# ONE OR TWO PLAYERS

# 3 BALLS PER PLAYER

**INSTRUCTIONS**

## 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.

### HITTING ANY MULTI-BUMPER CONTACT LIGHTS CORRE- SPONDING POP BUMPER AND ROLLOVER.

HITTING A LIT TARGET RESETS TARGET VALUE TO 10.

A TILT DOES NOT DISQUALIFY A PLAYER.

211

A-8871-1

# ONE OR TWO PLAYERS

# 5 BALLS PER PLAYER

**INSTRUCTIONS**

## 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.

### HITTING ANY MULTI-BUMPER CONTACT LIGHTS CORRE- SPONDING POP BUMPER AND ROLLOVER.

HITTING A TARGET RESETS TARGET VALUE TO 10.

A TILT DOES NOT DISQUALIFY A PLAYER.

211

A-8872-1

## THORO-BRED

A-8868

211

SCORE CARDS ARE LISTED FROM LIBERAL TO CONSERVATIVE

CARDS MARKED \* ARE RECOMMENDED

A-8950

**3 BALL PLAY**

A-9237

A-8976

A-8873

\* A-8978

A-8874

A-8875

A-8876

**5 BALL PLAY**

A-9238

A-9239

A-9240

\* A-9241

A-8882

A-8733

A-8730

211

## 1 REPLAY FOR EACH SCORE OF POINTS. 1 REPLAY FOR EACH SCORE OF POINTS. 1 REPLAY FOR EACH SCORE OF POINTS. 1 REPLAY FOR EACH SCORE OF POINTS.

A-9237

## 1 REPLAY FOR EACH SCORE OF 800 POINTS. 1 REPLAY FOR EACH SCORE OF 1200 POINTS. 1 REPLAY FOR EACH SCORE OF 1300 POINTS. 1 REPLAY FOR EACH SCORE OF 1400 POINTS.

A-8976

## 1 REPLAY FOR EACH SCORE OF 1000 POINTS. 1 REPLAY FOR EACH SCORE OF 1100 POINTS. 1 REPLAY FOR EACH SCORE OF 1200 POINTS. 1 REPLAY FOR EACH SCORE OF 1300 POINTS.

A-8873

## 1 REPLAY FOR EACH SCORE OF 900 POINTS. 1 REPLAY FOR EACH SCORE OF 1100 POINTS. 1 REPLAY FOR EACH SCORE OF 1300 POINTS. 1 REPLAY FOR EACH SCORE OF 1500 POINTS.

A-8978

## 1 REPLAY FOR EACH SCORE OF POINTS. 1 REPLAY FOR EACH SCORE OF POINTS. 1 REPLAY FOR EACH SCORE OF POINTS. 1 REPLAY FOR EACH SCORE OF POINTS.

A-8874

## 1 REPLAY FOR EACH SCORE OF 1000 POINTS. 1 REPLAY FOR EACH SCORE OF 1200 POINTS. 1 REPLAY FOR EACH SCORE OF 1300 POINTS. 1 REPLAY FOR EACH SCORE OF 1400 POINTS.

A-8875

## 1 REPLAY FOR EACH SCORE OF 1000 POINTS. 1 REPLAY FOR EACH SCORE OF 1200 POINTS. 1 REPLAY FOR EACH SCORE OF 1400 POINTS. 1 REPLAY FOR EACH SCORE OF 1600 POINTS.

A-8876

## 1 REPLAY FOR EACH SCORE OF POINTS. 1 REPLAY FOR EACH SCORE OF POINTS. 1 REPLAY FOR EACH SCORE OF POINTS. 1 REPLAY FOR EACH SCORE OF POINTS.

A-9238

## 1 REPLAY FOR EACH SCORE OF 1100 POINTS. 1 REPLAY FOR EACH SCORE OF 1400 POINTS. 1 REPLAY FOR EACH SCORE OF 1500 POINTS. 1 REPLAY FOR EACH SCORE OF 1600 POINTS.

A-9239

## 1 REPLAY FOR EACH SCORE OF 1100 POINTS. 1 REPLAY FOR EACH SCORE OF 1400 POINTS. 1 REPLAY FOR EACH SCORE OF 1600 POINTS. 1 REPLAY FOR EACH SCORE OF 1800 POINTS.

A-9240

## 1 REPLAY FOR EACH SCORE OF 1100 POINTS. 1 REPLAY FOR EACH SCORE OF 1500 POINTS. 1 REPLAY FOR EACH SCORE OF 1600 POINTS. 1 REPLAY FOR EACH SCORE OF 1700 POINTS.

A-9241

## 1 REPLAY FOR EACH SCORE OF 1200 POINTS. 1 REPLAY FOR EACH SCORE OF 1400 POINTS. 1 REPLAY FOR EACH SCORE OF 1600 POINTS. 1 REPLAY FOR EACH SCORE OF 1800 POINTS.

A-8882

## 1 REPLAY FOR EACH SCORE OF 1300 POINTS. 1 REPLAY FOR EACH SCORE OF 1400 POINTS. 1 REPLAY FOR EACH SCORE OF 1500 POINTS. 1 REPLAY FOR EACH SCORE OF 1600 POINTS.

A-8733

## 1 REPLAY FOR EACH SCORE OF 1200 POINTS. 1 REPLAY FOR EACH SCORE OF 1500 POINTS. 1 REPLAY FOR EACH SCORE OF 1600 POINTS. 1 REPLAY FOR EACH SCORE OF 1700 POINTS.

A-8730

TO OBTAIN BEST RESULTS FROM MULTI-BUMPER

SET SWITCH POINT GAP WITH .050 GAGE.

A-8956

210

TO CONVERT THIS GAME TO 3 BALL PLAY: MOVE ADJUST-  
MENT PLUG LOCATED ON BOTTOM PANEL TO 3 BALL PLAY  
POSITION.

PROVIDE GAME WITH 3 BALLS INSTEAD OF USUAL 5 BALLS.

USE APPROPRIATE SCORE CARD.

212

A-8477-1

RUBBER RING CHART

|  |  |  |
| --- | --- | --- |
| No. Req’d. | Part No. | Size |
| 8 | #1 | 3/8’’ I.D. |
| 4 | #2 | 3/4’’ I.D. |
| 4 | #10 | 1’’ I.D. |
| 2 | #11 | 1-1/2’’ I.D. |
| 2 | #12 | 2’’ I.D. |
| 2 | #16 | 3’’ I.D. |
| 2 | #20 | 4’’ I.D. |

211

A-8928-1

1

#1 SEQUENCE  
RELAY

A-1119

2

#2 SEQUENCE  
RELAY

A-1119

3

#3 SEQUENCE  
RELAY

A-1119

4

#4 SEQUENCE  
RELAY

A-1119

5

#5 SEQUENCE  
RELAY

A-1119

A-8887

6

#6 SEQUENCE  
RELAY

A-1119

211

2B

2nd PLAYER  
THOUSANDS RELAY

A-1118  
COIL

1B

1st PLAYER  
THOUSANDS RELAY

A-1118  
COIL

PB

2nd PLAYER  
RELAY

A-1118  
COIL

ZB

1st BALL  
RELAY

A-1118  
COIL

QB

GAME OVER  
RELAY

A-1118  
COIL

A-8893

SB

START  
RELAY

A-1118  
COIL

211

XB

LAST BALL  
RELAY

A-1118  
COIL

**R**

115 V.  
HOLD  
RELAY

**H**

30 V.  
HOLD  
RELAY

**T**

TILT  
RELAY

**B**

CHANGE  
PLAYERS &  
ADD BALL  
PLAYED RELAY

**J**

100 POINT  
TARGET  
RELAY

211

A-8927

**J**

100 POINT  
TARGET  
RELAY

**L**

10 POINT  
TARGET  
RELAY

**X**

50  
POINT  
RELAY

25 VOLT PLAYBOARD LIGHTBOX

FUSE LIGHT FUSE LIGHT FUSE

10 10 10

AMP. AMP. AMP.

A-7987

Strip A-8927 completed size: 365x25mm

**E**

REPLAY  
BUTTON  
RELAY

**K**

COIN  
CHUTE  
RELAY

**W**

EXTRA  
CHUTE  
RELAY

211

A-8896

**A**

#1 POP  
BUMPER  
RELAY

**C**

#2 POP  
BUMPER  
RELAY

**Z**

#3 POP  
BUMPER  
RELAY

**F**

#4 POP  
BUMPER  
RELAY

211

A-8897

2ND PLAYER  
ONES UNIT

A-7890

1ST PLAYER  
ONES UNIT

A-7889

REPLAY UNIT

A-4283

2ND PLAYER  
TENS UNIT

A-4294

1ST PLAYER  
TENS UNIT

A-4291

0-9 UNIT

A-4287

2ND PLAYER  
HUNDREDS UNIT

A-4295

1ST PLAYER  
HUNDREDS UNIT

A-4292

BALLS PLAYED  
UNIT

A-4289

PRIMARY FUSE  
7½ AMP.

A-7675

115 V. FUSE  
3 AMP.

A-7673

SERIES RELAY

A-5506

BALLS PER

PLAYER ADJ.

A-6270

**3**

**5**

THIS GAME IS EQUIPPED WITH A SPECIAL TAPPED  
TRANSFORMER TO MAINTAIN THE USUAL FINE FLIP-  
PER ACTION AT LOW VOLTAGE. MOVING THE RED  
WITH YELLOW TRACER WIRE ON THE TRANSFORMER  
FROM THE NORMAL TAP TO THE HIGH TAP ALLOWS  
THE MACHINE TO OPERATE AT A REDUCED VOLTAGE.  
IN NO CASE SHOULD THE RED WITH YELLOW TRACER  
WIRE BE LEFT ON THE HIGH TAP WHEN THE LOCA-  
TION VOLTAGE EQUALS OR EXCEEDS 110 VOLTS.

A-6279

EXTRA CHUTE  
ADJUSTMENT

**5 PLAYS**

**4 PLAYS**

**3 PLAYS**

**2 PLAYS**

A-8178

COIN

CHUTE

ADJUSTMENT

2 COINS

1 COIN

A-6950

MATCH  
FEATURE

IN OUT

A-6848

BANK SET-UP

CAUTION

REPLACE ONLY WITH

1 -AMP. SLO-BLO FUSE

A-5522

1600 - 600 100 - 1100

1700 - 700 200 - 1200

1800 - 800 300 - 1300

1900 - 900 400 - 1400

1000 500 - 1500

PLUG IN BLUE  
WIRE FOR  
SCORES 100  
TO 1000.

PLUG IN RED  
WIRE FOR SCORES 1100  
TO 1900.

**A-6272**

POINT SCORE ADJUSTMENT

BANK SET-UP

CAUTION

REPLACE ONLY WITH

1 -AMP. SLO-BLO FUSE

A-5522

Be Sure To Insert All Lightbox Plugs Before  
Attaching Cord To 115 V. Line. Do Not  
Make Any Adjustments On Contacts Or  
Step Switches While Machine Is Connected  
To 115 V. Line.

A-6235-1

VERY IMPORTANT

Used fonts: Futura Hv BT, Futura Md BT, Futura Bk BT, AlternateGotNo1D, FranklinGothicEF, AdriannaExtendedDemiBold

Card size: 154x108mm (instructions), 154x76mm (score)

**Cards status:**

A-8871-1 3 balls instruction card confirmed.

A-8872-1 5 balls instruction card confirmed.

A-8868 Title card confirmed.

A-8950 index card confirmed.

Score cards confirmed, but for some cards the score levels are unknown.

A-8956 Multi-Bumper card confirmed (originally from game #210 Sky-Line)

A-8477-1 3 ball conversion card confirmed (originally from game #212 Bowling Queen)

A-8928-1 rubber ring chart confirmed.

All relay strips confirmed.

A-6235-1 Very Important card confirmed.

A-6848 Match Feature 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)

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