# JUNGLE QUEEN

# 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 DOUBLE BONUS. DOUBLE BONUS ALSO LIGHTS ON LAST BALL.

## COMPLETING EITHER SET OF DROP TARGETS LIGHTS EXTRA BALL FEATURE ALTERNATELY.

## COMPLETING A-B-C ROLLOVERS AND EITHER SET OF DROP TARGETS LIGHTS SPECIAL FEATURE ALTERNATELY.

## RED POP BUMPERS SCORE 1000 POINTS.

## BLUE POP BUMPERS SCORE 100 POINTS OR 1000 POINTS WHEN LIT.

**BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL IN PLAY.**

**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 1 REPLAY.**

**398**

**B-17156-2**

# JUNGLE QUEEN

# 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 A-B-C ROLLOVERS LIGHTS DOUBLE BONUS. DOUBLE BONUS ALSO LIGHTS ON LAST BALL.

## COMPLETING ALL DROP TARGETS LIGHTS EXTRA BALL FEATURE ALTER- NATELY.

## COMPLETING A-B-C ROLLOVERS AND ALL DROP TARGETS LIGHTS SPECIAL FEATURE ALTERNATELY.

## RED POP BUMPERS SCORE 100 POINTS.

## BLUE POP BUMPERS SCORE 10 POINTS OR 100 POINTS WHEN LIT.

**BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL IN PLAY.**

**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 1 REPLAY.**

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## COMPLETING A-B-C ROLLOVERS AND EITHER SET OF DROP TARGETS LIGHTS SPECIAL FEATURE ALTERNATELY.

## MAKING “SPECIAL” GIVES ONE EXTRA BALL.

## RED POP BUMPERS SCORE 1000 POINTS.

## BLUE POP BUMPERS SCORE 100 POINTS OR 1000 POINTS WHEN LIT.

**BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL IN PLAY.**

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

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

**398**

**B-17409-1**

# JUNGLE QUEEN

# 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 A-B-C ROLLOVERS LIGHTS DOUBLE BONUS. DOUBLE BONUS ALSO LIGHTS ON LAST BALL.

## COMPLETING ALL DROP TARGETS LIGHTS EXTRA BALL FEATURE ALTER- NATELY.

## COMPLETING A-B-C ROLLOVERS AND ALL DROP TARGETS LIGHTS SPECIAL FEATURE ALTERNATELY.

## MAKING “SPECIAL” GIVES ONE EXTRA BALL.

## RED POP BUMPERS SCORE 100 POINTS.

## BLUE POP BUMPERS SCORE 10 POINTS OR 100 POINTS WHEN LIT.

**BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL IN PLAY.**

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

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

**398**

**B-17409-1**

**SCORES ARE LISTED FROM LIBERAL TO CONSERVATIVE.**

**RECOMMENDED CARDS ARE MARKED** ✽ **FOR 3 BALL**

**AND † FOR 5 BALL.**

**NOTE: DUE TO ELECTRICAL ADJUSTMENTS**

**THE 3 BALL SCORES ON REPLAY ARE**

**THE SAME AS 5 BALL SCORES.**

ADD-A-BALL SCORES

A-17601 100,000

A-17602 110,000

†✽ A-17603 120,000

A-17604 130,000

A-17605 140,000

A-17606 150,000

REPLAY SCORES

A-17751 90,000 - 110,000 - 160,000

A-17752 90,000 - 120,000 - 160,000

A-17308 100,000 - 120,000 - 170,000

†✽ A-17309 100,000 - 130,000 - 170,000

A-17753 110,000 - 130,000 - 180,000

A-17311 110,000 - 140,000 - 180,000

A-17642 120,000 - 140,000 - 190,000

A-16126 120,000 - 150,000 - 190,000

A-16128 130,000 - 150,000 - 190,000

**ADJUSTMENT PLUG LOCATION**

**PLAYBOARD 3-5 BALL ADJ.**

**BOTTOM PANEL “W” RELAY ADJ. AND 1st & 2nd CHUTE ADJ.**

LIGHT BOX POINT SCORE ADJ., GAME ADJ. AND  
 MATCH FEATURE ADJ.







A-17157-3

398

1 REPLAY FOR EACH SCORE OF 90,000 POINTS.

1 REPLAY FOR EACH SCORE OF 110,000 POINTS.

1 REPLAY FOR EACH SCORE OF 160,000 POINTS.

A-17751

1 REPLAY FOR EACH SCORE OF 90,000 POINTS.

1 REPLAY FOR EACH SCORE OF 120,000 POINTS.

1 REPLAY FOR EACH SCORE OF 160,000 POINTS.

A-17752

1 REPLAY FOR EACH SCORE OF 100,000 POINTS.

1 REPLAY FOR EACH SCORE OF 120,000 POINTS.

1 REPLAY FOR EACH SCORE OF 170,000 POINTS.

A-17308

1 REPLAY FOR EACH SCORE OF 100,000 POINTS.

1 REPLAY FOR EACH SCORE OF 130,000 POINTS.

1 REPLAY FOR EACH SCORE OF 170,000 POINTS.

A-17309

1 REPLAY FOR EACH SCORE OF 110,000 POINTS.

1 REPLAY FOR EACH SCORE OF 130,000 POINTS.

1 REPLAY FOR EACH SCORE OF 180,000 POINTS.

A-17753

1 REPLAY FOR EACH SCORE OF 110,000 POINTS.

1 REPLAY FOR EACH SCORE OF 140,000 POINTS.

1 REPLAY FOR EACH SCORE OF 180,000 POINTS.

A-17311

1 REPLAY FOR EACH SCORE OF 120,000 POINTS.

1 REPLAY FOR EACH SCORE OF 140,000 POINTS.

1 REPLAY FOR EACH SCORE OF 190,000 POINTS.

A-17642

1 REPLAY FOR EACH SCORE OF 120,000 POINTS.

1 REPLAY FOR EACH SCORE OF 150,000 POINTS.

1 REPLAY FOR EACH SCORE OF 190,000 POINTS.

A-16126

1 REPLAY FOR EACH SCORE OF 130,000 POINTS.

1 REPLAY FOR EACH SCORE OF 150,000 POINTS.

1 REPLAY FOR EACH SCORE OF 190,000 POINTS.

A-16128

SCORING 100,000 POINTS ADDS 1 BALL.

A-17601

SCORING 110,000 POINTS ADDS 1 BALL.

A-17602

SCORING 120,000 POINTS ADDS 1 BALL.

A-17603

SCORING 130,000 POINTS ADDS 1 BALL.

A-17604

SCORING 140,000 POINTS ADDS 1 BALL.

A-17605

SCORING 150,000 POINTS ADDS 1 BALL.

A-17606

Fonts used: Helvetica, Futura Hv BT, Futura Bk BT, News Gothic Std, Futura Md BT, Segoe UI Symbol

**Cards status:**

B-17156-2 3 & 5 balls instruction card confirmed.

B-17409-2 3 & 5 balls instruction card confirmed.

A-17157-3 score 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

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