— By the upper ejector.

— By the central target-set when lights of 2nd. and 3rd. sequences are

lighting.

— By the Star placed in the right canal and shooting smoothly the “ball-

shooter” and not touching the target placed at the top.

— By High Score.

— By match Feature.

— By scoring more than “HIGH SCORE TO DATE”.

BALLS PER GAME

1 REPLAY AT 1.200.000 POINTS

2 REPLAYS AT 1.600.000 POINTS

3 REPLAYS AT 2.000.000 POINTS

**REPLAYS \*MEG.AATON\***

## INSTRUCTIONS \*MEG.AATON\* 4 PLAYERS

— Each target-set scores lights placed at every corresponding row.  
 lousing the ball, bonus-lights of sequence nº 1, 2, 3 and 4 are  
 stopped and 1000 points are counted for each light.

— Lights X3, X5 and X10 that multiply bonus value will light and central

stars, will turn off.

— Two “SPECIAL” placed in the center of the pintable that simultaneously  
 light and will be obtained, when two target-set of 2nd. and 3rd. are  
 dropped down.

— Central right ejector to respective sequence, advance the snake lights.

— “TARGETS SCORE X10” Multiply score of dropped targets.

TILT ONLY PENALIZES BALL IN PLAY

— Por el expulsor superior.

— Por las dos dianas centrales de la secuencia de luces 2ª y 3ª, con las luces  
 correspondientes encendidas.

— Por la estrella del canal tirando la bola suavemente, sin llegar a tocar la  
 diana superior.

— Por tanteo.

— Por Loteria.

— Por “HIGH SCORE TO DATE”.

**3 BOLAS POR PARTIDA**

1 Partida logrando 1.200.000 puntos

2 Partida logrando 1.600.000 puntos

3 Partida logrando 2.000.000 puntos

**PARTIDAS**

## INSTRUCCIONES \*MEG.AATON\* 4 JUGADORES

— Cada grupo de dianas anota las luces encendidas en cada fila.

— Bloqueando la bola en la tronera superior derecha se detienen los  
 bonus-lights de las secuencias nº 1, 2, 3 y 4 y se contabilizan 1000 puntos  
 por cada luz.

— Las luces X3, X5 y X10 multiplican el valor del bono que iluminan y apagan  
 las estrellas centrales.

— Se optendran dos "ESPECIALES" iluminados en el centro del tablero  
 cuando dos bancadas de dianas establecidos de 2º y 3º se derriben.

— “TARGETS SCORE X10” Multiplica la puntuación de los objetivos perdidos.

— A los 10 segundos sin marcar puntos se pierde la bola.

**LA FALTA SOLO PENALIZA LA BOLA EN JUEGO**

Fonts used: Helvetica

**Cards status:**

English instruction card needed to verify.

English score/ball card needed to verify.

Spanish instruction card needed to verify.

Spanish score/ball card needed to verify.

Card size needed to verify. (78x138mm)

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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