## FLIPPER CLOWN

## MINIMUM 5 BALLS PER PLAY

## TARGETS SCORE 10 TIMES INDICATED VALUE WHEN SELECT- ING NUMBER; OTHERWISE 10 POINTS.

## WHEN THE “RIGHT TARGET NUMBER SELECTED” IS LARGER THAN THE “LEFT TARGET NUMBER SELECTED”, 1 BALL IS ADDED. EITHER NUMBER CAN BE MADE FIRST.

## SELECTED NUMBERS RESET WHEN BOTH NUMBERS ARE SE- LECTED OR “LEFT TARGET NUMBER SELECTED” IS 15.

## SCORING 2000 POINTS ADDS 1 BALL.

## ENJOY YOURSELF

A-6851-1

191

## FLIPPER CLOWN

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## TARGETS SCORE 10 TIMES INDICATED VALUE WHEN SELECT- ING NUMBER; OTHERWISE 10 POINTS.

## WHEN THE “RIGHT TARGET NUMBER SELECTED” IS LARGER THAN THE “LEFT TARGET NUMBER SELECTED”, 1 BALL IS ADDED. EITHER NUMBER CAN BE MADE FIRST.

## SELECTED NUMBERS RESET WHEN BOTH NUMBERS ARE SE- LECTED OR “LEFT TARGET NUMBER SELECTED” IS 15.

## SCORING 3000 POINTS ADDS 1 BALL.

## ENJOY YOURSELF

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## SCORING 4000 POINTS ADDS 1 BALL.

## ENJOY YOURSELF

A-6854-1

191

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## SELECTED NUMBERS RESET WHEN BOTH NUMBERS ARE SE- LECTED OR “LEFT TARGET NUMBER SELECTED” IS 15.

## TILT PENALTY 1 BALL PLUS BALL IN PLAY.

## ENJOY YOURSELF

A-6855-1

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## FLIPPER CLOWN

## MINIMUM 5 BALLS PER PLAY

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## SELECTED NUMBERS RESET WHEN BOTH NUMBERS ARE SE- LECTED OR “LEFT TARGET NUMBER SELECTED” IS 15.

## TILT PENALTY 1 BALL PLUS BALL IN PLAY.

## SCORING 2000 POINTS ADDS 1 BALL.

## ENJOY YOURSELF

A-6856-1

191

## FLIPPER CLOWN

## MINIMUM 5 BALLS PER PLAY

## TARGETS SCORE 10 TIMES INDICATED VALUE WHEN SELECT- ING NUMBER; OTHERWISE 10 POINTS.

## WHEN THE “RIGHT TARGET NUMBER SELECTED” IS LARGER THAN THE “LEFT TARGET NUMBER SELECTED”, 1 BALL IS ADDED. EITHER NUMBER CAN BE MADE FIRST.

## SELECTED NUMBERS RESET WHEN BOTH NUMBERS ARE SE- LECTED OR “LEFT TARGET NUMBER SELECTED” IS 15.

## TILT PENALTY 1 BALL PLUS BALL IN PLAY.

## SCORING 3000 POINTS ADDS 1 BALL.

## ENJOY YOURSELF

A-6857-1

191

## FLIPPER CLOWN

## MINIMUM 5 BALLS PER PLAY

## TARGETS SCORE 10 TIMES INDICATED VALUE WHEN SELECT- ING NUMBER; OTHERWISE 10 POINTS.

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## TILT PENALTY 1 BALL PLUS BALL IN PLAY.

## SCORING 2000 POINTS ADDS 1 BALL.

## SCORING 3000 POINTS ADDS 1 BALL.

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A-6858-1

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## TILT PENALTY 1 BALL PLUS BALL IN PLAY.

## SCORING 4000 POINTS ADDS 1 BALL.

## ENJOY YOURSELF

A-6859-1

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Used fonts: Futura Medium, Futura Hv BT, Futura ExtraBold.

**Cards status:**

A-6851-1 instruction card confirmed.

A-6852-1 instruction card confirmed.

A-6853-1 instruction card confirmed.

A-6854-1 instruction card confirmed.

A-6855-1 instruction card confirmed.

A-6856-1 instruction card confirmed.

A-6857-1 instruction card confirmed.

A-6858-1 instruction card NEEDED to verify. (Based upon the sample game score levels).

A-6859-1 instruction 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

[www.inkochnito.nl](http://www.inkochnito.nl)

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