

FLIPPER COWBOY

MINIMUM 5 BALLS PER PLAY

Each time the two yellow and the two white rollovers are hit player receives 1 additional ball.

Hitting numbered roto targets lights corresponding numbered spots. Lighting 4 adjacent spots adds 1 ball. Each additional adjacent spot adds 1 ball.

Hitting bullseye roto target adds 1 ball.

Tilt penalty 1 ball plus ball in play.

Scoring 2000 points adds 1 ball.

Scoring 4000 points adds 1 ball.

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

Cards status:

A-7136-3 instruction card confirmed.

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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.