# DIMENSION

**MINIMUM 3 BALLS PER PLAY**

**INSTRUCTIONS**

## POINTS ARE SCORED AS INDICATED.

## HITTING DROP TARGETS SCORES 50 POINTS.

## COMPLETING RED AND BLUE TARGET SEQUENCE SCORES AN ADDITIONAL BALL, LIGHTS LEFT BUMPER FOR 1000 POINTS AND LIGHTS TWO BULLS EYE TARGETS FOR “WOW”.

## COMPLETING YELLOW AND GREEN TARGET SEQUENCE SCORES AN ADDITIONAL BALL, LIGHTS RIGHT BUMPER FOR 1000 POINTS AND LIGHTS TWO BULLS EYE TARGETS FOR “WOW”.

## COMPLETING RED AND YELLOW TARGET SEQUENCE LIGHTS CENTER HOLE FOR “WOW”.

## BALL GOING OUT RESETS COMPLETED SIDE.

## HITTING “WOW” SCORES 1 ADDITIONAL BALL.

## TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

B-13565

308

# DIMENSION

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## COMPLETING RED AND YELLOW TARGET SEQUENCE LIGHTS CENTER HOLE FOR “WOW”.

## BALL GOING OUT RESETS COMPLETED SIDE.

## HITTING “WOW” SCORES 1 ADDITIONAL BALL.

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B-13565

# DIMENSION

**MINIMUM 5 BALLS PER PLAY**

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## COMPLETING RED AND YELLOW TARGET SEQUENCE LIGHTS CENTER HOLE FOR “WOW”.

## BALL GOING OUT RESETS COMPLETED SIDE.

## HITTING “WOW” SCORES 1 ADDITIONAL BALL.

## TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

B-13566-1

308

# DIMENSION

**MINIMUM 5 BALLS PER PLAY**

**INSTRUCTIONS**

## POINTS ARE SCORED AS INDICATED.

## HITTING DROP TARGETS SCORES 50 POINTS.

## COMPLETING RED AND BLUE TARGET SEQUENCE SCORES AN ADDITIONAL BALL, LIGHTS LEFT BUMPER FOR 1000 POINTS AND LIGHTS TWO BULLS EYE TARGETS FOR “WOW”.

## COMPLETING YELLOW AND GREEN TARGET SEQUENCE SCORES AN ADDITIONAL BALL, LIGHTS RIGHT BUMPER FOR 1000 POINTS AND LIGHTS TWO BULLS EYE TARGETS FOR “WOW”.

## COMPLETING RED AND YELLOW TARGET SEQUENCE LIGHTS CENTER HOLE FOR “WOW”.

## BALL GOING OUT RESETS COMPLETED SIDE.

## HITTING “WOW” SCORES 1 ADDITIONAL BALL.

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B-13566-1

# DIMENSION

**MINIMUM 8 BALLS PER PLAY**

**INSTRUCTIONS**

## POINTS ARE SCORED AS INDICATED.

## HITTING DROP TARGETS SCORES 50 POINTS.

## COMPLETING RED AND BLUE TARGET SEQUENCE SCORES AN ADDITIONAL BALL, LIGHTS LEFT BUMPER FOR 1000 POINTS AND LIGHTS TWO BULLS EYE TARGETS FOR “WOW”.

## COMPLETING YELLOW AND GREEN TARGET SEQUENCE SCORES AN ADDITIONAL BALL, LIGHTS RIGHT BUMPER FOR 1000 POINTS AND LIGHTS TWO BULLS EYE TARGETS FOR “WOW”.

## COMPLETING RED AND YELLOW TARGET SEQUENCE LIGHTS CENTER HOLE FOR “WOW”.

## BALL GOING OUT RESETS COMPLETED SIDE.

## HITTING “WOW” SCORES 1 ADDITIONAL BALL.

## TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

B-13567-1

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# DIMENSION

**MINIMUM 8 BALLS PER PLAY**

**INSTRUCTIONS**

## POINTS ARE SCORED AS INDICATED.

## HITTING DROP TARGETS SCORES 50 POINTS.

## COMPLETING RED AND BLUE TARGET SEQUENCE SCORES AN ADDITIONAL BALL, LIGHTS LEFT BUMPER FOR 1000 POINTS AND LIGHTS TWO BULLS EYE TARGETS FOR “WOW”.

## COMPLETING YELLOW AND GREEN TARGET SEQUENCE SCORES AN ADDITIONAL BALL, LIGHTS RIGHT BUMPER FOR 1000 POINTS AND LIGHTS TWO BULLS EYE TARGETS FOR “WOW”.

## COMPLETING RED AND YELLOW TARGET SEQUENCE LIGHTS CENTER HOLE FOR “WOW”.

## BALL GOING OUT RESETS COMPLETED SIDE.

## HITTING “WOW” SCORES 1 ADDITIONAL BALL.

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# DIMENSION

**RULES**

## POINTS ARE SCORED AS INDICATED.

## HITTING DROP TARGETS SCORES 50 POINTS.

## COMPLETING RED AND BLUE TARGET SEQUENCE CONTINUES PLAY, LIGHTS LEFT BUMPER FOR 1000 POINTS AND LIGHTS TWO BULLS EYE TARGETS FOR “WOW”.

## COMPLETING YELLOW AND GREEN TARGET SEQUENCE CONTINUES PLAY, LIGHTS RIGHT BUMPER FOR 1000 POINTS AND LIGHTS TWO BULLS EYE TARGETS FOR “WOW”.

## COMPLETING RED AND YELLOW TARGET SEQUENCE LIGHTS CENTER HOLE FOR “WOW”.

## BALL GOING OUT RESETS COMPLETED SIDE.

## HITTING “WOW” CONTINUES PLAY.

## TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

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B-13568

# DIMENSION

**MINIMUM 5 BALLS PER PLAY**

**INSTRUCTIONS**

## POINTS ARE SCORED AS INDICATED.

## HITTING DROP TARGETS SCORES 50 POINTS.

## COMPLETING RED AND BLUE TARGET SEQUENCE SCORES AN ADDITIONAL BALL, LIGHTS LEFT BUMPER FOR 1000 POINTS AND LIGHTS TWO BULLS EYE TARGETS FOR “WOW”.

## COMPLETING YELLOW AND GREEN TARGETS SEQUENCE SCORES AN ADDITIONAL BALL, LIGHTS RIGHT BUMPER FOR 1000 POINTS AND LIGHTS TWO BULLS EYE TARGETS FOR “WOW”.

## COMPLETING RED AND YELLOW TARGET SEQUENCE LIGHTS CENTER HOLE FOR “WOW”.

## BALL GOING OUT RESETS COMPLETED SIDE.

## HITTING “WOW” SCORES 1 ADDITIONAL BALL.

B-13568

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SCORING 20,000 POINTS ADDS 1 BALL.

A-13594

SCORING 30,000 POINTS ADDS 1 BALL.

A-11746

SCORING 40,000 POINTS ADDS 1 BALL.

A-11747

SCORING 20,000 POINTS ADDS 1 BALL.

SCORING 40,000 POINTS ADDS 1 BALL.

A-13646

Used fonts: Futura Hv BT, Futura LT condensed, Futura Bk BT, Futura Md BT

**Cards status:**

B-13565 3 balls minimum instruction card confirmed.

B-13566-1 5 balls minimum instruction card needed to verify.

B-13567-1 8 balls minimum instruction card confirmed.

B-13568 Rules instruction card confirmed.

A-13594 score (add a ball) card confirmed.

A-11746 score (add a ball) card confirmed.

A-11747 score (add a ball) card confirmed.

A-13646 score (add a ball) card 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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