

GENIE

INSTRUCTIONS

3 BALLS PER PLAYER

COMPLETING RED DROP TARGETS LIGHTS "SPECIAL" TARGET, RESETS RED AND WHITE DROP TARGETS, SCORES 10,000 POINTS AND LIGHTS WHITE DROP TARGETS FOR INCREASED SCORING.

COMPLETING WHITE DROP TARGETS LIGHTS RIGHT "EXTRA BALL" TARGET, RESETS RED AND WHITE DROP TARGETS, SCORES 10,000 POINTS AND LIGHTS WHITE DROP TARGETS FOR INCREASED SCORING.

A-B-C-D ROLLOVERS SCORE 2000 OR 5000 POINTS WHEN LIT. COMPLETING A-B-C-D SEQUENCE LIGHTS LEFT "EXTRA BALL" TARGET. HITTING LEFT EXTRA BALL TARGET WHEN LIT RESETS A-B-C-D ROLLOVERS.

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

HOLE VALUE IS 10,000 POINTS.

ROLLOVER BUTTONS AND POP BUMPERS SCORE 2000 POINTS.

MAXIMUM ONE EXTRA BALL AND ONE SPECIAL PER BALL IN PLAY.

A TILT DOES NOT DISQUALIFY A PLAYER.

MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS ON BACKGLASS AFTER GAME IS OVER SCORES ONE REPLAY.

435

B-19347-2

GENIE

INSTRUCTIONS

5 BALLS PER PLAYER

COMPLETING RED DROP TARGETS LIGHTS "SPECIAL" TARGET, RESETS RED AND WHITE DROP TARGETS, SCORES 5000 POINTS AND LIGHTS WHITE DROP TARGETS FOR INCREASED SCORING.

COMPLETING WHITE DROP TARGETS LIGHTS RIGHT "EXTRA BALL" TARGET, RESETS RED AND WHITE DROP TARGETS, SCORES 5000 POINTS AND LIGHTS WHITE DROP TARGETS FOR INCREASED SCORING.

A-B-C-D ROLLOVERS SCORE 500 OR 5000 POINTS WHEN LIT. COMPLETING A-B-C-D SEQUENCE LIGHTS LEFT "EXTRA BALL" TARGET. HITTING LEFT EXTRA BALL TARGET WHEN LIT RESETS A-B-C-D ROLLOVERS.

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

HOLE VALUE IS 5000 POINTS.

ROLLOVER BUTTONS AND TOP POP BUMPERS SCORE 200 POINTS.

MAXIMUM ONE EXTRA BALL AND ONE SPECIAL PER BALL IN PLAY.

A TILT DOES NOT DISQUALIFY A PLAYER.

MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS ON BACKGLASS AFTER GAME IS OVER SCORES ONE REPLAY.

435

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INSTRUCTIONS

3 BALLS PER PLAYER

COMPLETING RED DROP TARGETS LIGHTS "SPECIAL" TARGET, RESETS RED AND WHITE DROP TARGETS, SCORES 10,000 POINTS AND LIGHTS WHITE DROP TARGETS FOR INCREASED SCORING.

COMPLETING WHITE DROP TARGETS LIGHTS RIGHT "EXTRA BALL" TARGET, RESETS RED AND WHITE DROP TARGETS, SCORES 10,000 POINTS AND LIGHTS WHITE DROP TARGETS FOR INCREASED SCORING.

A-B-C-D ROLLOVERS SCORE 2000 OR 5000 POINTS WHEN LIT. COMPLETING A-B-C-D SEQUENCE LIGHTS LEFT "EXTRA BALL" TARGET. HITTING LEFT EXTRA BALL TARGET WHEN LIT RESETS A-B-C-D ROLLOVERS.

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

HOLE VALUE IS 10,000 POINTS.

ROLLOVER BUTTONS AND POP BUMPERS SCORE 2000 POINTS.

MAKING SPECIAL SCORES ONE EXTRA BALL.
MAXIMUM ONE BALL PER BALL IN PLAY.

A TILT DOES NOT DISQUALIFY A PLAYER.

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INSTRUCTIONS

5 BALLS PER PLAYER

COMPLETING RED DROP TARGETS LIGHTS "SPECIAL" TARGET, RESETS RED AND WHITE DROP TARGETS, SCORES 5000 POINTS AND LIGHTS WHITE DROP TARGETS FOR INCREASED SCORING.

COMPLETING WHITE DROP TARGETS LIGHTS RIGHT "EXTRA BALL" TARGET, RESETS RED AND WHITE DROP TARGETS, SCORES 5000 POINTS AND LIGHTS WHITE DROP TARGETS FOR INCREASED SCORING.

A-B-C-D ROLLOVERS SCORE 500 OR 5000 POINTS WHEN LIT. COMPLETING A-B-C-D SEQUENCE LIGHTS LEFT "EXTRA BALL" TARGET. HITTING LEFT EXTRA BALL TARGET WHEN LIT RESETS A-B-C-D ROLLOVERS.

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

HOLE VALUE IS 5000 POINTS.

ROLLOVER BUTTONS AND TOP POP BUMPERS SCORE 200 POINTS.

MAKING SPECIAL SCORES ONE EXTRA BALL.
MAXIMUM ONE BALL PER BALL IN PLAY.

A TILT DOES NOT DISQUALIFY A PLAYER.

435

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GENIE

INSTRUCTIONS

3 BILLES PAR JOUEUR

Abattre les cibles rouges allume la cible "SPECIAL", réarme les cibles rouges et blanches donne 10.000 points et allume les cibles blanches pour augmenter leur valeur.

Abattre les cibles blanches, allume la cible de droite "EXTRA-BALL", réarme les cibles rouges et blanches, donne 10.000 points et allume les cibles blanches pour augmenter leur valeur.

Les passages A-B-C-D donnent 2.000 points ou 5.000 lorsqu'ils sont allumés.

Faire la série A-B-C-D allume la cible gauche "EXTRA-BALL". Toucher la cible de gauche extra-ball lorsqu'elle est allumée réarme les passages A-B-C-D.

Abattre les cibles jaunes donne 5.000 points et elles réapparaissent.

La valeur du trou est de 10.000 points.

Les étoiles et les bumpers donnent 2.000 points.

Une "EXTRA-BALL" et un "SPECIAL" maximum par bille jouée.

Le Tilt ne disqualifie pas le joueur.

A la fin de la partie, lorsque les deux derniers chiffres du joueur sont identiques aux deux chiffres affichés en bas au milieu du fronton, (number to match) une partie est obtenue.-

435

A-19537

GENIE

INSTRUCTIONS

5 BILLES PAR JOUEUR

Abattre les cibles rouges allume la cible "SPECIAL", réarme les cibles rouges et blanches donne 5.000 points et allume les cibles blanches pour augmenter leur valeur.

Abattre les cibles blanches, allume la cible de droite "EXTRA-BALL", réarme les cibles rouges et blanches, donne 5.000 points et allume les cibles blanches pour augmenter leur valeur.

Les passages A-B-C-D donnent 500 points ou 5.000 lorsqu'ils sont allumés.

Faire la série A-B-C-D allume la cible gauche "EXTRA-BALL". Toucher la cible de gauche extra-ball lorsqu'elle est allumée réarme les passages A-B-C-D.

Abattre les cibles jaunes donne 5.000 points et elles réapparaissent.

La valeur du trou est de 5.000 points.

Les étoiles et les bumpers donnent 200 points.

Une "EXTRA-BALL" et un "SPECIAL" maximum par bille jouée.

Le Tilt ne disqualifie pas le joueur.

A la fin de la partie, lorsque les deux derniers chiffres du joueur sont identiques aux deux chiffres affichés en bas au milieu du fronton, (number to match) une partie est obtenue.-

435

A-19537

GENIE

SCORE CARDS ARE LISTED FROM LIBERAL TO CONSERVATIVE.
RECOMMENDED CARDS ARE MARKED * FOR 3 BALL AND † FOR 5 BALL.

REPLAY SCORES

A-19462	200,000 – 330,000 – 470,000
A-19463	220,000 – 350,000 – 490,000
A-19464	240,000 – 370,000 – 510,000
* A-19465	260,000 – 390,000 – 510,000
A-19466	280,000 – 410,000 – 550,000
† A-19467	300,000 – 430,000 – 570,000
A-19468	320,000 – 450,000 – 590,000
A-19469	350,000 – 480,000 – 620,000
A-19546	370,000 – 500,000 – 640,000
A-19547	390,000 – 520,000 – 660,000

ADD-A-BALL SCORES

A-19470	160,000 – 310,000 – 460,000
A-19425	180,000 – 330,000 – 480,000
* †A-19471	200,000 – 350,000 – 500,000
A-19472	220,000 – 370,000 – 520,000
A-19473	240,000 – 390,000 – 540,000

NOTE: IF GAME IS OPERATED WITHOUT “HIGH GAME TO DATE” FEATURE
TURN SCORE CARD OVER.

A-19346-1

- 1 REPLAY FOR EACH SCORE OF 200,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 330,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 470,000 POINTS.
- 3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19462

- 1 REPLAY FOR EACH SCORE OF 200,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 330,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 470,000 POINTS.

A-19462

1 REPLAY FOR EACH SCORE OF 220,000 POINTS.
1 REPLAY FOR EACH SCORE OF 350,000 POINTS.
1 REPLAY FOR EACH SCORE OF 490,000 POINTS.
3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19463

1 REPLAY FOR EACH SCORE OF 220,000 POINTS.
1 REPLAY FOR EACH SCORE OF 350,000 POINTS.
1 REPLAY FOR EACH SCORE OF 490,000 POINTS.

A-19463

1 REPLAY FOR EACH SCORE OF 240,000 POINTS.
1 REPLAY FOR EACH SCORE OF 370,000 POINTS.
1 REPLAY FOR EACH SCORE OF 510,000 POINTS.
3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19464

1 REPLAY FOR EACH SCORE OF 240,000 POINTS.
1 REPLAY FOR EACH SCORE OF 370,000 POINTS.
1 REPLAY FOR EACH SCORE OF 510,000 POINTS.

A-19464

1 REPLAY FOR EACH SCORE OF 260,000 POINTS.
1 REPLAY FOR EACH SCORE OF 390,000 POINTS.
1 REPLAY FOR EACH SCORE OF 520,000 POINTS.
3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19465

1 REPLAY FOR EACH SCORE OF 260,000 POINTS.
1 REPLAY FOR EACH SCORE OF 390,000 POINTS.
1 REPLAY FOR EACH SCORE OF 520,000 POINTS.

A-19465

1 REPLAY FOR EACH SCORE OF 280,000 POINTS.
1 REPLAY FOR EACH SCORE OF 410,000 POINTS.
1 REPLAY FOR EACH SCORE OF 550,000 POINTS.
3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19466

1 REPLAY FOR EACH SCORE OF 280,000 POINTS.
1 REPLAY FOR EACH SCORE OF 410,000 POINTS.
1 REPLAY FOR EACH SCORE OF 550,000 POINTS.

A-19466

1 REPLAY FOR EACH SCORE OF 300,000 POINTS.
1 REPLAY FOR EACH SCORE OF 430,000 POINTS.
1 REPLAY FOR EACH SCORE OF 570,000 POINTS.
3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19467

1 REPLAY FOR EACH SCORE OF 300,000 POINTS.
1 REPLAY FOR EACH SCORE OF 430,000 POINTS.
1 REPLAY FOR EACH SCORE OF 570,000 POINTS.

A-19467

1 REPLAY FOR EACH SCORE OF 320,000 POINTS.
1 REPLAY FOR EACH SCORE OF 450,000 POINTS.
1 REPLAY FOR EACH SCORE OF 590,000 POINTS.
3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19468

1 REPLAY FOR EACH SCORE OF 320,000 POINTS.
1 REPLAY FOR EACH SCORE OF 450,000 POINTS.
1 REPLAY FOR EACH SCORE OF 590,000 POINTS.

A-19468

1 REPLAY FOR EACH SCORE OF 350,000 POINTS.
1 REPLAY FOR EACH SCORE OF 480,000 POINTS.
1 REPLAY FOR EACH SCORE OF 620,000 POINTS.
3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19469

1 REPLAY FOR EACH SCORE OF 350,000 POINTS.
1 REPLAY FOR EACH SCORE OF 480,000 POINTS.
1 REPLAY FOR EACH SCORE OF 620,000 POINTS.

A-19469

1 REPLAY FOR EACH SCORE OF 370,000 POINTS.
1 REPLAY FOR EACH SCORE OF 500,000 POINTS.
1 REPLAY FOR EACH SCORE OF 640,000 POINTS.
3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19546

1 REPLAY FOR EACH SCORE OF 370,000 POINTS.
1 REPLAY FOR EACH SCORE OF 500,000 POINTS.
1 REPLAY FOR EACH SCORE OF 640,000 POINTS.

A-19546

1 REPLAY FOR EACH SCORE OF 390,000 POINTS.
1 REPLAY FOR EACH SCORE OF 520,000 POINTS.
1 REPLAY FOR EACH SCORE OF 660,000 POINTS.
3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19547

1 REPLAY FOR EACH SCORE OF 390,000 POINTS.
1 REPLAY FOR EACH SCORE OF 520,000 POINTS.
1 REPLAY FOR EACH SCORE OF 660,000 POINTS.

A-19547

SCORING 160,000 POINTS ADDS 1 BALL.
SCORING 310,000 POINTS ADDS 1 BALL.
SCORING 460,000 POINTS ADDS 1 BALL.

A-19470

SCORING 180,000 POINTS ADDS 1 BALL.
SCORING 330,000 POINTS ADDS 1 BALL.
SCORING 480,000 POINTS ADDS 1 BALL.

A-19425

SCORING 200,000 POINTS ADDS 1 BALL.
SCORING 350,000 POINTS ADDS 1 BALL.
SCORING 500,000 POINTS ADDS 1 BALL.

A-19471

SCORING 220,000 POINTS ADDS 1 BALL.
SCORING 370,000 POINTS ADDS 1 BALL.
SCORING 520,000 POINTS ADDS 1 BALL.

A-19472

SCORING 240,000 POINTS ADDS 1 BALL.
SCORING 390,000 POINTS ADDS 1 BALL.
SCORING 540,000 POINTS ADDS 1 BALL.

A-19473

Used fonts: Futura Hv BT, Futura Md BT, Helvetica, News Gothic Std.

Cards status:

B-19347-2 instruction card confirmed.

B-19348-2 instruction card confirmed.

A-19537 French instruction card confirmed.

A-19346-1 index card confirmed.

All score cards 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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