• Insert coins for credit ANYTIME game is on.  
 Press credit button to start game.

• Pop Bumpers score 100.

**• Spotting A-L-I increases Center-Top Eject Pocket Value.**

• Spotting A-L-I & G-R-E-A-T-E-S-T lites top turnaround for EXTRA BALL.

• Top Drop Targets down advance multiplier.  
 2nd time down lites 2X 3rd time down lites 3X  
 4th time down lites 4X 5th time down lites 5X

• Spotting ALI once & GREATEST twice lites SPECIAL.

• Side Drop Targets advance side stars & score as indicated.

• Side Eject Pocket collects bonus and any lit multiplier.

• Making EXTRA BALL Turnaround when lit lites SHOOT AGAIN.

• Maximum 1 Extra Ball per ball in play.

• Outhole collects all bonus and any lit multiplier.

• SPECIAL Score 1 Replay.

• Tilt disqualifies ball in play only.

## ALI

12C-2-119-22

• Insert coins for credit ANYTIME game is on.  
 Press credit button to start game.

• Pop Bumpers score 100.

**• Spotting A-L-I increases Center-Top Eject Pocket Value.**

• Spotting A-L-I & G-R-E-A-T-E-S-T lites top turnaround for EXTRA BALL.

• Top Drop Targets down advance multiplier.  
 2nd time down lites 2X 3rd time down lites 3X  
 4th time down lites 4X 5th time down lites 5X

• Spotting ALI & GREATEST twice lites SPECIAL.

• Side Drop Targets advance side stars & score as indicated.

• Side Eject Pocket collects bonus and any lit multiplier.

• Making EXTRA BALL Turnaround when lit lites SHOOT AGAIN.

• Maximum 1 Extra Ball per ball in play.

• Outhole collects all bonus and any lit multiplier.

• SPECIAL Score 1 Replay.

• Tilt disqualifies ball in play only.

## ALI

12C-2-119-23

• Insert coins for credit ANYTIME game is on.  
 Press credit button to start game.

• Pop Bumpers score 1000.

**• Spotting A-L-I increases Center-Top Eject Pocket Value.**

• Spotting G-R-E-A-T-E-S-T lites top turnaround for EXTRA BALL.

• Top Drop Targets down advance multiplier.  
 1st time down lites 2X 2nd time down lites 3X  
 3rd time down lites 4X 4th time down lites 5X

• Spotting ALI once & GREATEST twice lites SPECIAL.

• Side Drop Targets advance side stars & score as indicated.

• Side Eject Pocket collects bonus and any lit multiplier.

• Making EXTRA BALL Turnaround when lit lites SHOOT AGAIN.

• Maximum 1 Extra Ball per ball in play.

• Outhole collects all bonus and any lit multiplier.

• SPECIAL Score 1 Replay.

• Tilt disqualifies ball in play only.

## ALI

12C-2-119-23A

Used fonts: Futura Medium, Webdings, Helvetica, Times New Roman, Futura BdCn BT.

**Cards status:**

High Score To Date recommended for 5 balls: ???,000.

Recommended score levels:

3 balls: 1st level ???,000 2nd level ???,000 points.

5 balls: 1st level ???,000 2nd level ???,000 points.

12C-2-119-22 confirmed.

12C-2-119-23 confirmed.

12C-2-119-23A 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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