

HIGH SEAS

INSTRUCTIONS

MINIMUM 5 BALLS PER PLAY

COMPLETING 1 THROUGH 11 SEQUENCE SCORES "WOW", LIGHTS #1 AND ALTERNATELY LIGHTS #10 AND #11 ROLLOVERS FOR "WOW". HITTING #10 OR #11 ROLLOVER WHEN LIT FOR "WOW" SCORES "WOW" AND RESETS SEQUENCE. #1 ROLLOVER "WOW" REMAINS ON UNTIL HIT AFTER SEQUENCE RESETS. COMPLETED SEQUENCE RESETS AFTER BALL IN PLAY.

"WOW" VALUE IS 1 ADDITIONAL BALL.

ROLLOVERS SCORE 500 POINTS OR 5000 POINTS WHEN LIT.

RED POP BUMPER SCORES 100 POINTS OR 1000 POINTS WHEN LIT.

GREEN AND YELLOW POP BUMPERS SCORES 10 POINTS OR 100 POINTS WHEN LIT.

SPIN TARGET SCORES 10 POINTS AND IF LIT SPOTS INDICATED NUMBER. SPOTTING NUMBER SCORES 5000 POINTS.

TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

401

B-168xx

HIGH SEAS

INSTRUCTIONS

MINIMUM 5 BALLS PER PLAY

COMPLETING 1 THROUGH 11 SEQUENCE SCORES "WOW", LIGHTS #1 AND ALTERNATELY LIGHTS #10 AND #11 ROLLOVERS FOR "WOW". HITTING #10 OR #11 ROLLOVER WHEN LIT FOR "WOW" SCORES "WOW" AND RESETS SEQUENCE. #1 ROLLOVER "WOW" REMAINS ON UNTIL HIT AFTER SEQUENCE RESETS. COMPLETED SEQUENCE RESETS AFTER BALL IN PLAY.

"WOW" VALUE IS 1 ADDITIONAL BALL.

ROLLOVERS SCORE 500 POINTS OR 5000 POINTS WHEN LIT.

RED POP BUMPER SCORES 100 POINTS OR 1000 POINTS WHEN LIT.

GREEN AND YELLOW POP BUMPERS SCORES 10 POINTS OR 100 POINTS WHEN LIT.

SPIN TARGET SCORES 10 POINTS AND IF LIT SPOTS INDICATED NUMBER. SPOTTING NUMBER SCORES 5000 POINTS.

401

B-168xx

HIGH SEAS

INSTRUCTIONS

MINIMUM 3 BALLS PER PLAY

COMPLETING 1 THROUGH 11 SEQUENCE SCORES "WOW", LIGHTS #1 AND ALTERNATELY LIGHTS #10 AND #11 ROLLOVERS FOR "WOW". HITTING #10 OR #11 ROLLOVER WHEN LIT FOR "WOW" SCORES "WOW" AND RESETS SEQUENCE. #1 ROLLOVER "WOW" REMAINS ON UNTIL HIT AFTER SEQUENCE RESETS. COMPLETED SEQUENCE RESETS AFTER BALL IN PLAY.

"WOW" VALUE IS 1 ADDITIONAL BALL.

ROLLOVERS SCORE 500 POINTS OR 5000 POINTS WHEN LIT.

RED POP BUMPER SCORES 100 POINTS OR 1000 POINTS WHEN LIT.

GREEN AND YELLOW POP BUMPERS SCORES 10 POINTS OR 100 POINTS WHEN LIT.

SPIN TARGET SCORES 10 POINTS AND IF LIT SPOTS INDICATED NUMBER. SPOTTING NUMBER SCORES 5000 POINTS.

TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

401

B-168xx

HIGH SEAS

INSTRUCTIONS

MINIMUM 3 BALLS PER PLAY

COMPLETING 1 THROUGH 11 SEQUENCE SCORES "WOW", LIGHTS #1 AND ALTERNATELY LIGHTS #10 AND #11 ROLLOVERS FOR "WOW". HITTING #10 OR #11 ROLLOVER WHEN LIT FOR "WOW" SCORES "WOW" AND RESETS SEQUENCE. #1 ROLLOVER "WOW" REMAINS ON UNTIL HIT AFTER SEQUENCE RESETS. COMPLETED SEQUENCE RESETS AFTER BALL IN PLAY.

"WOW" VALUE IS 1 ADDITIONAL BALL.

ROLLOVERS SCORE 500 POINTS OR 5000 POINTS WHEN LIT.

RED POP BUMPER SCORES 100 POINTS OR 1000 POINTS WHEN LIT.

GREEN AND YELLOW POP BUMPERS SCORES 10 POINTS OR 100 POINTS WHEN LIT.

SPIN TARGET SCORES 10 POINTS AND IF LIT SPOTS INDICATED NUMBER. SPOTTING NUMBER SCORES 5000 POINTS.

401

B-168xx

HIGH SEAS

INSTRUCTIONS 5 BALLS PER PLAY

**COMPLETING 1 THROUGH 11 SEQUENCE SCORES "WOW", LIGHTS
#10 AND #11 ROLLOVERS FOR "WOW".**

"WOW" VALUE IS 50,000 POINTS.

ROLLOVERS SCORE 500 POINTS OR 5000 POINTS WHEN LIT.

RED POP BUMPER SCORES 100 POINTS OR 1000 POINTS WHEN LIT.

**GREEN AND YELLOW POP BUMPERS SCORES 100 POINTS OR 10,000
POINTS WHEN LIT.**

**SPIN TARGET SCORES 100 POINTS AND IF LIT SPOTS INDICATED
NUMBER AND SCORES 5000 POINTS. STOPPING ON LIT NUMBER
SCORES "WOW".**

TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

401

B-168xx

HIGH SEAS

INSTRUCTIONS 5 BALLS PER PLAY

**COMPLETING 1 THROUGH 11 SEQUENCE SCORES "WOW", LIGHTS
#10 AND #11 ROLLOVERS FOR "WOW".**

"WOW" VALUE IS 50,000 POINTS.

ROLLOVERS SCORE 500 POINTS OR 5000 POINTS WHEN LIT.

RED POP BUMPER SCORES 100 POINTS OR 1000 POINTS WHEN LIT.

**GREEN AND YELLOW POP BUMPERS SCORES 100 POINTS OR 10,000
POINTS WHEN LIT.**

**SPIN TARGET SCORES 100 POINTS AND IF LIT SPOTS INDICATED
NUMBER AND SCORES 5000 POINTS. STOPPING ON LIT NUMBER
SCORES "WOW".**

401

B-168xx

HIGH SEAS

INSTRUCTIONS 3 BALLS PER PLAY

**COMPLETING 1 THROUGH 11 SEQUENCE SCORES "WOW", LIGHTS
#10 AND #11 ROLLOVERS FOR "WOW".**

"WOW" VALUE IS 50,000 POINTS.

ROLLOVERS SCORE 500 POINTS OR 5000 POINTS WHEN LIT.

RED POP BUMPER SCORES 100 POINTS OR 1000 POINTS WHEN LIT.

**GREEN AND YELLOW POP BUMPERS SCORES 100 POINTS OR 10,000
POINTS WHEN LIT.**

**SPIN TARGET SCORES 100 POINTS AND IF LIT SPOTS INDICATED
NUMBER AND SCORES 5000 POINTS. STOPPING ON LIT NUMBER
SCORES "WOW".**

TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

401

B-168xx

HIGH SEAS

INSTRUCTIONS 3 BALLS PER PLAY

**COMPLETING 1 THROUGH 11 SEQUENCE SCORES "WOW", LIGHTS
#10 AND #11 ROLLOVERS FOR "WOW".**

"WOW" VALUE IS 50,000 POINTS.

ROLLOVERS SCORE 500 POINTS OR 5000 POINTS WHEN LIT.

RED POP BUMPER SCORES 100 POINTS OR 1000 POINTS WHEN LIT.

**GREEN AND YELLOW POP BUMPERS SCORES 100 POINTS OR 10,000
POINTS WHEN LIT.**

**SPIN TARGET SCORES 100 POINTS AND IF LIT SPOTS INDICATED
NUMBER AND SCORES 5000 POINTS. STOPPING ON LIT NUMBER
SCORES "WOW".**

401

B-168xx

SCORING

POINTS ADDS 1 BALL

A-17242

SCORING

POINTS ADDS 1 BALL

SCORING

POINTS ADDS 1 BALL

A-17243

Fonts used: Futura BdCn BT, Futura Md BT, News Gothic Std.

Card status:

Instruction cards are taken from Ship Ahoy.

B-168xx minimum 5 balls instruction card (back) confirmed.

B-168xx minimum 3 balls instruction card (front) confirmed.

B-168xx 5 balls instruction card (front) confirmed.

B-168xx 3 balls instruction card confirmed.

A-17242 score card confirmed.

A-17243 score 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.