# FUN PARK

**MINIMUM 3 BALLS PER PLAY**

**INSTRUCTIONS**

## SPIN TARGETS ADVANCES ARROW.

## SPIN TARGETS SCORE BY “TENS” PLUS 50 POINTS.

## INDICATED VALUE: RED – TWO ADDITIONAL BALLS. YELLOW – ONE ADDITIONAL BALL. GREEN – 500 POINTS.

## WHEN RED OR YELLOW VALUE HAS BEEN SCORED ALL SEQUENCE NUMBERS RESET.

## HITTING 9 AND 10 ROLLOVER BUTTON WILL LITE RED POP BUMPERS AND BOTTOM ROLLOVERS.

## POINTS ARE SCORED AS INDICATED.

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

B-11382

# FUN PARK

**MINIMUM 3 BALLS PER PLAY**

**INSTRUCTIONS**

## SPIN TARGETS ADVANCES ARROW.

## SPIN TARGETS SCORE BY “TENS” PLUS 50 POINTS.

## INDICATED VALUE: RED – TWO ADDITIONAL BALLS. YELLOW – ONE ADDITIONAL BALL. GREEN – 500 POINTS.

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## HITTING 9 AND 10 ROLLOVER BUTTON WILL LITE RED POP BUMPERS AND BOTTOM ROLLOVERS.

## POINTS ARE SCORED AS INDICATED.

B-11382

# FUN PARK

**MINIMUM 5 BALLS PER PLAY**

**INSTRUCTIONS**

## SPIN TARGETS ADVANCES ARROW.

## SPIN TARGETS SCORE BY “TENS” PLUS 50 POINTS.

## INDICATED VALUE: RED – TWO ADDITIONAL BALLS. YELLOW – ONE ADDITIONAL BALL. GREEN – 500 POINTS.

## WHEN RED OR YELLOW VALUE HAS BEEN SCORED ALL SEQUENCE NUMBERS RESET.

## HITTING 9 AND 10 ROLLOVER BUTTON WILL LITE RED POP BUMPERS AND BOTTOM ROLLOVERS.

## POINTS ARE SCORED AS INDICATED.

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

B-11383

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## WHEN RED OR YELLOW VALUE HAS BEEN SCORED ALL SEQUENCE NUMBERS RESET.

## HITTING 9 AND 10 ROLLOVER BUTTON WILL LITE RED POP BUMPERS AND BOTTOM ROLLOVERS.

## POINTS ARE SCORED AS INDICATED.

B-11383

# FUN PARK

**MINIMUM 8 BALLS PER PLAY**

**INSTRUCTIONS**

## SPIN TARGETS ADVANCES ARROW.

## SPIN TARGETS SCORE BY “TENS” PLUS 50 POINTS.

## WHEN RED OR YELLOW VALUE HAS BEEN SCORED ALL SEQUENCE NUMBERS RESET.

## HITTING 9 AND 10 ROLLOVER BUTTON WILL LITE RED POP BUMPERS AND BOTTOM ROLLOVERS.

## POINTS ARE SCORED AS INDICATED.

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

B-11384

# FUN PARK

**MINIMUM 8 BALLS PER PLAY**

**INSTRUCTIONS**

## SPIN TARGETS ADVANCES ARROW.

## SPIN TARGETS SCORE BY “TENS” PLUS 50 POINTS.

## WHEN RED OR YELLOW VALUE HAS BEEN SCORED ALL SEQUENCE NUMBERS RESET.

## HITTING 9 AND 10 ROLLOVER BUTTON WILL LITE RED POP BUMPERS AND BOTTOM ROLLOVERS.

## POINTS ARE SCORED AS INDICATED.

B-11384

SCORING 2000 POINTS ADDS 1 BALL.

SCORING 5000 POINTS ADDS 1 BALL.

A-10459

Used fonts: Futura Md BT, Futura LT condensed

**Cards status:**

B-11382 3 balls minimum instruction card confirmed.

B-11383 5 balls minimum instruction card confirmed.

B-11384 8 balls minimum instruction card confirmed.

B-11385 Rules instruction card NEEDED TO VERIFY.

A-10459 score (add a ball) card confirmed.

Change the score on the score card to fit other scores.

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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