

DRAGON

INSTRUCTIONS

3 BALLS PER PLAYER

A-B-C-D ROLLOVERS ADD BONUS AND SCORES 5000 POINTS.
“A” LIGHTS 2 X BONUS MULTIPLIER, “A”-“B” LIGHTS 3 X, “A”-“B”-“C”
LIGHTS 4 X AND “A”-“B”-“C”-“D” LIGHTS 5 X.

ROLLOVER BUTTONS ADD BONUS.

VARI-TARGETS SCORE BONUS AS INDICATED

POP BUMPERS SCORE 1000 POINTS.

SPINNING TARGET CHANGES ROLLOVER SPOTTING LIGHT.

BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL.

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.

419 SS

B-18491-1

DRAGON

INSTRUCTIONS

5 BALLS PER PLAYER

A-B-C-D ROLLOVERS ADD BONUS AND SCORES 500 OR 5000 POINTS
WHEN LIT. “A” LIGHTS 2 X BONUS MULTIPLIER, “A”-“B” LIGHTS 3 X,
“A”-“B”-“C” LIGHTS 4 X AND “A”-“B”-“C”-“D” LIGHTS 5 X.

ROLLOVER BUTTONS ADD BONUS.

VARI-TARGETS SCORE BONUS AS INDICATED

POP BUMPERS SCORE 1000 POINTS.

SPINNING TARGET CHANGES ROLLOVER SPOTTING LIGHT.

BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL.

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.

419 SS

B-18491-1

DRAGON

INSTRUCTIONS

3 BALLS PER PLAYER

A-B-C-D ROLLOVERS ADD BONUS AND SCORES 5000 POINTS.
“A” LIGHTS 2 X BONUS MULTIPLIER, “A”-“B” LIGHTS 3 X, “A”-“B”-“C”
LIGHTS 4 X AND “A”-“B”-“C”-“D” LIGHTS 5 X.

ROLLOVER BUTTONS ADD BONUS.

VARI-TARGETS SCORE BONUS AS INDICATED

POP BUMPERS SCORE 1000 POINTS.

SPINNING TARGET CHANGES ROLLOVER SPOTTING LIGHT.

A TILT DOES NOT DISQUALIFY A PLAYER.

MAKING “SPECIAL” SCORES ONE EXTRA BALL.

MAXIMUM ONE BALL PER BALL IN PLAY.

419 SS

B-18492-1

DRAGON

INSTRUCTIONS

5 BALLS PER PLAYER

A-B-C-D ROLLOVERS ADD BONUS AND SCORES 500 OR 5000 POINTS
WHEN LIT. “A” LIGHTS 2 X BONUS MULTIPLIER, “A”-“B” LIGHTS 3 X,
“A”-“B”-“C” LIGHTS 4 X AND “A”-“B”-“C”-“D” LIGHTS 5 X.

ROLLOVER BUTTONS ADD BONUS.

VARI-TARGETS SCORE BONUS AS INDICATED

POP BUMPERS SCORE 1000 POINTS.

SPINNING TARGET CHANGES ROLLOVER SPOTTING LIGHT.

A TILT DOES NOT DISQUALIFY A PLAYER.

MAKING “SPECIAL” SCORES ONE EXTRA BALL.

MAXIMUM ONE BALL PER BALL IN PLAY.

419 SS

B-18492-1

REGLE DU JEU

DRAGON

INSTRUCTIONS

3 BILLES PAR JOUEUR

Les passages A-B-C-D additionnent les Bonus, et donnent 5000 points.
"A" allume le multiplicateur 2 X, "A" et "B" allument 3 X,
"A"- "B"- "C" allument 4 X, et "A"- "B"- "C"- "D" allument 5 X.

Les étoiles additionnent le Bonus.

Les cibles latérales donnent le Bonus indiqué.

Les bumpers donnent 1000 points.

La cible tournante change l'allumage des étoiles.

Le Bonus est décompté et le jeu remis à zéro après chaque 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 gratuite est obtenue.—

419SS

A-19034

Used fonts: Futura Hv BT, Futura Md BT, Helvetica, News Gothic Std.

Cards status:

B-18491-1 instruction card confirmed.

B-18492-1 instruction card confirmed.

A-19034 instruction card 3 balls French 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

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