# 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.

243

A-9956

# 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 3000 POINTS ADDS 1 BALL.

243

A-9957

# 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 4000 POINTS ADDS 1 BALL.

243

A-9958

# 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.

## SCORING 4000 POINTS ADDS 1 BALL.

243

A-9959

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

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