# SURE SHOT

**INSTRUCTIONS**

**3 BALLS PER PLAY**

## HITTING 2 OR 3 GIVES 2 AND 3, HITTING 4 OR 5 GIVES 4 AND 5, HITTING 6 OR 9 GIVES 6 AND 9, HITTING 10 OR 11 GIVES 10 AND 11.

## COMPLETING 1, 2, 3, 4, 5 LIGHTS TWO POP BUMPERS. COMPLETING 6, 7, 8, 9 LIGHTS CENTER POP BUMPER.

## ROLLOVERS SCORE 3000 POINTS.

## COMPLETING SEQUENCE LIGHTS TOP ROLLOVER OR LEFT HOLE OR RIGHT HOLE FOR SPECIAL.

## BONUS VALUE IS 1000 POINTS FOR EACH LIT BALL IN RACK. BONUS IS SCORED AFTER EACH BALL IN PLAY.

## SPECIAL SCORES ONE REPLAY.

## MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS ON BACK GLASS AFTER GAME IS OVER SCORES 1 REPLAY.

B-16120-2

385

# SURE SHOT

**INSTRUCTIONS**

**5 BALLS PER PLAY**

## COMPLETING 1, 2, 3, 4, 5 LIGHTS TWO POP BUMPERS. COMPLETING 6, 7, 8, 9 LIGHTS CENTER POP BUMPER.

## ROLLOVERS SCORE 500 POINTS.

## COMPLETING SEQUENCE LIGHTS TOP ROLLOVER OR LEFT HOLE OR RIGHT HOLE FOR SPECIAL.

## BONUS VALUE IS 1000 POINTS FOR EACH LIT BALL IN RACK. BONUS IS SCORED AFTER EACH BALL IN PLAY.

## SPECIAL SCORES ONE REPLAY.

## MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS ON BACK GLASS AFTER GAME IS OVER SCORES 1 REPLAY.

B-16120-2

385

# SURE SHOT

**INSTRUCTIONS**

**3 BALLS PER PLAY**

## HITTING 2 OR 3 GIVES 2 AND 3, HITTING 4 OR 5 GIVES 4 AND 5, HITTING 6 OR 9 GIVES 6 AND 9, HITTING 10 OR 11 GIVES 10 AND 11.

## COMPLETING 1, 2, 3, 4, 5 LIGHTS TWO POP BUMPERS. COMPLETING 6, 7, 8, 9 LIGHTS CENTER POP BUMPER.

## ROLLOVERS SCORE 3000 POINTS.

## COMPLETING SEQUENCE LIGHTS TOP ROLLOVER OR LEFT HOLE OR RIGHT HOLE FOR SPECIAL.

## BONUS VALUE IS 1000 POINTS FOR EACH LIT BALL IN RACK. BONUS IS SCORED AFTER EACH BALL IN PLAY.

## SPECIAL SCORES ONE REPLAY.

## TILT PENALTY – BALL IN PLAY ONLY.

## MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS ON BACK GLASS AFTER GAME IS OVER SCORES 1 REPLAY.

B-16121-3

385

# SURE SHOT

**INSTRUCTIONS**

**5 BALLS PER PLAY**

## COMPLETING 1, 2, 3, 4, 5 LIGHTS TWO POP BUMPERS. COMPLETING 6, 7, 8, 9 LIGHTS CENTER POP BUMPER.

## ROLLOVERS SCORE 500 POINTS.

## COMPLETING SEQUENCE LIGHTS TOP ROLLOVER OR LEFT HOLE OR RIGHT HOLE FOR SPECIAL.

## BONUS VALUE IS 1000 POINTS FOR EACH LIT BALL IN RACK. BONUS IS SCORED AFTER EACH BALL IN PLAY.

## SPECIAL SCORES ONE REPLAY.

## TILT PENALTY – BALL IN PLAY ONLY.

## MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS ON BACK GLASS AFTER GAME IS OVER SCORES 1 REPLAY.

B-16121-3

385

**SCORE CARDS 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 ARE HIGHER  
THAN 5 BALL SCORES.**

A-16806 90,000 - 120,000

A-16606 100,000 - 120,000

✽ A-16807 100,000 - 130,000 - 160,000

A-16419 110,000 - 130,000 - 160,000

† A-16420 110,000 - 150,000 - 170,000

A-16608 120,000 - 150,000 - 170,000

A-16609 120,000 - 150,000 - 180,000

A-16610 130,000 - 150,000 - 180,000

A-16611 120,000 - 160,000 - 180,000

ADJUSTMENT PLUG LOCATION

PLAYBOARD 3-5 BALL ADJ.

BOTTOM PANEL 1st COIN CHUTE ADJ.,  
 2nd CHUTE ADJ. AND  
 TILT RESET ADJ.

LIGHTBOX PT. SCORE ADJ.

385

A-16139-2



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

A-16806

1 REPLAY FOR EACH SCORE OF 100,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 120,000 POINTS.

A-16606

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 160,000 POINTS.

A-16419

1 REPLAY FOR EACH SCORE OF 110,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 150,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 170,000 POINTS.

A-16420

1 REPLAY FOR EACH SCORE OF 120,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 150,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 170,000 POINTS.

A-16608

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

1 REPLAY FOR EACH SCORE OF 130,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 150,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 180,000 POINTS.

A-16610

1 REPLAY FOR EACH SCORE OF 130,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 160,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 180,000 POINTS.

A-16611

25 VOLT

FUSE

15

AMP.

6 VOLT

FUSE

10

AMP.

6 VOLT

FUSE

7½

AMP.

PRIMARY FUSE  
5 AMP. SLO-BLO

**TILT** **RESET**

**ADJUSTMENT**

**IN**

**OUT**

A-9609

LINE VOLTAGE

**1ST COIN CHUTE**

**ADJUSTMENT**

**2nd CHUTE ADJ.**

**1 COIN – 1 PLAY**

**2ND CHUTE  
ADJUSTMENT**

**5 PLAYS**

**4 PLAYS**

**3 PLAYS**

**2 PLAYS**

TOTAL PLAY

METER

D

500  
POINT  
RELAY

O

BALL  
RETURN  
RELAY

E

500 or 5000  
POINT  
RELAY

W

2nd  
CHUTE  
RELAY

F

LEFT  
HOLE  
RELAY

S

START  
RELAY

T

TILT  
RELAY

P

SERIES  
RELAY

R

HOLD  
RELAY

H

TILT  
HOLD  
RELAY

G

RIGHT  
HOLE  
RELAY

Q

BONUS  
SCORE  
CONTROL  
RELAY

Used fonts: Futura Hv BT, Futura LT condensed, News Gothic Std., Futura Md BT, Segoe UI Symbol, News Gothic MT Std

Card size: 154x108mm (instructions), 154x57mm (score)

**Cards status:**

B-16120-2 instruction card confirmed.

B-16121-3 instruction card confirmed.

A-16139-2 index card confirmed.

All score cards confirmed.

Relay strip and various labels 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](http://www.inkochnito.nl)

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