

FLIPPER PARADE

MINIMUM 5 BALLS PER PLAY

TOP ROLLOVERS DETERMINE SELECTION.

HITTING NUMBERED TARGET THAT MATCHES SELECTION ADDS 1 BALL.

HITTING ALL SELECTIONS ADDS 1 BALL.

181

A-6292

FLIPPER PARADE

MINIMUM 5 BALLS PER PLAY

TOP ROLLOVERS DETERMINE SELECTION.

HITTING NUMBERED TARGET THAT MATCHES SELECTION ADDS 1 BALL.

HITTING ALL SELECTIONS ADDS 1 BALL.

SCORING 2,000 POINTS ADDS 1 BALL.

SCORING 3,000 POINTS ADDS 1 BALL.

181

A-6293

FLIPPER PARADE

MINIMUM 5 BALLS PER PLAY

TOP ROLLOVERS DETERMINE SELECTION.

HITTING NUMBERED TARGET THAT MATCHES SELECTION ADDS 1 BALL.

HITTING ALL SELECTIONS ADDS 1 BALL.

SCORING 3,000 POINTS ADDS 1 BALL.

SCORING 4,000 POINTS ADDS 1 BALL.

181

A-6294

FLIPPER PARADE

MINIMUM 5 BALLS PER PLAY

TOP ROLLOVERS DETERMINE SELECTION.

HITTING NUMBERED TARGET THAT MATCHES SELECTION ADDS 1 BALL.

HITTING ALL SELECTIONS ADDS 1 BALL.

SCORING 1,000 POINTS ADDS 1 BALL.

SCORING 3,000 POINTS ADDS 1 BALL.

181

A-6295

FLIPPER PARADE

MINIMUM 5 BALLS PER PLAY

TOP ROLLOVERS DETERMINE SELECTION.

HITTING NUMBERED TARGET THAT MATCHES SELECTION ADDS 1 BALL.

HITTING ALL SELECTIONS ADDS 1 BALL.

SCORING 2,000 POINTS ADDS 1 BALL.

181

A-6296

FLIPPER PARADE

MINIMUM 5 BALLS PER PLAY

TOP ROLLOVERS DETERMINE SELECTION.

HITTING NUMBERED TARGET THAT MATCHES SELECTION ADDS 1 BALL.

HITTING ALL SELECTIONS ADDS 1 BALL.

TILT PENALTY 1 BALL PLUS BALL IN PLAY.

181

A-6352

FLIPPER PARADE

MINIMUM 5 BALLS PER PLAY

TOP ROLLOVERS DETERMINE SELECTION.

HITTING NUMBERED TARGET THAT MATCHES SELECTION ADDS 1 BALL.

HITTING ALL SELECTIONS ADDS 1 BALL.

TILT PENALTY 1 BALL PLUS BALL IN PLAY.

SCORING 2,000 POINTS ADDS 1 BALL.

SCORING 3,000 POINTS ADDS 1 BALL.

181

A-6353

FLIPPER PARADE

MINIMUM 5 BALLS PER PLAY

TOP ROLLOVERS DETERMINE SELECTION.

HITTING NUMBERED TARGET THAT MATCHES SELECTION ADDS 1 BALL.

HITTING ALL SELECTIONS ADDS 1 BALL.

TILT PENALTY 1 BALL PLUS BALL IN PLAY.

SCORING 3,000 POINTS ADDS 1 BALL.

SCORING 4,000 POINTS ADDS 1 BALL.

181

A-6354

FLIPPER PARADE

MINIMUM 5 BALLS PER PLAY

TOP ROLLOVERS DETERMINE SELECTION.

HITTING NUMBERED TARGET THAT MATCHES SELECTION ADDS 1 BALL.

HITTING ALL SELECTIONS ADDS 1 BALL.

TILT PENALTY 1 BALL PLUS BALL IN PLAY.

SCORING 1,000 POINTS ADDS 1 BALL.

SCORING 3,000 POINTS ADDS 1 BALL.

181

A-6355

FLIPPER PARADE

MINIMUM 5 BALLS PER PLAY

TOP ROLLOVERS DETERMINE SELECTION.

HITTING NUMBERED TARGET THAT MATCHES SELECTION ADDS 1 BALL.

HITTING ALL SELECTIONS ADDS 1 BALL.

TILT PENALTY 1 BALL PLUS BALL IN PLAY.

SCORING 2,000 POINTS ADDS 1 BALL.

181

A-6356

AS A SPECIAL FEATURE THIS MACHINE IS EQUIPPED WITH A TILT RESET CIRCUIT. HOWEVER THE PLAYER IS PENALIZED 1 BALL PLUS BALL IN PLAY FOR HAVING TILTED.

THEREFORE IF A TILT OCCURS WITH ONLY 2 BALLS SHOWING ON THE BACK GLASS THE GAME WILL BE OVER. THIS FEATURE IS OPTIONAL AND CAN BE DISCONNECTED BY MOVING THE TILT RESET ADJ. PLUG TO THE OUT POSITION. WITH THE ADJUSTMENT PLUG IN THE OUT POSITION THE GAME IS DEAD WHEN A TILT OCCURS. THE ADJUSTMENT PLUG IS LOCATED UNDER THE PLAYFIELD AND IS ACCESSIBLE THROUGH THE FRONT DOOR.

181

A-6357

Used fonts: Futura LT Condensed, Futura Hv BT, Futura Bk BT, Futura Md BT
Card size: 108x154mm

Cards status:

A-6292 instruction card confirmed.

A-6293 instruction card confirmed.

A-6294 instruction card confirmed.

A-6295 instruction card confirmed.

A-6296 instruction card confirmed.

A-6352 instruction card confirmed.

A-6353 instruction card confirmed.

A-6354 instruction card confirmed.

A-6355 instruction card confirmed.

A-6356 instruction card confirmed.

A-6357 Tilt 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

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