# 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.**

656 B-20176

# COUNTERFORCE

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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.**

656 B-20177

# COUNTERFORCE

**INSTRUCTIONS 5 BALLS PER PLAYER**

## DROP TARGETS SCORE 2000 POINTS, ADD BONUS, AND TURN OUT

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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 ROW OF RED LIGHTS ARE ON.

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**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.**

656 B-20180

# 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.**

### 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**

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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

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**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.**

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656 B-20180

# COUNTERFORCE

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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.

#### 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.**

**A TILT DOES NOT DISQUALIFY A PLAYER.**

**MAKING “SPECIAL” SCORES ONE EXTRA BALL. MAXIMUM ONE EXTRA BALL**

**PER BALL IN PLAY.**

656 B-20181

# COUNTERFORCE

**INSTRUCTIONS 5 BALLS PER PLAYER**

## DROP TARGETS SCORE 2000 POINTS, ADD BONUS, AND TURN OUT

**CORRESPONDING DESCENDING RED LIGHTS. EACH LIT YELLOW TARGET**

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**ARE TURNED OFF IF CORRESPONDING RED LIGHT IS ON WHEN RED**

**LIGHTS REACH MULTIPLIERS.**

**A TILT DOES NOT DISQUALIFY A PLAYER.**

**MAKING “SPECIAL” SCORES ONE EXTRA BALL. MAXIMUM ONE EXTRA BALL**

**PER BALL IN PLAY.**

656 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.—**

656 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  
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**Le trou supérieur est allumé pour décompter le bonus si toutes les cibles  
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**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.—**

656 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 Überrolkontakte erhöhen den Bonusmultiplikations-

**wert. 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 Aus-

**gangsstellung 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.**

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**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.**

NOTE: IF GAME IS OPERATED WITHOUT “HIGH GAME TO DATE” FEATURE

**TURN SCORE CARD OVER.**

**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

A-20175-1

656

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.