

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.

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**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 XBlk 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

If you like my work, please send me a donation via Paypal.