

INSTRUCTIONS

1. Pop Bumper Scores 100.
2. Ball Kick-Out Holes Spots 'Lit Value'.
3. Extra Ball Lane Score One Extra Ball When Lit.
4. Maximum 1 Extra Ball Per Ball In Play.
5. Return Lanes Lite Respective Spinners.
6. 3 Targets Down Score 3000 Also Score Strike When Lit.
7. Rollover Buttons Score 100, All 10 Rollover Buttons Made Score Strike.
8. Strikes & Pins Made, Hold Over Ball To Ball.
9. Strikes Score 10,000 & Pins Made Score 1,000 Bonus Points.
10. Making 3 Strikes Lite Special.
11. Stationary Targets Score 500 & Special When Lit.
12. Special Scores One Replay.
13. Tilt Disqualifies Ball In Play Only.

12B-2-104-22

INSTRUCTIONS

1. Pop Bumper Scores 1000.
2. Ball Kick-Out Holes Spots 'Lit Value'.
3. Extra Ball Lane Score One Extra Ball When Lit.
4. Maximum 1 Extra Ball Per Ball In Play.
5. Return Lanes Lite Respective Spinners.
6. 3 Targets Down Score 3000 Also Score Strike When Lit.
7. Rollover Buttons Score 100, All 10 Rollover Buttons Made Score Strike.
8. Strikes & Pins Made, Hold Over Ball To Ball.
9. Strikes Score 10,000 & Pins Made Score 1,000 Bonus Points.
10. Making 3 Strikes Lite Special.
11. Stationary Targets Score 500 & Special When Lit.
12. Special Scores One Replay.
13. Tilt Disqualifies Ball In Play Only.

12B-2-104-22A

INSTRUCTIONS

1. Pop Bumper Scores 100.
2. Ball Kick-Out Holes Spots 'Lit Value'.
3. Extra Ball Lane Score One Extra Ball When Lit.
4. Maximum 1 Extra Ball Per Ball In Play.
5. Return Lanes Lite Respective Spinners.
6. 3 Targets Down Score 3000 Also Score Strike When Lit.
7. Rollover Buttons Score 100, All 10 Rollover Buttons Made Score Strike.
8. Strikes & Pins Made, Hold Over Ball To Ball.
9. Strikes Score 10,000 & Pins Made Score 1,000 Bonus Points.
10. Making 3 Strikes Lite Special.
11. Stationary Targets Score 500 & Special When Lit.
12. Special Scores 1 Extra Ball.
13. Tilt Disqualifies Ball In Play Only.

12B-2-104-23

INSTRUCTIONS

1. Pop Bumper Scores 1000.
2. Ball Kick-Out Holes Spots 'Lit Value'.
3. Extra Ball Lane Score One Extra Ball When Lit.
4. Maximum 1 Extra Ball Per Ball In Play.
5. Return Lanes Lite Respective Spinners.
6. 3 Targets Down Score 3000 Also Score Strike When Lit.
7. Rollover Buttons Score 100, All 10 Rollover Buttons Made Score Strike.
8. Strikes & Pins Made, Hold Over Ball To Ball.
9. Strikes Score 10,000 & Pins Made Score 1,000 Bonus Points.
10. Making 3 Strikes Lite Special.
11. Stationary Targets Score 500 & Special When Lit.
12. Special Scores 1 Extra Ball.
13. Tilt Disqualifies Ball In Play Only.

12B-2-104-23A

INSTRUCTIONS

1. Pop Bumper Scores 100.
2. Ball Kick-Out Holes Spots 'Lit Value'.
3. Return Lanes Lite Respective Spinners.
4. 3 Targets Down Score 3000 Also Score Strike When Lit.
5. Rollover Buttons Score 100, All 10 Rollover Buttons Made Score Strike.
6. Strikes & Pins Made, Hold Over Ball To Ball.
7. Strikes Score 10,000 & Pins Made Score 1,000 Bonus Points.
8. Making 3 Strikes Lite Special.
9. Stationary Targets Score 500 & Special When Lit.
10. Special Scores 100,000.
11. Tilt Disqualifies Ball In Play Only.

12B-2-104-24

INSTRUCTIONS

1. Pop Bumper Scores 1000.
2. Ball Kick-Out Holes Spots 'Lit Value'.
3. Return Lanes Lite Respective Spinners.
4. 3 Targets Down Score 3000 Also Score Strike When Lit.
5. Rollover Buttons Score 100, All 10 Rollover Buttons Made Score Strike.
6. Strikes & Pins Made, Hold Over Ball To Ball.
7. Strikes Score 10,000 & Pins Made Score 1,000 Bonus Points.
8. Making 3 Strikes Lite Special.
9. Stationary Targets Score 500 & Special When Lit.
10. Special Scores 100,000.
11. Tilt Disqualifies Ball In Play Only.

12B-2-104-24A

**3 BALLS
PER GAME**

1 PLAY – QUARTER

..... — 1 REPLAY

..... — 1 REPLAY

**3 REPLAYS FOR BEATING HIGH SCORE TO DATE.
1 REPLAY FOR MATCHING LAST TWO SCORE
NUMBERS WITH MATCH NUMBERS.**

12D-1-34A

High Score To Date recommended setting for 3 balls: ? points

**5 BALLS
PER GAME**

1 PLAY – QUARTER

..... — 1 REPLAY

..... — 1 REPLAY

**3 REPLAYS FOR BEATING HIGH SCORE TO DATE.
1 REPLAY FOR MATCHING LAST TWO SCORE
NUMBERS WITH MATCH NUMBERS.**

12D-1-34

High Score To Date recommended setting for 5 balls: ? points

Used fonts: Futura ExtraBold, Webdings, Helvetica, Helvetica Narrow,
Times New Roman, Futura BdCn BT, Futura LT Condensed

Cards status:

12B-2-104-22 needed to verify.

12B-2-104-22A needed to verify.

12B-2-104-23 confirmed.

12B-2-104-23A confirmed.

12B-2-104-24 confirmed.

12B-2-104-24A confirmed.

12D-1-34 confirmed. (score levels unknown)

12D-1-34A confirmed. (score levels unknown)

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