

JOKER POKER

INSTRUCTIONS

ONE, TWO, THREE OR FOUR PLAYERS — 3 BALLS PER PLAYER

INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE.

REPEAT FOR ADDITIONAL PLAYERS.

COMPLETING A-B-C ROLLOVERS LIGHTS EXTRA BALL, DOUBLE BONUS, AND SPECIAL ROLLOVER LIGHTS.

COMPLETING FOUR "A'S" AND "JOKER" TARGET LIGHTS EXTRA BALL AND SPECIAL LIGHTS.

THE "A", "JOKER" and "K" TARGETS SCORE 1000 POINTS. THE "10", "J" AND "Q" TARGETS SCORE 500 POINTS. COMPLETING GROUPS OF TARGETS INCREASE BONUS VALUE.

POP BUMPERS SCORE 1000 POINTS.

BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL.

A TILT DOES NOT DISQUALIFY A PLAYER.

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

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B-18257-1

JOKER POKER

INSTRUCTIONS

ONE, TWO, THREE OR FOUR PLAYERS — 5 BALLS PER PLAYER

INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE.

REPEAT FOR ADDITIONAL PLAYERS.

COMPLETING FOUR "A'S" AND "JOKER" TARGET LIGHTS EXTRA BALL LIGHT.

COMPLETING A-B-C ROLLOVERS LIGHTS EXTRA BALL AND DOUBLE BONUS LIGHTS.

THE "A", "JOKER" and "K" TARGETS SCORE 1000 POINTS. THE "10", "J" AND "Q" TARGETS SCORE 500 POINTS. COMPLETING GROUPS OF TARGETS INCREASE BONUS VALUE. COMPLETING "K" TARGETS AND EITHER "A" TARGETS OR A-B-C ROLLOVERS LIGHTS "SPECIAL" ROLLOVER.

POP BUMPERS SCORE 100 POINTS.

BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL.

A TILT DOES NOT DISQUALIFY A PLAYER.

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

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COMPLETING FOUR "A'S" AND "JOKER" TARGET LIGHTS EXTRA BALL AND SPECIAL LIGHTS.

THE "A", "JOKER" and "K" TARGETS SCORE 1000 POINTS. THE "10", "J" AND "Q" TARGETS SCORE 500 POINTS. COMPLETING GROUPS OF TARGETS INCREASE BONUS VALUE.

POP BUMPERS SCORE 1000 POINTS.

A TILT DOES NOT DISQUALIFY A PLAYER.

MAKING "SPECIAL" SCORES ONE EXTRA BALL.

MAXIMUM ONE BALL PER BALL IN PLAY.

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B-18258-1

JOKER POKER

INSTRUCTIONS

ONE, TWO, THREE OR FOUR PLAYERS — 5 BALLS PER PLAYER

INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE.

REPEAT FOR ADDITIONAL PLAYERS.

COMPLETING FOUR "A'S" AND "JOKER" TARGET LIGHTS EXTRA BALL LIGHT.

COMPLETING A-B-C ROLLOVERS LIGHTS EXTRA BALL AND DOUBLE BONUS LIGHTS.

THE "A", "JOKER" and "K" TARGETS SCORE 1000 POINTS. THE "10", "J" AND "Q" TARGETS SCORE 500 POINTS. COMPLETING GROUPS OF TARGETS INCREASE BONUS VALUE. COMPLETING "K" TARGETS AND EITHER "A" TARGETS OR A-B-C ROLLOVERS LIGHTS "SPECIAL" ROLLOVER.

POP BUMPERS SCORE 100 POINTS.

A TILT DOES NOT DISQUALIFY A PLAYER.

MAKING "SPECIAL" SCORES ONE EXTRA BALL.

MAXIMUM ONE BALL PER BALL IN PLAY.

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SCORE CARDS ARE LISTED FROM LIBERAL TO CONSERVATIVE.

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

REPLAY SCORES		ADD-A-BALL SCORES	
A-18532	80,000 - 100,000 - 130,000	A-18026	70,000 - 120,000
A-18533	80,000 - 110,000 - 140,000	A-18027	80,000 - 130,000
A-18223	90,000 - 120,000 - 140,000	* † A-18028	90,000 - 140,000
* A-18329	90,000 - 130,000 - 160,000	A-18029	100,000 - 150,000
† A-16807	100,000 - 130,000 - 160,000	A-18030	110,000 - 160,000
A-17310	110,000 - 130,000 - 170,000		
A-16684	110,000 - 140,000 - 170,000		
A-16609	120,000 - 150,000 - 180,000		

ADJUSTMENT PLUG LOCATION

LIGHTBOX ~ MATCH FEATURE ADJ., GAME ADJ. AND
POINT SCORE ADJ.,
BOTTOM PANEL ~ 1st & 2nd CHUTE ADJ. AND "W" RELAY ADJ.
PLAYBOARD ~ 3-5 BALL ADJ.

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A-18259

- 1 REPLAY FOR EACH SCORE OF 80,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 100,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 130,000 POINTS.

A-18532

- 1 REPLAY FOR EACH SCORE OF 80,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 110,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 140,000 POINTS.

A-18533

- 1 REPLAY FOR EACH SCORE OF 90,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 120,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 140,000 POINTS.

A-18223

- 1 REPLAY FOR EACH SCORE OF 90,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 130,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 160,000 POINTS.

A-18329

- 1 REPLAY FOR EACH SCORE OF 100,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 130,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 160,000 POINTS.

A-16807

- 1 REPLAY FOR EACH SCORE OF 110,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 130,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 170,000 POINTS.

A-17310

- 1 REPLAY FOR EACH SCORE OF 110,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 140,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 170,000 POINTS.

A-16684

- 1 REPLAY FOR EACH SCORE OF 120,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 150,000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 180,000 POINTS.

A-16609

SCORING 60,000 POINTS ADDS 1 BALL.
SCORING 100,000 POINTS ADDS 1 BALL.
SCORING 140,000 POINTS ADDS 1 BALL.

A-18026

SCORING 70,000 POINTS ADDS 1 BALL.
SCORING 110,000 POINTS ADDS 1 BALL.
SCORING 150,000 POINTS ADDS 1 BALL.

A-18027

SCORING 80,000 POINTS ADDS 1 BALL.
SCORING 120,000 POINTS ADDS 1 BALL.
SCORING 160,000 POINTS ADDS 1 BALL.

A-18028

SCORING 90,000 POINTS ADDS 1 BALL.
SCORING 130,000 POINTS ADDS 1 BALL.
SCORING 170,000 POINTS ADDS 1 BALL.

A-18029

SCORING 100,000 POINTS ADDS 1 BALL.
SCORING 140,000 POINTS ADDS 1 BALL.
SCORING 180,000 POINTS ADDS 1 BALL.

A-18030

Fonts used: Helvetica, News Gothic Std, Futura Md BT, Futura Std ExtraBold, Futura Bk BT.,
Type Embellishments Two, News Gothic MT Std.

Cards status:

B-18257-1 instruction cards confirmed.

B-18258-1 instruction cards confirmed.

A-18259 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

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