# 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.

B-18491-1

419 SS

# DRAGON

**INSTRUCTIONS 5 BALLS PER PLAYER**

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## MAKING “SPECIAL” SCORES ONE EXTRA BALL.

## MAXIMUM ONE BALL PER BALL IN PLAY.

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**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 iden- tiques aux deux chiffres affichés en bas au milieu du fronton (number to match), une partie gratuite est obtenue.—

A-19034

419SS

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

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