

RANCHO

MINIMUM FIVE BALLS PER PLAY

EACH TIME THE FOUR YELLOW ROLLOVERS ARE HIT
PLAYER RECEIVES 1 ADDITIONAL BALL.

HITTING NUMBERED ROTO TARGETS LIGHTS
CORRESPONDING NUMBERED SPOTS. LIGHTING
4 ADJACENT SPOTS ADDS 1 BALL. EACH
ADDITIONAL ADJACENT SPOT ADDS 1 BALL.

HITTING BULLS EYE ROTO TARGET ADDS 1 BALL.

SCORING 2000 POINTS ADDS 1 BALL.

243

A-9949

RANCHO

MINIMUM FIVE BALLS PER PLAY

EACH TIME THE FOUR YELLOW ROLLOVERS ARE HIT
PLAYER RECEIVES 1 ADDITIONAL BALL.

HITTING NUMBERED ROTO TARGETS LIGHTS
CORRESPONDING NUMBERED SPOTS. LIGHTING
4 ADJACENT SPOTS ADDS 1 BALL. EACH
ADDITIONAL ADJACENT SPOT ADDS 1 BALL.

HITTING BULLS EYE ROTO TARGET ADDS 1 BALL.

SCORING 3000 POINTS ADDS 1 BALL.

243

A-9950

RANCHO

MINIMUM FIVE BALLS PER PLAY

EACH TIME THE FOUR YELLOW ROLLOVERS ARE HIT
PLAYER RECEIVES 1 ADDITIONAL BALL.

HITTING NUMBERED ROTO TARGETS LIGHTS
CORRESPONDING NUMBERED SPOTS. LIGHTING
4 ADJACENT SPOTS ADDS 1 BALL. EACH
ADDITIONAL ADJACENT SPOT ADDS 1 BALL.

HITTING BULLS EYE ROTO TARGET ADDS 1 BALL.

SCORING 4000 POINTS ADDS 1 BALL.

243

A-9951

RANCHO

MINIMUM FIVE BALLS PER PLAY

EACH TIME THE FOUR YELLOW ROLLOVERS ARE HIT
PLAYER RECEIVES 1 ADDITIONAL BALL.

HITTING NUMBERED ROTO TARGETS LIGHTS
CORRESPONDING NUMBERED SPOTS. LIGHTING
4 ADJACENT SPOTS ADDS 1 BALL. EACH
ADDITIONAL ADJACENT SPOT ADDS 1 BALL.

HITTING BULLS EYE ROTO TARGET ADDS 1 BALL.

SCORING 2000 POINTS ADDS 1 BALL.

SCORING 4000 POINTS ADDS 1 BALL.

243

A-9952

RANCHO

MINIMUM FIVE BALLS PER PLAY

EACH TIME THE FOUR YELLOW ROLLOVERS ARE HIT
PLAYER RECEIVES 1 ADDITIONAL BALL.

HITTING NUMBERED ROTO TARGETS LIGHTS
CORRESPONDING NUMBERED SPOTS. LIGHTING
4 ADJACENT SPOTS ADDS 1 BALL. EACH
ADDITIONAL ADJACENT SPOT ADDS 1 BALL.

HITTING BULLS EYE ROTO TARGET ADDS 1 BALL.

TILT PENALTY 1 BALL PLUS BALL IN PLAY.

SCORING 2000 POINTS ADDS 1 BALL.

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MINIMUM FIVE BALLS PER PLAY

EACH TIME THE FOUR YELLOW ROLLOVERS ARE HIT
PLAYER RECEIVES 1 ADDITIONAL BALL.

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CORRESPONDING NUMBERED SPOTS. LIGHTING
4 ADJACENT SPOTS ADDS 1 BALL. EACH
ADDITIONAL ADJACENT SPOT ADDS 1 BALL.

HITTING BULLS EYE ROTO TARGET ADDS 1 BALL.

TILT PENALTY 1 BALL PLUS BALL IN PLAY.

SCORING 3000 POINTS ADDS 1 BALL.

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MINIMUM FIVE BALLS PER PLAY

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CORRESPONDING NUMBERED SPOTS. LIGHTING
4 ADJACENT SPOTS ADDS 1 BALL. EACH
ADDITIONAL ADJACENT SPOT ADDS 1 BALL.

HITTING BULLS EYE ROTO TARGET ADDS 1 BALL.

TILT PENALTY 1 BALL PLUS BALL IN PLAY.

SCORING 4000 POINTS ADDS 1 BALL.

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MINIMUM FIVE BALLS PER PLAY

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ADDITIONAL ADJACENT SPOT ADDS 1 BALL.

HITTING BULLS EYE ROTO TARGET ADDS 1 BALL.

TILT PENALTY 1 BALL PLUS BALL IN PLAY.

SCORING 2000 POINTS ADDS 1 BALL.

SCORING 4000 POINTS ADDS 1 BALL.

Used fonts: Futura Md BT, Futura Hv BT

Cards status:

A-9949 instruction card confirmed.

A-9950 instruction card confirmed.

A-9951 instruction card needed to verify.

A-9952 instruction card confirmed.

A-9956 instruction card needed to verify.

A-9957 instruction card needed to verify.

A-9958 instruction card needed to verify.

A-9959 instruction card 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

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