# FREE FALL

**3 BALLS PER PLAY**

# INSTRUCTIONS

## POINTS ARE SCORED AS INDICATED.

## NUMBERED ROLLOVERS SCORE 500 POINTS AND LIGHT CORRESPON- DING DROP TARGETS. COMPLETING NUMBERED SEQUENCE LIGHTS “WOW” UNTIL COMPLETION OF BALL IN PLAY AND ONE ADDI- TIONAL BALL IS SCORED AND SEQUENCE IS RESET WHEN THE BALL LEAVES THE PLAYING AREA.

## ROLLOVERS LIGHT YELLOW TARGETS FOR INCREASED SCORING.

## STAR POP BUMPERS SCORE 1000 POINTS WHEN LIT.

## “WOW” VALUE IS ONE ADDITIONAL BALL.

## COMPLETING DROP TARGETS SCORES 5000 POINTS AND RESETS DROP TARGETS.

## TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

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B-15276

# FREE FALL

**5 BALLS PER PLAY**

# INSTRUCTIONS

## POINTS ARE SCORED AS INDICATED.

## NUMBERED ROLLOVERS SCORE 500 POINTS AND LIGHT CORRESPON- DING DROP TARGETS. COMPLETING NUMBERED SEQUENCE LIGHTS “WOW” UNTIL COMPLETION OF BALL IN PLAY AND ONE ADDI- TIONAL BALL IS SCORED AND SEQUENCE IS RESET WHEN THE BALL LEAVES THE PLAYING AREA.

## ROLLOVERS LIGHT YELLOW TARGETS FOR INCREASED SCORING.

## STAR POP BUMPERS SCORE 100 POINTS WHEN LIT.

## “WOW” VALUE IS ONE ADDITIONAL BALL.

## COMPLETING DROP TARGETS SCORES 5000 POINTS AND RESETS DROP TARGETS.

## TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

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Fonts used: Futura BdCn BT, Futura Hv BT, Futura Bk BT.

**Cards status:**

B-15277 5 balls instruction card confirmed.

Score index card NEEDED.

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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