

INSTRUCTIONS

1. Top Pop Bumper Scores 1,000 & Bonus Advance, others Score 1,000.
2. Drop Targets Score - Each End 1,000, Middle 500.
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 MAGIC 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 M-A-G-I-C.
8. Bottom Star Rollover Scores 1,000 and Increases Return Lane Value.
9. Return Lanes Score 2,000 Points or Indicated Value.
10. Bottom Right Special Lane Lites After Lighting 4X.
11. Special Scores 1 Replay.
12. Tilt Disqualifies Ball In Play Only

12B-2-22

INSTRUCTIONS

1. Top Pop Bumper Scores 1,000 & Bonus Advance, others Score 100.
2. Drop Targets Score - Each End 1,000, Middle 500.
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 MAGIC 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 M-A-G-I-C.
8. Bottom Star Rollover Scores 1,000 and Increases Return Lane Value.
9. Return Lanes Score 2,000 Points or Indicated Value.
10. Bottom Right Special Lane Lites After Lighting 4X.
11. Special Scores 1 Replay.
12. Tilt Disqualifies Ball In Play Only

12B-2-22A

INSTRUCTIONS

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2. Drop Targets Score - Each End 1,000, Middle 500.
1st Time Down Lites 2X, 2nd Time Down Lites 3X,
3rd Time Down Lites 4X, 4th Time Down Lites 5X And Scores Special.
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6. Maximum 1 Extra Ball Per Ball In Play.
7. Spinners Score Indicated Value, Increased By Spotting M-A-G-I-C.
8. Bottom Star Rollover Scores 1,000 and Increases Return Lane Value.
9. Return Lanes Score 2,000 Points or 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-2-23

INSTRUCTIONS

1. Top Pop Bumper Scores 1,000 & Bonus Advance, others Score 100.
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1st Time Down Lites 2X, 2nd Time Down Lites 3X,
3rd Time Down Lites 4X, 4th Time Down Lites 5X And Scores Special.
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4. Rollover Lanes & Stationary Targets Score 1,000 & Advance Bonus.
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6. Maximum 1 Extra Ball Per Ball In Play.
7. Spinners Score Indicated Value, Increased By Spotting M-A-G-I-C.
8. Bottom Star Rollover Scores 1,000 and Increases Return Lane Value.
9. Return Lanes Score 2,000 Points or 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-2-23A

INSTRUCTIONS

1. Top Pop Bumper Scores 1,000 & Bonus Advance, others Score 1,000.
2. Drop Targets Score - Each End 1,000, Middle 500.
1st Time Down Lites 2X, 2nd Time Down Lites 3X,
3rd Time Down Lites 4X, 4th Time Down Lites 5X And Scores Special.
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Spotting MAGIC Lites Extra Ball Lane, 2nd Time Scores Special.
5. Spinners Score Indicated Value, Increased By Spotting M-A-G-I-C.
6. Bottom Star Rollover Scores 1,000 and Increases Return Lane Value.
7. Return Lanes Score 2,000 Points or 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-2-24

INSTRUCTIONS

1. Top Pop Bumper Scores 1,000 & Bonus Advance, others Score 100.
2. Drop Targets Score - Each End 1,000, Middle 500.
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 MAGIC Lites Extra Ball Lane, 2nd Time Scores Special.
5. Spinners Score Indicated Value, Increased By Spotting M-A-G-I-C.
6. Bottom Star Rollover Scores 1,000 and Increases Return Lane Value.
7. Return Lanes Score 2,000 Points or 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-2-24A

**5 BALLS
PER GAME**

1 PLAY – QUARTER

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-1-34

**3 BALLS
PER GAME**

1 PLAY – QUARTER

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-1-34A

**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.**

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

Cards status:

12B-2-22 needed to verify.
12B-2-22A needed to verify.
12B-2-23 confirmed.
12B-2-23A confirmed.
12B-2-24 confirmed.
12B-2-24A confirmed.
12D-1-34 confirmed.
12D-1-34A confirmed.

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

The text on the cards are corrected to match with the game.

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

If you like my work, please send me a donation via PayPal.