

# **GRIDIRON**

## **INSTRUCTIONS**

**ONE OR TWO PLAYERS — 3 BALLS PER PLAYER**

**INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE.  
REPEAT FOR SECOND PLAYER.**

**HIGH SCORE AND POINT SCORE REGISTER AS INDICATED.**

**POP BUMPERS SCORE 1000 POINTS.**

**ADVANCING FOOTBALL 100 YARDS SCORES A "TOUCHDOWN".**

**A "TOUCHDOWN" ADDS 6 POINTS ON THE POINT SCORE AND 6000 POINTS  
ON THE HIGH SCORE.**

**FOOTBALL RESETS TO START POSITION WHEN A "TOUCHDOWN" IS MADE.**

**VARI-TARGET SCORES 1000 TO 5000 HIGH SCORE POINTS AND 10 TO  
50 YARDS.**

**A TILT DOES NOT DISQUALIFY A PLAYER.**

**MATCHING LAST THREE NUMBERS IN SCORE TO NUMBER THAT  
APPEARS ON BACK GLASS AFTER GAME IS OVER SCORES ONE REPLAY.**

420

B-18005

# **GRIDIRON**

## **INSTRUCTIONS**

**ONE OR TWO PLAYERS — 5 BALLS PER PLAYER**

**INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE.  
REPEAT FOR SECOND PLAYER.**

**HIGH SCORE AND POINT SCORE REGISTER AS INDICATED.**

**POP BUMPERS SCORE 100 POINTS.**

**ADVANCING FOOTBALL 100 YARDS SCORES A "TOUCHDOWN".**

**A "TOUCHDOWN" ADDS 6 POINTS ON THE POINT SCORE AND 6000 POINTS  
ON THE HIGH SCORE.**

**FOOTBALL RESETS TO START POSITION WHEN A "TOUCHDOWN" IS MADE.**

**A TILT DOES NOT DISQUALIFY A PLAYER.**

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APPEARS ON BACK GLASS AFTER GAME IS OVER SCORES ONE REPLAY.**

420

B-18005

# **GRIDIRON**

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ON THE HIGH SCORE.**

**FOOTBALL RESETS TO START POSITION WHEN A "TOUCHDOWN" IS MADE.**

**VARI-TARGET SCORES 1000 TO 5000 HIGH SCORE POINTS AND 10 TO  
50 YARDS.**

**A TILT DOES NOT DISQUALIFY A PLAYER.**

**MAKING "SPECIAL" ON HIGH SCORE OR POINT SCORE AWARDS "EXTRA  
BALL."**

**MAXIMUM ONE "EXTRA BALL" PER BALL IN PLAY.**

420

B-18006

# **GRIDIRON**

## **INSTRUCTIONS**

**ONE OR TWO PLAYERS — 5 BALLS PER PLAYER**

**INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE.  
REPEAT FOR SECOND PLAYER.**

**HIGH SCORE AND POINT SCORE REGISTER AS INDICATED.**

**POP BUMPERS SCORE 100 POINTS.**

**ADVANCING FOOTBALL 100 YARDS SCORES A "TOUCHDOWN".**

**A "TOUCHDOWN" ADDS 6 POINTS ON THE POINT SCORE AND 6000 POINTS  
ON THE HIGH SCORE.**

**FOOTBALL RESETS TO START POSITION WHEN A "TOUCHDOWN" IS MADE.**

**A TILT DOES NOT DISQUALIFY A PLAYER.**

**MAKING "SPECIAL" ON HIGH SCORE OR POINT SCORE AWARDS "EXTRA  
BALL."**

**MAXIMUM ONE "EXTRA BALL" PER BALL IN PLAY.**

420

B-18006

1 REPLAY WHEN EACH OF  
THE FOLLOWING HIGH  
SCORES ARE REACHED.

110,000  
160,000

A-18308

1 REPLAY WHEN EACH OF  
THE FOLLOWING HIGH  
SCORES ARE REACHED.

70,000  
100,000  
130,000

A-18155

1 REPLAY WHEN EACH OF  
THE FOLLOWING POINT  
SCORES ARE REACHED.

28  
33  
40

A-18167

1 REPLAY WHEN EACH OF  
THE FOLLOWING POINT  
SCORES ARE REACHED.

46  
61

A-18305

Font used: Futura XBik BT, Futura Md BT, Futura Hv BT, Futura LT Condensed, News Gothic MT Std, Type Embellishments Two

**Cards status:**

B-18005 3 & 5 balls instruction card confirmed.

B-18006 5 balls instruction card confirmed (3 balls needed).

A-18155 score card confirmed.

A-18308 score card confirmed.

A-18167 score insert card confirmed.

A-18305 score insert card confirmed.

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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