

**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.

**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.

**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.

**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.

**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.

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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.

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.

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

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