

INSTRUCTIONS

1. Top Pop Bumper Scores 1,000 & Bonus Advance, others Score 1,000.
2. Drop Targets Score 500 Points Each.
1st Time Down Lites 2X, 2nd Time Down Lites 3X.
3rd Time Down Lites 4X, 4th Time Down Lites 5X And Scores Special.
3. Eject Pocket Scores Bonus Value.
4. Rollover Lanes & Stationary Targets Score 1,000 & Advance Bonus.
Spotting 1-2-3-4-5 Lites Extra Ball Lane, 2nd Time Scores Special.
5. Extra Ball Lane Scores One Extra Ball When Lit.
6. Maximum 1 Extra Ball Per Ball In Play.
7. Spinners Score Indicated Value, Increased By Spotting 1-2-3-4-5.
8. Bottom Star Rollover Scores 1,000 and Increases Return Lane Value.
9. Return Lanes Score 2,000 Points Plus Indicated Value.
10. Bottom Right Special Lane Lites After Lighting 4X.
11. Special Scores 1 Replay.
12. Tilt Disqualifies Ball In Play Only

12B-2-111-22

INSTRUCTIONS

1. Top Pop Bumper Scores 1,000 & Bonus Advance, others Score 100.
2. Drop Targets Score 500 Points Each.
1st Time Down Lites 2X, 2nd Time Down Lites 3X.
3rd Time Down Lites 4X, 4th Time Down Lites 5X And Scores Special.
3. Eject Pocket Scores Bonus Value.
4. Rollover Lanes & Stationary Targets Score 1,000 & Advance Bonus.
Spotting 1-2-3-4-5 Lites Extra Ball Lane, 2nd Time Scores Special.
5. Extra Ball Lane Scores One Extra Ball When Lit.
6. Maximum 1 Extra Ball Per Ball In Play.
7. Spinners Score Indicated Value, Increased By Spotting 1-2-3-4-5.
8. Bottom Star Rollover Scores 1,000 and Increases Return Lane Value.
9. Return Lanes Score 2,000 Points Plus Indicated Value.
10. Bottom Right Special Lane Lites After Lighting 4X.
11. Special Scores 1 Replay.
12. Tilt Disqualifies Ball In Play Only

12B-2-111-22A

INSTRUCTIONS

1. Top Pop Bumper Scores 1,000 & Bonus Advance, others Score 1,000.
2. Drop Targets Score 500 Points Each.
1st Time Down Lites 2X, 2nd Time Down Lites 3X.
3rd Time Down Lites 4X, 4th Time Down Lites 5X And Scores Special.
3. Eject Pocket Scores Bonus Value.
4. Rollover Lanes & Stationary Targets Score 1,000 & Advance Bonus.
Spotting 1-2-3-4-5 Lites Extra Ball Lane, 2nd Time Scores Special.
5. Extra Ball Lane Scores One Extra Ball When Lit.
6. Maximum 1 Extra Ball Per Ball In Play.
7. Spinners Score Indicated Value, Increased By Spotting 1-2-3-4-5.
8. Bottom Star Rollover Scores 1,000 and Increases Return Lane Value.
9. Return Lanes Score 2,000 Points Plus Indicated Value.
10. Bottom Right Special Lane Lites After Lighting 4X.
11. Special Scores 1 Extra Ball.
12. Tilt Disqualifies Ball In Play Only

12B-2-111-23

INSTRUCTIONS

1. Top Pop Bumper Scores 1,000 & Bonus Advance, others Score 100.
2. Drop Targets Score 500 Points Each.
1st Time Down Lites 2X, 2nd Time Down Lites 3X.
3rd Time Down Lites 4X, 4th Time Down Lites 5X And Scores Special.
3. Eject Pocket Scores Bonus Value.
4. Rollover Lanes & Stationary Targets Score 1,000 & Advance Bonus.
Spotting 1-2-3-4-5 Lites Extra Ball Lane, 2nd Time Scores Special.
5. Extra Ball Lane Scores One Extra Ball When Lit.
6. Maximum 1 Extra Ball Per Ball In Play.
7. Spinners Score Indicated Value, Increased By Spotting 1-2-3-4-5.
8. Bottom Star Rollover Scores 1,000 and Increases Return Lane Value.
9. Return Lanes Score 2,000 Points Plus Indicated Value.
10. Bottom Right Special Lane Lites After Lighting 4X.
11. Special Scores 1 Extra Ball.
12. Tilt Disqualifies Ball In Play Only

12B-2-111-23A

INSTRUCTIONS

1. Top Pop Bumper Scores 1,000 & Bonus Advance, others Score 1,000.
2. Drop Targets Score 500 Points Each.
1st Time Down Lites 2X, 2nd Time Down Lites 3X.
3rd Time Down Lites 4X, 4th Time Down Lites 5X And Scores Special.
3. Eject Pocket Scores Bonus Value.
4. Rollover Lanes & Stationary Targets Score 1,000 & Advance Bonus.
Spotting 1-2-3-4-5 Lites Extra Ball Lane, 2nd Time Scores Special.
5. Spinners Score Indicated Value, Increased By Spotting 1-2-3-4-5.
6. Bottom Star Rollover Scores 1,000 and Increases Return Lane Value.
7. Return Lanes Score 2,000 Points Plus Indicated Value.
8. Bottom Right Special Lane Lites After Lighting 4X.
9. Special Scores 100,000 Points.
10. Tilt Disqualifies Ball In Play Only

12B-2-111-24

INSTRUCTIONS

1. Top Pop Bumper Scores 1,000 & Bonus Advance, others Score 100.
2. Drop Targets Score 500 Points Each.
1st Time Down Lites 2X, 2nd Time Down Lites 3X.
3rd Time Down Lites 4X, 4th Time Down Lites 5X And Scores Special.
3. Eject Pocket Scores Bonus Value.
4. Rollover Lanes & Stationary Targets Score 1,000 & Advance Bonus.
Spotting 1-2-3-4-5 Lites Extra Ball Lane, 2nd Time Scores Special.
5. Spinners Score Indicated Value, Increased By Spotting 1-2-3-4-5.
6. Bottom Star Rollover Scores 1,000 and Increases Return Lane Value.
7. Return Lanes Score 2,000 Points Plus Indicated Value.
8. Bottom Right Special Lane Lites After Lighting 4X.
9. Special Scores 100,000 Points.
10. Tilt Disqualifies Ball In Play Only

12B-2-111-24A

**3 BALLS
PER GAME**

1 PLAY – 20c

360,000 — 1 REPLAY

520,000 — 1 REPLAY

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

12D-1-....

**5 BALLS
PER GAME**

1 PLAY – 20c

540,000 — 1 REPLAY

680,000 — 1 REPLAY

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

12D-1-....A

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

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

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

**1 Replay For Matching Last Two Score
Numbers With Match Numbers.**

**3 BALLS
PER GAME**

1 PLAY – 2 x 20c

360,000 — 1 REPLAY

520,000 — 1 REPLAY

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

12D-1-....

**5 BALLS
PER GAME**

1 PLAY – 2 x 20c

540,000 — 1 REPLAY

680,000 — 1 REPLAY

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

12D-1-....A

Used fonts: Futura LT Condensed, Futura ExtraBold, Helvetica, Helvetica Narrow

Cards status:

12B-2-111-22 needed to verify.
12B-2-111-22A needed to verify.
12B-2-111-23 needed to verify.
12B-2-111-23A needed to verify.
12B-2-111-24 needed to verify.
12B-2-111-24A needed to verify.
12D-1-.... needed to verify.
12D-1-....A needed to verify.

Recommended "High Score to Date" levels:
(reset periodically)
3 ball 700,000 points
5 ball 800,000 points

These instruction cards are based on the cards from Stern – Magic.

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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