

## **BIG GAME**

1. Pop bumpers score 1000.
2. Spotting B-I-G G-A-M-E lites letters in eject pocket lane for additional score. 1st time complete, lites side lane for extra ball. 2nd time complete, lites lane for special.
3. Lighting 4 corners on any 2 cards, 2 vertical or horizontal lines on any 2 cards or the "Z" card completed lites the bottom EXTRA BALL lane.
4. Bottom SPECIAL lites when two diagonal lines are made on any 2 cards.
5. Completing any card or 3 in line on each card lites 2X.
6. Completing 2 cards or two 3 in line on each card lites 3X.
7. Reserve bonus lites when 3 cards are filled.
8. Extra ball lanes score one extra ball when lit.
9. Special lanes score one replay when lit.
10. Tilt disqualifies ball in play only.

12B-2-121-21

## **BIG GAME**

1. Pop bumpers score 100.
2. Spotting B-I-G G-A-M-E lites letters in eject pocket lane for additional score. 1st time complete, lites side lane for extra ball. 2nd time complete, lites lane for special.
3. Lighting 4 corners on any 2 cards, 2 vertical or horizontal lines on any 2 cards or the "Z" card completed lites the bottom EXTRA BALL lane.
4. Bottom SPECIAL lites when two diagonal lines are made on any 2 cards.
5. Completing any card or 3 in line on each card lites 2X.
6. Completing 2 cards or two 3 in line on each card lites 3X.
7. Reserve bonus lites when 3 cards are filled.
8. Extra ball lanes score one extra ball when lit.
9. Special lanes score one replay when lit.
10. Tilt disqualifies ball in play only.

12B-2-121-21A

## **BIG GAME**

1. Pop bumpers score 1000.
2. Spotting B-I-G G-A-M-E lites letters in eject pocket lane for additional score. 1st time complete, lites side lane for extra ball. 2nd time complete, lites lane for special.
3. Lighting 4 corners on any 2 cards, 2 vertical or horizontal lines on any 2 cards or the "Z" card completed lites the bottom EXTRA BALL lane.
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6. Completing 2 cards or two 3 in line on each card lites 3X.
7. Reserve bonus lites when 3 cards are filled.
8. Extra ball lanes score one extra ball when lit.
9. Special lanes score one extra ball when lit.
10. Tilt disqualifies ball in play only.

12B-2-121-22

## **BIG GAME**

1. Pop bumpers score 100.
2. Spotting B-I-G G-A-M-E lites letters in eject pocket lane for additional score. 1st time complete, lites side lane for extra ball. 2nd time complete, lites lane for special.
3. Lighting 4 corners on any 2 cards, 2 vertical or horizontal lines on any 2 cards or the "Z" card completed lites the bottom EXTRA BALL lane.
4. Bottom SPECIAL lites when two diagonal lines are made on any 2 cards.
5. Completing any card or 3 in line on each card lites 2X.
6. Completing 2 cards or two 3 in line on each card lites 3X.
7. Reserve bonus lites when 3 cards are filled.
8. Extra ball lanes score one extra ball when lit.
9. Special lanes score one extra ball when lit.
10. Tilt disqualifies ball in play only.

12B-2-121-22A

## **BIG GAME**

1. Pop bumpers score 1000.
2. Spotting B-I-G G-A-M-E lites letters in eject pocket lane for additional score. 1st time complete, lites side lane for additional score. 2nd time complete, lites lane for special.
3. Bottom SPECIAL lites when two diagonal lines are made on any 2 cards.
4. Completing any card or 3 in line on each card lites 2X.
5. Completing 2 cards or two 3 in line on each card lites 3X.
6. Reserve bonus lites when 3 cards are filled.
7. Special lanes score 100,000 points when lit.
8. Tilt disqualifies ball in play only.

12B-2-121-23

## **BIG GAME**

1. Pop bumpers score 100.
2. Spotting B-I-G G-A-M-E lites letters in eject pocket lane for additional score. 1st time complete, lites side lane for additional score. 2nd time complete, lites lane for special.
3. Bottom SPECIAL lites when two diagonal lines are made on any 2 cards.
4. Completing any card or 3 in line on each card lites 2X.
5. Completing 2 cards or two 3 in line on each card lites 3X.
6. Reserve bonus lites when 3 cards are filled.
7. Special lanes score 100,000 points when lit.
8. Tilt disqualifies ball in play only.

12B-2-121-23A

**3 BALLS  
PER GAME**      **1 PLAY - QUARTER  
4 PLAYS - DOLLAR COIN**

500,000 \_\_\_\_\_ 1 REPLAY

750,000 \_\_\_\_\_ 1 REPLAY

- ★ EXTRA BALL LITES SHOOT AGAIN.
- ★ SPECIAL SCORE 1 REPLAY.

3 Replays For Beating High Score to Date.  
1 Replay For Matching Last Two Score  
Numbers With Match Numbers.

12D-SC-2-79A

High Score To Date recommended for 3 balls: 850,000.

**5 BALLS  
PER GAME**      **1 PLAY - QUARTER  
4 PLAYS - DOLLAR COIN**

840,000 \_\_\_\_\_ 1 REPLAY

980,000 \_\_\_\_\_ 1 REPLAY

- ★ EXTRA BALL LITES SHOOT AGAIN.
- ★ SPECIAL SCORE 1 REPLAY.

3 Replays For Beating High Score to Date.  
1 Replay For Matching Last Two Score  
Numbers With Match Numbers.

12D-SC-2-79

High Score To Date recommended for 5 balls: 990,000.

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

**Cards status:**

12B-2-121-21 confirmed.

12B-2-121-21A needed for double check.

12B-2-121-22 confirmed.

12B-2-121-22A confirmed.

12B-2-121-23 confirmed.

12B-2-121-23A confirmed.

12D-SC-2-79 confirmed.

12D-SC-2-79A 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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