTS ADDS 1 BALL.

SCORING 410,000 POINTS ADDS 1 BALL.

A-19242

SCORING 220,000 POINTS ADDS 1 BALL.

SCORING 320,000 POINTS ADDS 1 BALL.

SCORING 420,000 POINTS ADDS 1 BALL.

A-19243

SCORING \_\_\_\_\_\_\_\_ POINTS ADDS 1 BALL.

SCORING \_\_\_\_\_\_\_\_ POINTS ADDS 1 BALL.

SCORING \_\_\_\_\_\_\_\_ POINTS ADDS 1 BALL.

A-14767

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

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

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

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-18287

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

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

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

A-18287

**Cards status:**

B-19150 instruction card confirmed.

B-19151 instruction card confirmed.

A-19329 French instruction card confirmed.

A-19149 index card 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

[www.inkochnito.nl](http://www.inkochnito.nl)

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