# 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.

B-19347-2

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## 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.

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## 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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# Règle de Jeu

# 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 te 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.–

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# Règle de Jeu

# 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 te 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.–

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# GENIE

**SCORE CARDS ARE LISTED FROM LIBERAL TO CONSERVATIVE.**

**RECOMMENDED CARDS ARE MARKED \* FOR 3 BALL AND † FOR 5 BALL.**

NOTE: IF GAME IS OPERATED WITHOUT “HIGH GAME TO DATE” FEATURE

**TURN SCORE CARD OVER.**

**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

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

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