# 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

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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 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.

438

B-19517-1

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### 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**

A-19490 170,000 - 300,000 - 440,000

A-19461 180,000 - 310,000 - 450,000

✽ A-19491 190,000 - 320,000 - 460,000

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

A-19819 170,000 - 310,000 - 460,000

✽ † A-19820 180,000 - 320,000 - 470,000

A-19821 190,000 - 330,000 - 480,000

# TORCH

**SCORES ARE LISTED FROM LIBERAL TO CONSERVATIVE.**

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

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

6 VDC 24 VDC

LAMPS SOLENOIDS

**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

12 VDC

POWER SUPPLY VOLUME

SOUND BOARD 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](http://www.inkochnito.nl)

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