

HOW TO PLAY READY... AIM... FIRE!

3 BALLS
PER PLAY

BONUS Every lit lamp in the four circles of color scores 3,000 times multiplier at end of ball.

BONUS MULTI-PLIERS (PRIZES) To “win a prize”, hit all spot targets in one color area, then hit the flashing pop bumper. Each prize won awards one bonus multiplier.

EXTRA BALL Collecting three “prizes” (lit pop bumpers) lights one outlane to award Extra Ball.

SPECIAL Collecting all four “prizes” (lit pop bumpers) lights top rollover to award Special.

A-23302

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REGLE DU JEU

READY... AIM... FIRE!

3 BILLES

BONUSCHAQUE LAMPE ALLUMEE DANS LES QUATRE CERCLES DE COULEUR DONNE 3000 MULTIPLICATEURS DE TEMPS A LA FIN DE LA BILLE.

MULTIPLICATEURS DE BONUS (PRIZES) POUR GAGNER UN 'PRIZE' TOUCHER TOUTES LES CIBLES D'UNE MEME COULEUR PUIS LE BUMPER QUI CLIGNOTE. CHAQUE PRIZE GAGNE DONNE UN MULTIPLICATEUR DE BONUS.

EXTRA BALL AVOIR TROIS 'PRIZES' (BUMPERS ALLUMES) ALLUME LES DEUX PASSAGES DE SORTIE POUR EXTRA BALL.

SPECIAL AVOIR QUATRE 'PRIZES' (BUMPERS ALLUMES) ALLUME LE PASSAGE SUPERIEUR POUR LE SPECIAL.

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Fonts used: Eras Demi ITC, Eras Bold ITC, Helvetica.

Cards status:

A-23302 instruction card confirmed.

A-23303 French instruction card confirmed.

Score cards are available in a separate file, available from my website.

Look for Score cards for System 80 games.

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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