**INSTRUCTIONS**

**ONE or TWO PLAYERS – 3 BALLS PER PLAYER**

INSERT ONE COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING  
COIN FOR SECOND PLAYER.

PLAYERS TAKE TURNS SHOOTING AS SHOWN ON BACK GLASS.

POINTS ARE SCORED AS INDICATED.

STAR HAS VALUE OF 1 AND LITES “SAME PLAYER SHOOTS AGAIN” LITE.

HITTING ROTO OR CENTER TARGETS WHEN 100 TIMES VALUE IS LIT,  
RESETS VALUE TO 1 TIMES.

TOP ROLLOVERS ADVANCE BONUS THE NUMBER OF TIMES INDICATED ON  
CORRESPONDING ROTO TARGET.

SIDE TARGETS ADVANCE RED AND YELLOW BONUS 3 TIMES.

A TILT DOES NOT DISQUALIFY A PLAYER.

MATCHING LAST NUMBER IN SCORE WITH NUMBER THAT APPEARS  
ON BACK GLASS AFTER GAME IS OVER AWARDS ONE REPLAY.

**BALL IN PLAY**

B-10002-1

231

**INSTRUCTIONS**

**ONE or TWO PLAYERS – 5 BALLS PER PLAYER**

INSERT ONE COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING  
COIN FOR SECOND PLAYER.

PLAYERS TAKE TURNS SHOOTING AS SHOWN ON BACK GLASS.

POINTS ARE SCORED AS INDICATED.

STAR HAS VALUE OF 1 AND LITES “SAME PLAYER SHOOTS AGAIN” LITE.

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B-10002-1

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A TILT DOES NOT DISQUALIFY A PLAYER.

MATCHING LAST NUMBER IN SCORE WITH NUMBER THAT APPEARS  
ON BACK GLASS AFTER GAME IS OVER AWARDS ONE REPLAY.

**BALL IN PLAY**

B-10002-2

231

**INSTRUCTIONS**

**ONE or TWO PLAYERS – 5 BALLS PER PLAYER**

INSERT ONE COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING  
COIN FOR SECOND PLAYER.

PLAYERS TAKE TURNS SHOOTING AS SHOWN ON BACK GLASS.

POINTS ARE SCORED AS INDICATED.

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ON BACK GLASS AFTER GAME IS OVER AWARDS ONE REPLAY.

**BALL IN PLAY**

B-10002-2

231

**INSTRUCTIONS**

**ONE or TWO PLAYERS – 3 BALLS PER PLAYER**

INSERT ONE COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING  
COIN FOR SECOND PLAYER.

PLAYERS TAKE TURNS SHOOTING AS SHOWN ON BACK GLASS.

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STAR HAS VALUE OF 1 AND LITES “SAME PLAYER SHOOTS AGAIN” LITE.

HITTING ROTO OR CENTER TARGETS WHEN 100 TIMES VALUE IS LIT,  
RESETS VALUE TO 1 TIMES.

TOP ROLLOVERS ADVANCE BONUS THE NUMBER OF TIMES INDICATED ON  
CORRESPONDING ROTO TARGET.

SIDE TARGETS ADVANCE RED AND YELLOW BONUS 3 TIMES.

A TILT DOES NOT DISQUALIFY A PLAYER.

**BALL IN PLAY**

B-10003-1

231

**INSTRUCTIONS**

**ONE or TWO PLAYERS – 5 BALLS PER PLAYER**

INSERT ONE COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING  
COIN FOR SECOND PLAYER.

PLAYERS TAKE TURNS SHOOTING AS SHOWN ON BACK GLASS.

POINTS ARE SCORED AS INDICATED.

STAR HAS VALUE OF 1 AND LITES “SAME PLAYER SHOOTS AGAIN” LITE.

HITTING ROTO OR CENTER TARGETS WHEN 100 TIMES VALUE IS LIT,  
RESETS VALUE TO 1 TIMES.

TOP ROLLOVERS ADVANCE BONUS THE NUMBER OF TIMES INDICATED ON  
CORRESPONDING ROTO TARGET.

SIDE TARGETS ADVANCE RED AND YELLOW BONUS 3 TIMES.

A TILT DOES NOT DISQUALIFY A PLAYER.

**BALL IN PLAY**

B-10003-1

231

**INSTRUCTIONS**

**ONE or TWO PLAYERS – 3 BALLS PER PLAYER**

INSERT ONE COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING  
COIN FOR SECOND PLAYER.

PLAYERS TAKE TURNS SHOOTING AS SHOWN ON BACK GLASS.

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SIDE TARGETS ADVANCE RED AND YELLOW BONUS 1 TIME.

A TILT DOES NOT DISQUALIFY A PLAYER.

**BALL IN PLAY**

B-10003-2

231

**INSTRUCTIONS**

**ONE or TWO PLAYERS – 5 BALLS PER PLAYER**

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A TILT DOES NOT DISQUALIFY A PLAYER.

**BALL IN PLAY**

B-10003-2

231

SCORE CARDS ARE LISTED FROM LIBERAL TO CONSERVATIVE

CARDS MARKED ✽ ARE RECOMMENDED.

**5 BALL PLAY**

**A-10916 (2500, 3100, 3700, 4300)**

**A-10978 (2600, 3200, 3800, 4400)**

**A-10917 (2700, 3300, 3900, 4500)**

✽ **A-10918 (2800, 3400, 4000, 4600)**

**A-10979 (2900, 3500, 4100, 4700)**

**A-10919 (3000, 3600, 4200, 4800)**

**A-10920 (3100, 3700, 4300, 4900)**

**3 BALL PLAY**

**A-11306 (1800, 2400, 3000, 3600)**

**A-11307 (1900, 2500, 3100, 3700)**

**A-10308 (2000, 2600, 3200, 3800)**

✽ **A-10912 (2100, 2700, 3300, 3900)**

**A-10913 (2200, 2800, 3400, 4000)**

**A-10914 (2300, 2900, 3500, 4100)**

**A-10915 (2400, 3000, 3600, 4200)**

**ADJUSTMENT PLUG LOCATIONS**

**INSIDE LIGHTBOX = POINT SCORE ADJ.**

**BOTTOM PANEL = 3-5 BALL ADJ., MATCH FEATURE**

**ADJ., TRIPLE CHUTE ADJ., 3RD**

**CHUTE ADJ.**

**TOP OF PLAYBOARD = POST ADJ.**

A-10004

231

1 REPLAY FOR EACH SCORE OF 1800 POINTS.  
1 REPLAY FOR EACH SCORE OF 2400 POINTS.  
1 REPLAY FOR EACH SCORE OF 3000 POINTS.  
1 REPLAY FOR EACH SCORE OF 3600 POINTS.

A-11306

1 REPLAY FOR EACH SCORE OF 1900 POINTS.  
1 REPLAY FOR EACH SCORE OF 2500 POINTS.  
1 REPLAY FOR EACH SCORE OF 3100 POINTS.  
1 REPLAY FOR EACH SCORE OF 3700 POINTS.

A-11307

1 REPLAY FOR EACH SCORE OF 2000 POINTS.  
1 REPLAY FOR EACH SCORE OF 2600 POINTS.  
1 REPLAY FOR EACH SCORE OF 3200 POINTS.  
1 REPLAY FOR EACH SCORE OF 3800 POINTS.

A-11308

1 REPLAY FOR EACH SCORE OF 2100 POINTS.  
1 REPLAY FOR EACH SCORE OF 2700 POINTS.  
1 REPLAY FOR EACH SCORE OF 3300 POINTS.  
1 REPLAY FOR EACH SCORE OF 3900 POINTS.

A-10912

1 REPLAY FOR EACH SCORE OF 2200 POINTS.  
1 REPLAY FOR EACH SCORE OF 2800 POINTS.  
1 REPLAY FOR EACH SCORE OF 3400 POINTS.  
1 REPLAY FOR EACH SCORE OF 4000 POINTS.

A-10913

1 REPLAY FOR EACH SCORE OF 2300 POINTS.  
1 REPLAY FOR EACH SCORE OF 2900 POINTS.  
1 REPLAY FOR EACH SCORE OF 3500 POINTS.  
1 REPLAY FOR EACH SCORE OF 4100 POINTS.

A-10914

1 REPLAY FOR EACH SCORE OF 2400 POINTS.  
1 REPLAY FOR EACH SCORE OF 3000 POINTS.  
1 REPLAY FOR EACH SCORE OF 3600 POINTS.  
1 REPLAY FOR EACH SCORE OF 4200 POINTS.

A-10915

1 REPLAY FOR EACH SCORE OF 2500 POINTS.  
1 REPLAY FOR EACH SCORE OF 3100 POINTS.  
1 REPLAY FOR EACH SCORE OF 3700 POINTS.  
1 REPLAY FOR EACH SCORE OF 4300 POINTS.

A-10916

1 REPLAY FOR EACH SCORE OF 2600 POINTS.  
1 REPLAY FOR EACH SCORE OF 3200 POINTS.  
1 REPLAY FOR EACH SCORE OF 3800 POINTS.  
1 REPLAY FOR EACH SCORE OF 4400 POINTS.

A-10978

1 REPLAY FOR EACH SCORE OF 2700 POINTS.  
1 REPLAY FOR EACH SCORE OF 3300 POINTS.  
1 REPLAY FOR EACH SCORE OF 3900 POINTS.  
1 REPLAY FOR EACH SCORE OF 4500 POINTS.

A-10917

1 REPLAY FOR EACH SCORE OF 2800 POINTS.  
1 REPLAY FOR EACH SCORE OF 3400 POINTS.  
1 REPLAY FOR EACH SCORE OF 4000 POINTS.  
1 REPLAY FOR EACH SCORE OF 4600 POINTS.

A-10918

1 REPLAY FOR EACH SCORE OF 2900 POINTS.  
1 REPLAY FOR EACH SCORE OF 3500 POINTS.  
1 REPLAY FOR EACH SCORE OF 4100 POINTS.  
1 REPLAY FOR EACH SCORE OF 4700 POINTS.

A-10979

1 REPLAY FOR EACH SCORE OF 3000 POINTS.  
1 REPLAY FOR EACH SCORE OF 3600 POINTS.  
1 REPLAY FOR EACH SCORE OF 4200 POINTS.  
1 REPLAY FOR EACH SCORE OF 4800 POINTS.

A-10919

1 REPLAY FOR EACH SCORE OF 3100 POINTS.  
1 REPLAY FOR EACH SCORE OF 3700 POINTS.  
1 REPLAY FOR EACH SCORE OF 4300 POINTS.  
1 REPLAY FOR EACH SCORE OF 4900 POINTS.

A-10920

Font used: Futura Hv BT, Futura Md BT, Segoe UI Symbol, News Gothic MT Std

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

**Cards status:**

B-10002-1 instruction card needed to verify.

B-10002-2 instruction card confirmed.

B-10003-1 instruction card confirmed.

B-10003-2 instruction card confirmed.

A-10004 index card confirmed.

A-10920 score card confirmed.

All score cards are confirmed.

A-9995 Ball-in-Play card confirmed. This card is being used behind the instruction card and   
is available on my website as A-9995 Back mask.

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)

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