

TORCH

INSTRUCTIONS

3 BALLS PER PLAYER

COMPLETING LEFT DROP TARGETS LIGHTS A1 AND C3. COMPLETING RIGHT DROP TARGETS LIGHTS A3 AND C1. COMPLETING BOTH DROP TARGET BANKS LIGHTS "SPECIAL" TARGET.

DROP TARGETS SCORE 500 POINTS. COMPLETING LEFT OR RIGHT TOP ROLLOVERS LIGHTS CORRESPONDING DROP TARGETS FOR INCREASED SCORING AND LIGHTS ADJACENT "EXTRA BALL" ROLLOVER.

ROTO TARGETS SCORE 3000 POINTS AND LIGHT INDICATED NUMBER.

POP BUMPERS SCORE 1000 POINTS.

TILT DOES NOT DISQUALIFY A PLAYER.

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

438

B-19517-1

TORCH

INSTRUCTIONS

5 BALLS PER PLAYER

COMPLETING LEFT DROP TARGETS LIGHTS A1 AND C3. COMPLETING RIGHT DROP TARGETS LIGHTS A3 AND C1. COMPLETING BOTH DROP TARGET BANKS LIGHTS "SPECIAL" TARGET.

DROP TARGETS SCORE 500 POINTS. COMPLETING LEFT OR RIGHT TOP ROLLOVERS LIGHTS CORRESPONDING DROP TARGETS FOR INCREASED SCORING AND LIGHTS ADJACENT "EXTRA BALL" ROLLOVER ALTERNATELY.

ROTO TARGETS SCORE 3000 POINTS AND LIGHT INDICATED NUMBER.

POP BUMPERS SCORE 100 POINTS.

TILT DOES NOT DISQUALIFY A PLAYER.

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

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DROP TARGETS SCORE 500 POINTS. COMPLETING LEFT OR RIGHT TOP ROLLOVERS LIGHTS CORRESPONDING DROP TARGETS FOR INCREASED SCORING AND LIGHTS ADJACENT "EXTRA BALL" ROLLOVER.

ROTO TARGETS SCORE 3000 POINTS AND LIGHT INDICATED NUMBER.

POP BUMPERS SCORE 1000 POINTS.

TILT DOES NOT DISQUALIFY A PLAYER.

MAKING "SPECIAL" SCORES ONE EXTRA BALL.

MAXIMUM ONE EXTRA BALL PER BALL IN PLAY.

438

B-19518-1

TORCH

INSTRUCTIONS

5 BALLS PER PLAYER

COMPLETING LEFT DROP TARGETS LIGHTS A1 AND C3. COMPLETING RIGHT DROP TARGETS LIGHTS A3 AND C1. COMPLETING BOTH DROP TARGET BANKS LIGHTS "SPECIAL" TARGET.

DROP TARGETS SCORE 500 POINTS. COMPLETING LEFT OR RIGHT TOP ROLLOVERS LIGHTS CORRESPONDING DROP TARGETS FOR INCREASED SCORING AND LIGHTS ADJACENT "EXTRA BALL" ROLLOVER ALTERNATELY.

ROTO TARGETS SCORE 3000 POINTS AND LIGHT INDICATED NUMBER.

POP BUMPERS SCORE 100 POINTS.

TILT DOES NOT DISQUALIFY A PLAYER.

MAKING "SPECIAL" SCORES ONE EXTRA BALL.

MAXIMUM ONE EXTRA BALL PER BALL IN PLAY.

438

B-19518-1

REGLE DE JEU

TORCH

INSTRUCTIONS

3 BILLES PAR JOUEUR

Abattre les cibles de gauche allume A1 et C3. Abattre les cibles de droite allume A3 et C1. Abattre les deux rangées allume la cible du spécial.

Les cibles donnent 500 points. Faire les passages droite et gauche du haut, allume les cibles correspondantes pour augmenter leur score, et allume le passage adjacent "EXTRA BALL".

Les cibles tournantes donnent 3000 points et allument le nombre correspondant.

Les bumpers donnent 1000 points.

Le Tilt ne disqualifie pas le joueur.

A la fin de la partie, lorsque les deux derniers chiffres du joueur sont identiques aux deux chiffres affichés en bas au milieu du fronton (number to match) une partie est obtenue.—

A-20001

REGLE DE JEU

TORCH

INSTRUCTIONS

5 BILLES PAR JOUEUR

Abattre les cibles de gauche allume A1 et C3. Abattre les cibles de droite allume A3 et C1. Abattre les deux rangées allume la cible du spécial.

Les cibles donnent 500 points. Faire les passages droite et gauche du haut, allume les cibles correspondantes pour augmenter leur score, et allume le passage adjacent "EXTRA BALL" en alterance.

Les cibles tournantes donnent 3000 points et allument le nombre correspondant.

Les bumpers donnent 100 points.

Le Tilt ne disqualifie pas le joueur.

A la fin de la partie, lorsque les deux derniers chiffres du joueur sont identiques aux deux chiffres affichés en bas au milieu du fronton (number to match) une partie est obtenue.—

A-20001

TORCH

SCORES ARE LISTED FROM LIBERAL TO CONSERVATIVE.

RECOMMENDED CARDS ARE MARKED * FOR 3 BALL AND † FOR 5 BALL.

A-19490	170,000 - 300,000 - 440,000	A-19819	170,000 - 310,000 - 460,000
A-19461	180,000 - 310,000 - 450,000	* †A-19820	180,000 - 320,000 - 470,000
* A-19491	190,000 - 320,000 - 460,000	A-19821	190,000 - 330,000 - 480,000
A-19816	210,000 - 340,000 - 480,000		
† A-19463	220,000 - 350,000 - 490,000		
A-19817	230,000 - 360,000 - 500,000		
A-19464	240,000 - 370,000 - 510,000		
A-19818	260,000 - 390,000 - 530,000		

NOTE: IF GAME IS OPERATED WITHOUT "HIGH GAME TO DATE" FEATURE
TURN SCORE CARD OVER.

A-19516-1

F1	F2	F3	F4	F5	F6	F7
10A	7½A	5A	¼A	5A	5A	¼A
		SB	SB	SB	SB	SB

F-1 Lightbox Illumination

F-2 Playboard Illumination

F-3 Controlled Lamps

F-4 Sound Board

F-5 Power Supply

F-6 Solenoids (24 VDC)

F-7 Displays

6 VDC
LAMPS

24 VDC
SOLENOIDS

12 VDC
POWER SUPPLY
SOUND BOARD

VOLUME
CONTROL

PRIMARY FUSE
5 AMP SLO-BLO/115 VAC

2.5 AMP SLO-BLO/230 VAC

1 REPLAY FOR EACH SCORE OF 170,000 POINTS
1 REPLAY FOR EACH SCORE OF 300,000 POINTS
1 REPLAY FOR EACH SCORE OF 440,000 POINTS
3 REPLAYS FOR BEATING HIGH SCORE TO DATE

A-19490

1 REPLAY FOR EACH SCORE OF 170,000 POINTS
1 REPLAY FOR EACH SCORE OF 300,000 POINTS
1 REPLAY FOR EACH SCORE OF 440,000 POINTS

A-19490

1 REPLAY FOR EACH SCORE OF 180,000 POINTS
1 REPLAY FOR EACH SCORE OF 310,000 POINTS
1 REPLAY FOR EACH SCORE OF 450,000 POINTS
3 REPLAYS FOR BEATING HIGH SCORE TO DATE

A-19461

1 REPLAY FOR EACH SCORE OF 180,000 POINTS
1 REPLAY FOR EACH SCORE OF 310,000 POINTS
1 REPLAY FOR EACH SCORE OF 450,000 POINTS

A-19461

1 REPLAY FOR EACH SCORE OF 190,000 POINTS
1 REPLAY FOR EACH SCORE OF 320,000 POINTS
1 REPLAY FOR EACH SCORE OF 460,000 POINTS
3 REPLAYS FOR BEATING HIGH SCORE TO DATE

A-19491

1 REPLAY FOR EACH SCORE OF 190,000 POINTS
1 REPLAY FOR EACH SCORE OF 320,000 POINTS
1 REPLAY FOR EACH SCORE OF 460,000 POINTS

A-19491

1 REPLAY FOR EACH SCORE OF 210,000 POINTS
1 REPLAY FOR EACH SCORE OF 340,000 POINTS
1 REPLAY FOR EACH SCORE OF 480,000 POINTS
3 REPLAYS FOR BEATING HIGH SCORE TO DATE

A-19816

1 REPLAY FOR EACH SCORE OF 210,000 POINTS
1 REPLAY FOR EACH SCORE OF 340,000 POINTS
1 REPLAY FOR EACH SCORE OF 480,000 POINTS

A-19816

1 REPLAY FOR EACH SCORE OF 220,000 POINTS
1 REPLAY FOR EACH SCORE OF 350,000 POINTS
1 REPLAY FOR EACH SCORE OF 490,000 POINTS
3 REPLAYS FOR BEATING HIGH SCORE TO DATE

A-19463

1 REPLAY FOR EACH SCORE OF 220,000 POINTS
1 REPLAY FOR EACH SCORE OF 350,000 POINTS
1 REPLAY FOR EACH SCORE OF 490,000 POINTS

A-19463

1 REPLAY FOR EACH SCORE OF 230,000 POINTS
1 REPLAY FOR EACH SCORE OF 360,000 POINTS
1 REPLAY FOR EACH SCORE OF 500,000 POINTS
3 REPLAYS FOR BEATING HIGH SCORE TO DATE

A-19817

1 REPLAY FOR EACH SCORE OF 230,000 POINTS
1 REPLAY FOR EACH SCORE OF 360,000 POINTS
1 REPLAY FOR EACH SCORE OF 500,000 POINTS

A-19817

1 REPLAY FOR EACH SCORE OF 240,000 POINTS
1 REPLAY FOR EACH SCORE OF 370,000 POINTS
1 REPLAY FOR EACH SCORE OF 510,000 POINTS
3 REPLAYS FOR BEATING HIGH SCORE TO DATE

A-19464

1 REPLAY FOR EACH SCORE OF 240,000 POINTS
1 REPLAY FOR EACH SCORE OF 370,000 POINTS
1 REPLAY FOR EACH SCORE OF 510,000 POINTS

A-19464

1 REPLAY FOR EACH SCORE OF 260,000 POINTS
1 REPLAY FOR EACH SCORE OF 390,000 POINTS
1 REPLAY FOR EACH SCORE OF 530,000 POINTS
3 REPLAYS FOR BEATING HIGH SCORE TO DATE

A-19818

1 REPLAY FOR EACH SCORE OF 260,000 POINTS
1 REPLAY FOR EACH SCORE OF 390,000 POINTS
1 REPLAY FOR EACH SCORE OF 530,000 POINTS

A-19818

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

A-12689-1

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

A-16141

SCORING 170,000 POINTS ADDS 1 BALL
SCORING 310,000 POINTS ADDS 1 BALL
SCORING 460,000 POINTS ADDS 1 BALL

A-19819

SCORING 180,000 POINTS ADDS 1 BALL
SCORING 320,000 POINTS ADDS 1 BALL
SCORING 470,000 POINTS ADDS 1 BALL

A-19820

SCORING 190,000 POINTS ADDS 1 BALL
SCORING 330,000 POINTS ADDS 1 BALL
SCORING 480,000 POINTS ADDS 1 BALL

A-19421

SCORING POINTS ADDS 1 BALL.

A-17242

SCORING POINTS ADDS 1 BALL.
SCORING POINTS ADDS 1 BALL.

A-17243

Used fonts: Futura Hv BT, Futura Md BT, Futura Bk BT, Helvetica, News Gothic MT Std, News Gothic Std, Segoe UI Symbol
Card size: 154x108mm (instructions), 154x58mm (score)

Cards status:

B-19517-1 instruction card confirmed.

B-19518-1 instruction card confirmed.

A-20001 French instruction card needed to verify.

A-19516-1 index card confirmed.

Various (fuse) labels needed to be verified.

All score cards 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

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