

# COUNTERFORCE

## INSTRUCTIONS

## 3 BALLS PER PLAYER

DROP TARGETS SCORE 4000 POINTS, ADD BONUS, AND TURN OUT CORRESPONDING DESCENDING RED LIGHTS. EACH LIT YELLOW TARGET AND ROLLOVER SPOTS A DROP TARGET.

LIT GREEN ROLLOVERS INCREASE MULTIPLIER VALUE. TOP HOLE SCORES 5000 POINTS AND SPOTS TWO LOWER OUTLANE ROLLOVERS.

COMPLETING DROP TARGET BANK RESETS TARGETS AND RESTORES DESCENDING RED LIGHTS TO TOP ROW.

COMPLETING DROP TARGET BANK WHILE 1st ROW OF RED LIGHTS ARE ON LIGHTS SPECIAL TARGET. COMPLETING BANK WHILE 2nd ROW OF RED LIGHTS ARE ON LIGHTS EXTRA BALL TARGET. TOP HOLE LIGHTS FOR SCORE BONUS IF DROP TARGET BANK IS COMPLETED WHILE 3rd ROW OF RED LIGHTS ARE ON.

LIT EXTRA BALL, SPECIAL, AND SCORE BONUS FEATURES ARE TURNED OFF, DROP TARGETS RESET, AND RATE OF DESCENT INCREASES IF DESCENDING RED LIGHTS REACH BONUS MULTIPLIERS. LIT MULTIPLIERS ARE TURNED OFF IF CORRESPONDING RED LIGHT IS ON WHEN RED LIGHTS REACH MULTIPLIERS.

MAXIMUM ONE EXTRA BALL PER BALL IN PLAY.

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.

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B-20176

# COUNTERFORCE

## INSTRUCTIONS

## 5 BALLS PER PLAYER

DROP TARGETS SCORE 2000 POINTS, ADD BONUS, AND TURN OUT CORRESPONDING DESCENDING RED LIGHTS. EACH LIT YELLOW TARGET AND ROLLOVER SPOTS A DROP TARGET.

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B-20180

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COMPLETING BANK WHILE 2nd ROW OF RED LIGHTS ARE ON LIGHTS EXTRA BALL TARGET. TOP HOLE LIGHTS FOR SCORE BONUS IF DROP TARGET BANK IS COMPLETED WHILE 3rd OR 4th ROW OF RED LIGHTS ARE ON.

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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.

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B-20181

# COUNTERFORCE

## INSTRUCTIONS

5 BALLS PER 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.

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B-20181

## REGLE DE JEU COUNTERFORCE

### INSTRUCTIONS

### 3 BILLES PAR JOUEUR

Les cibles donnent 4000 points, augmentent le bonus et éteignent les lampes descendantes correspondantes.

Chaque cible ronde et passages jaunes allumés font descendre une cible.

Les passages verts allumés augmentent le multiplicateur.

Le trou de haut donne 5000 points et éteint deux passages verts du bas.

Abattre toutes les cibles, les réarme et rallume les lampes rouges descendantes de la première rangée.

Abattre toutes les cibles, pendant que la première rangée de lampes rouges s'est allumée, allume la cible de spécial.

Abattre toutes les cibles pendant que la deuxième rangée de lampes rouges est allumée, allume la cible EXTRA BALL.

Le trou supérieur est allumé pour décompter le bonus si toutes les cibles sont abattues lorsque la troisième rangée de lampes rouges est allumée.

L'extra ball, le spécial, et le décomptage du bonus sont éteints, le réarmement des cibles, la vitesse de descente augmentent si les lampes rouges descendantes atteignent les multiplicateurs de bonus.

Les multiplicateurs allumés s'éteignent si les lampes rouges correspondantes sont allumées, lorsqu'elles atteignent les multiplicateurs.

Maximum une Extra Ball par bille.

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.—

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A-20333

## REGLE DE JEU COUNTERFORCE

### INSTRUCTIONS

### 5 BILLES PAR JOUEUR

Les cibles donnent 2000 points, augmentent le bonus et éteignent les lampes descendantes correspondantes.

Chaque cible ronde et passages jaunes allumés font descendre une cible.

Les passages verts allumés augmentent le multiplicateur.

Le trou de haut donne 3000 points et éteint deux passages verts du bas.

Abattre toutes les cibles, les réarme et rallume les lampes rouges descendantes de la première rangée.

Abattre toutes les cibles, pendant que la première rangée de lampes rouges s'est allumée, allume la cible de spécial.

Abattre toutes les cibles pendant que la deuxième rangée de lampes rouges est allumée, allume la cible EXTRA BALL.

Le trou supérieur est allumé pour décompter le bonus si toutes les cibles sont abattues lorsque la troisième rangée de lampes rouges est allumée.

L'extra ball, le spécial, et le décomptage du bonus sont éteints, le réarmement des cibles, la vitesse de descente augmentent si les lampes rouges descendantes atteignent les multiplicateurs de bonus.

Les multiplicateurs allumés s'éteignent si les lampes rouges correspondantes sont allumées, lorsqu'elles atteignent les multiplicateurs.

Maximum une Extra Ball par bille.

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.—

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A-20333

# COUNTERFORCE

## Spielanleitung

3 Kugeln pro Spiel

Die Drop Targets zählen 4000 Punkte, addieren den Bonus und löschen die herabsinkende roten Lämpchen. Beleuchtete gelbe Ziele und Überrollkontakte bestätigen die entsprechenden Fallziele.

Die beleuchteten grünen Überrollkontakte erhöhen den Bonusmultiplikationswert. Das obere Loch zählt 5000 Punkte und löscht die beiden unteren äußeren Kugelausläufe.

Die Bank wird wieder aufgestellt und die roten Lämpchen kehren in ihre Ausgangsstellung zurück, wenn alle Drop Targets getroffen wurden.

Rote Lämpchen 1. Reihe und alle Targets getroffen == Spezial-Freispiel-Chance.

Rote Lämpchen 2. Reihe und alle Targets getroffen == Extraball-Chance.

Rote Lämpchen 3. Reihe und alle Targets getroffen == Bonusabzähl-Chance.

Extra-Ball, Spezial- und Bonusabzähl-Chance erlöschen, wenn die roten Lämpchen die grünen Bonus-Multiplikationslämpchen erreichen. Die grünen Lämpchen erlöschen auch, wenn sie von den roten getroffen wurden.

Maximal ein Extra-Ball pro Spiel.

656

A-20334 (G) 31 32

# COUNTERFORCE

## Spielanleitung

5 Kugeln pro Spiel

Die Drop Targets zählen 2000 Punkte, addieren den Bonus und löschen die herabsinkende roten Lämpchen. Beleuchtete gelbe Ziele und Überrollkontakte bestätigen die entsprechenden Fallziele.

Die beleuchteten grünen Überrollkontakte erhöhen den Bonusmultiplikationswert. Das obere Loch zählt 3000 Punkte und löscht die beiden unteren äußeren Kugelausläufe.

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Extra-Ball, Spezial- und Bonusabzähl-Chance erlöschen, wenn die roten Lämpchen die grünen Bonus-Multiplikationslämpchen erreichen. Die grünen Lämpchen erlöschen auch, wenn sie von den roten getroffen wurden.

Maximal ein Extra-Ball pro Spiel.

656

A-20334 (G) 31 32

**1 REPLAY FOR EACH SCORE OF 350,000 POINTS**  
**1 REPLAY FOR EACH SCORE OF 560,000 POINTS**  
**3 REPLAYS FOR BEATING HIGH SCORE TO DATE**

**A-20131**

**1 REPLAY FOR EACH SCORE OF 350,000 POINTS**  
**1 REPLAY FOR EACH SCORE OF 560,000 POINTS**

**A-20131**

**1 REPLAY FOR EACH SCORE OF 380,000 POINTS**  
**1 REPLAY FOR EACH SCORE OF 590,000 POINTS**  
**3 REPLAYS FOR BEATING HIGH SCORE TO DATE**

**A-20132**

**1 REPLAY FOR EACH SCORE OF 380,000 POINTS**  
**1 REPLAY FOR EACH SCORE OF 590,000 POINTS**

**A-20132**

**1 REPLAY FOR EACH SCORE OF 410,000 POINTS**  
**1 REPLAY FOR EACH SCORE OF 620,000 POINTS**  
**3 REPLAYS FOR BEATING HIGH SCORE TO DATE**

**A-20214**

**1 REPLAY FOR EACH SCORE OF 410,000 POINTS**  
**1 REPLAY FOR EACH SCORE OF 620,000 POINTS**

**A-20214**

**1 REPLAY FOR EACH SCORE OF 430,000 POINTS**  
**1 REPLAY FOR EACH SCORE OF 590,000 POINTS**  
**3 REPLAYS FOR BEATING HIGH SCORE TO DATE**

**A-20215**

**1 REPLAY FOR EACH SCORE OF 430,000 POINTS**  
**1 REPLAY FOR EACH SCORE OF 590,000 POINTS**

**A-20215**



**1 REPLAY FOR EACH SCORE OF 440,000 POINTS**  
**1 REPLAY FOR EACH SCORE OF 650,000 POINTS**  
**3 REPLAYS FOR BEATING HIGH SCORE TO DATE**

**A-20216**

**1 REPLAY FOR EACH SCORE OF 440,000 POINTS**  
**1 REPLAY FOR EACH SCORE OF 650,000 POINTS**

**A-20216**

**1 REPLAY FOR EACH SCORE OF 470,000 POINTS**  
**1 REPLAY FOR EACH SCORE OF 630,000 POINTS**  
**3 REPLAYS FOR BEATING HIGH SCORE TO DATE**

**A-20217**

**1 REPLAY FOR EACH SCORE OF 470,000 POINTS**  
**1 REPLAY FOR EACH SCORE OF 630,000 POINTS**

**A-20217**

**1 REPLAY FOR EACH SCORE OF 490,000 POINTS**  
**1 REPLAY FOR EACH SCORE OF 650,000 POINTS**  
**3 REPLAYS FOR BEATING HIGH SCORE TO DATE**

**A-20218**

**1 REPLAY FOR EACH SCORE OF 490,000 POINTS**  
**1 REPLAY FOR EACH SCORE OF 650,000 POINTS**

**A-20218**

**1 REPLAY FOR EACH SCORE OF 510,000 POINTS**  
**1 REPLAY FOR EACH SCORE OF 670,000 POINTS**  
**3 REPLAYS FOR BEATING HIGH SCORE TO DATE**

**A-20219**

**1 REPLAY FOR EACH SCORE OF 510,000 POINTS**  
**1 REPLAY FOR EACH SCORE OF 670,000 POINTS**

**A-20219**

**1 REPLAY FOR EACH SCORE OF 530,000 POINTS**  
**1 REPLAY FOR EACH SCORE OF 690,000 POINTS**  
**3 REPLAYS FOR BEATING HIGH SCORE TO DATE**

**A-20220**

**1 REPLAY FOR EACH SCORE OF 530,000 POINTS**  
**1 REPLAY FOR EACH SCORE OF 690,000 POINTS**

**A-20220**

**SCORING 310,000 POINTS ADDS 1 BALL**  
**SCORING 480,000 POINTS ADDS 1 BALL**

**A-20221**

**SCORING 320,000 POINTS ADDS 1 BALL**  
**SCORING 490,000 POINTS ADDS 1 BALL**

**A-20222**

**SCORING 330,000 POINTS ADDS 1 BALL**

**SCORING 500,000 POINTS ADDS 1 BALL**

**A-20223**

**SCORING 340,000 POINTS ADDS 1 BALL**

**SCORING 510,000 POINTS ADDS 1 BALL**

**A-20224**

**SCORING 350,000 POINTS ADDS 1 BALL**

**SCORING 520,000 POINTS ADDS 1 BALL**

**A-20225**

**ALL LIT SPECIALS SCORE 50,000 POINTS**

**ALL LIT EXTRA BALLS SCORE 50,000 POINTS**

**NOV**

1 REPLAY FOR EACH SCORE OF           POINTS  
1 REPLAY FOR EACH SCORE OF           POINTS  
3 REPLAYS FOR BEATING HIGH SCORE TO DATE

1 REPLAY FOR EACH SCORE OF           POINTS  
1 REPLAY FOR EACH SCORE OF           POINTS

## COUNTERFORCE

SCORE CARDS ARE LISTED FROM LIBERAL TO CONSERVATIVE.  
RECOMMENDED CARDS ARE MARKED \* FOR 3 BALL AND † FOR 5 BALL.

### REPLAY SCORES

A-20131	350,000 – 560,000
A-20132	380,000 – 590,000
* A-20214	410,000 – 620,000
A-20215	430,000 – 590,000
A-20216	440,000 – 650,000
† A-20217	470,000 – 630,000
A-20218	490,000 – 650,000
A-20219	510,000 – 670,000
A-20220	530,000 – 690,000

### ADD-A-BALL SCORES

A-20221	310,000 – 480,000
A-20222	320,000 – 490,000
* † A-20223	330,000 – 500,000
A-20224	340,000 – 510,000
A-20225	350,000 – 520,000

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

Fonts used: Helvetica, Futura Std ExtraBold.

**Cards status:**

A-20176 instruction card confirmed.

A-20177 instruction card confirmed.

A-20180 instruction card confirmed.

A-20181 instruction card confirmed.

A-20175-1 score index card confirmed.

A-20333 French instruction card confirmed.

A-20334 (G) 31 32 German instruction card confirmed.

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.