

INSTRUCTIONS

1. Pop Bumper Scores 1,000
2. Top & Center Rollovers Score 100 and Lites Top Right and Left Lanes For 9,000
3. Stationary Target Scores 5,000 & Lites Return Lanes
4. Ball Kick-Out Hole Scores Lit Value
5. Upper 3 Bank Drop Targets Down Score 6,000 and Multiply Bonus By Lit Value
6. Every 4th Turn On Spinner Advances Bonus
7. Spinner Lites When Bonus Reaches 10,000
8. Left Side 3 Bank Drop Target Down Scores 10,000
2nd Time Down Lites Extra Ball Lane
3rd Time Down Scores Special
9. Extra Ball Lane Score One Extra Ball When Lit
10. Maximum One Extra Ball Per Ball In Play
11. Special Scores One Replay
12. Tilt Disqualifies Ball In Play Only

12B-2-108-22

INSTRUCTIONS

1. Pop Bumper Scores 100
2. Top & Center Rollovers Score 100 and Lites Top Right and Left Lanes For 9,000
3. Stationary Target Scores 5,000 & Lites Return Lanes
4. Ball Kick-Out Hole Scores Lit Value
5. Upper 3 Bank Drop Targets Down Score 6,000 and Multiply Bonus By Lit Value
6. Every 4th Turn On Spinner Advances Bonus
7. Spinner Lites When Bonus Reaches 10,000
8. Left Side 3 Bank Drop Target Down Scores 10,000
2nd Time Down Lites Extra Ball Lane
3rd Time Down Scores Special
9. Extra Ball Lane Score One Extra Ball When Lit
10. Maximum One Extra Ball Per Ball In Play
11. Special Scores One Replay
12. Tilt Disqualifies Ball In Play Only

12B-2-108-22A

INSTRUCTIONS

1. Pop Bumper Scores 1,000
2. Top & Center Rollovers Score 100 and Lites Top Right and Left Lanes For 9,000
3. Stationary Target Scores 5,000 & Lites Return Lanes
4. Ball Kick-Out Hole Scores Lit Value
5. Upper 3 Bank Drop Targets Down Score 6,000 and Multiply Bonus By Lit Value
6. Every 4th Turn On Spinner Advances Bonus
7. Spinner Lites When Bonus Reaches 10,000
8. Left Side 3 Bank Drop Target Down Scores 10,000
2nd Time Down Lites Extra Ball Lane
3rd Time Down Scores Special
9. Extra Ball Lane Score One Extra Ball When Lit
10. Maximum One Extra Ball Per Ball In Play
11. Special Scores 1 Extra Ball
12. Tilt Disqualifies Ball In Play Only

12B-2-108-23

INSTRUCTIONS

1. Pop Bumper Scores 100
2. Top & Center Rollovers Score 100 and Lites Top Right and Left Lanes For 9,000
3. Stationary Target Scores 5,000 & Lites Return Lanes
4. Ball Kick-Out Hole Scores Lit Value
5. Upper 3 Bank Drop Targets Down Score 6,000 and Multiply Bonus By Lit Value
6. Every 4th Turn On Spinner Advances Bonus
7. Spinner Lites When Bonus Reaches 10,000
8. Left Side 3 Bank Drop Target Down Scores 10,000
2nd Time Down Lites Extra Ball Lane
3rd Time Down Scores Special
9. Extra Ball Lane Score One Extra Ball When Lit
10. Maximum One Extra Ball Per Ball In Play
11. Special Scores 1 Extra Ball
12. Tilt Disqualifies Ball In Play Only

12B-2-108-23A

INSTRUCTIONS

1. Pop Bumper Scores 1,000
2. Top & Center Rollovers Score 100 and Lites Top Right and Left Lanes For 9,000
3. Stationary Target Scores 5,000 & Lites Return Lanes
4. Ball Kick-Out Hole Scores Lit Value
5. Upper 3 Bank Drop Targets Down Score 6,000 and Multiply Bonus By Lit Value
6. Every 4th Turn On Spinner Advances Bonus
7. Spinner Lites When Bonus Reaches 10,000
8. Left Side 3 Bank Drop Target Down Scores 10,000
2nd Time Down Scores Special
9. Special Scores 100,000
10. Tilt Disqualifies Ball In Play Only

12B-2-108-24

INSTRUCTIONS

1. Pop Bumper Scores 100
2. Top & Center Rollovers Score 100 and Lites Top Right and Left Lanes For 9,000
3. Stationary Target Scores 5,000 & Lites Return Lanes
4. Ball Kick-Out Hole Scores Lit Value
5. Upper 3 Bank Drop Targets Down Score 6,000 and Multiply Bonus By Lit Value
6. Every 4th Turn On Spinner Advances Bonus
7. Spinner Lites When Bonus Reaches 10,000
8. Left Side 3 Bank Drop Target Down Scores 10,000
2nd Time Down Scores Special
9. Special Scores 100,000
10. Tilt Disqualifies Ball In Play Only

12B-2-108-24A

**3 BALLS
PER GAME**

1 PLAY – QUARTER

190,000 — 1 REPLAY

280,000 — 1 REPLAY

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

12D-1-34A

High Score To Date recommended setting for 3 balls: 400,000 points

**5 BALLS
PER GAME**

1 PLAY – QUARTER

240,000 — 1 REPLAY

420,000 — 1 REPLAY

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

12D-1-34

High Score To Date recommended setting for 5 balls: 540,000 points

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

Cards status:

12B-2-108-22 confirmed.

12B-2-108-22A confirmed.

12B-2-108-23 confirmed.

12B-2-108-23A confirmed.

12B-2-108-24 confirmed.

12B-2-108-24A 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

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