# HURDY GURDY

**MINIMUM 5 BALLS PER PLAY**

## EACH TIME ALL 10 NUMBERED TARGETS ARE HIT, PLAYER RECEIVES 1 ADDITIONAL BALL.

## HITTING CENTER TARGET OR CENTER BOTTOM ROLLOVER WHEN CORRESPONDING RED SPOT IS LIT ADDS 1 ADDITIONAL BALL.

## SCORING 2000 POINTS ADDS 1 BALL.

## SCORING 5000 POINTS ADDS 1 BALL.

A-9811-2

227

# HURDY GURDY

**MINIMUM 5 BALLS PER PLAY**

## EACH TIME ALL 10 NUMBERED TARGETS ARE HIT, PLAYER RECEIVES 1 ADDITIONAL BALL.

## HITTING CENTER TARGET OR CENTER BOTTOM ROLLOVER WHEN CORRESPONDING RED SPOT IS LIT ADDS 1 ADDITIONAL BALL.

## SCORING 3000 POINTS ADDS 1 BALL.

A-9812-1

227

# HURDY GURDY

**MINIMUM 5 BALLS PER PLAY**

## EACH TIME ALL 10 NUMBERED TARGETS ARE HIT, PLAYER RECEIVES 1 ADDITIONAL BALL.

## HITTING CENTER TARGET OR CENTER BOTTOM ROLLOVER WHEN CORRESPONDING RED SPOT IS LIT ADDS 1 ADDITIONAL BALL.

## SCORING 4000 POINTS ADDS 1 BALL.

A-9813-1

227

# HURDY GURDY

**MINIMUM 5 BALLS PER PLAY**

## EACH TIME ALL 10 NUMBERED TARGETS ARE HIT, PLAYER RECEIVES 1 ADDITIONAL BALL.

## HITTING CENTER TARGET OR CENTER BOTTOM ROLLOVER WHEN CORRESPONDING RED SPOT IS LIT ADDS 1 ADDITIONAL BALL.

## SCORING 5000 POINTS ADDS 1 BALL.

A-9814-1

227

# HURDY GURDY

**MINIMUM 5 BALLS PER PLAY**

## EACH TIME ALL 10 NUMBERED TARGETS ARE HIT, PLAYER RECEIVES 1 ADDITIONAL BALL.

## HITTING CENTER TARGET OR CENTER BOTTOM ROLLOVER WHEN CORRESPONDING RED SPOT IS LIT ADDS 1 ADDITIONAL BALL.

## TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

## SCORING 3000 POINTS ADDS 1 BALL.

## SCORING 5000 POINTS ADDS 1 BALL.

A-9824-2

227

# HURDY GURDY

**MINIMUM 5 BALLS PER PLAY**

## EACH TIME ALL 10 NUMBERED TARGETS ARE HIT, PLAYER RECEIVES 1 ADDITIONAL BALL.

## HITTING CENTER TARGET OR CENTER BOTTOM ROLLOVER WHEN CORRESPONDING RED SPOT IS LIT ADDS 1 ADDITIONAL BALL.

## TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

## SCORING 2000 POINTS ADDS 1 BALL.

## SCORING 5000 POINTS ADDS 1 BALL.

A-9825-2

227

# HURDY GURDY

**MINIMUM 5 BALLS PER PLAY**

## EACH TIME ALL 10 NUMBERED TARGETS ARE HIT, PLAYER RECEIVES 1 ADDITIONAL BALL.

## HITTING CENTER TARGET OR CENTER BOTTOM ROLLOVER WHEN CORRESPONDING RED SPOT IS LIT ADDS 1 ADDITIONAL BALL.

## TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

## SCORING 3000 POINTS ADDS 1 BALL.

A-9826-1

227

# HURDY GURDY

**MINIMUM 5 BALLS PER PLAY**

## EACH TIME ALL 10 NUMBERED TARGETS ARE HIT, PLAYER RECEIVES 1 ADDITIONAL BALL.

## HITTING CENTER TARGET OR CENTER BOTTOM ROLLOVER WHEN CORRESPONDING RED SPOT IS LIT ADDS 1 ADDITIONAL BALL.

## TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

## SCORING 4000 POINTS ADDS 1 BALL.

A-9827-1

227

# HURDY GURDY

**MINIMUM 5 BALLS PER PLAY**

## EACH TIME ALL 10 NUMBERED TARGETS ARE HIT, PLAYER RECEIVES 1 ADDITIONAL BALL.

## HITTING CENTER TARGET OR CENTER BOTTOM ROLLOVER WHEN CORRESPONDING RED SPOT IS LIT ADDS 1 ADDITIONAL BALL.

## TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

## SCORING 5000 POINTS ADDS 1 BALL.

A-9828-1

227

RUBBER RING CHART

## NO. REQ’D PART NO. SIZE – I.D.

## 16 No. 1 3/8’’

## 7 No. 2 3/4’’

## 4 No. 10 1’’

## 4 No. 11 1-1/2‘’

## 2 No. 16 2-1/2‘’

## 1 No. 20 4‘’

A-9795-1

226

Used fonts: Futura Md BT, Futura LT condensed

Card size: 152x108mm.

**Cards status:**

A-9811-2 instruction card confirmed.

A-9812-1 instruction card confirmed.

A-9813-1 instruction card confirmed.

A-9814-1 instruction card confirmed.

A-9824-2 instruction card confirmed.

A-9825-2 instruction card confirmed.

A-9826-1 instruction card confirmed.

A-9827-1 instruction card confirmed.

A-9828-1 instruction card confirmed.

A-9795-1 rubber ring chart confirmed (is also for Central Park).

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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