

INSTRUCTIONS

1. Pop Bumpers Score 1,000
2. Making Top Eject Holes 2-1-3 On Any Ball
After 1st Time No. 1 Scores Extra 4,000
After 2nd Time No. 1 Will Score Special
3. Spinners Lites When Bonus is at 2,000 8,000 14,000 and 20,000
4. 3 Drop Targets Down Scores 3,000
2nd Time Down Scores 3,000 3rd Time Scores Extra 4,000
5. 3 Arrow Advances Increase Bonus & Lites Double Bonus & Rollover For 10,000 Pts.
6. 4 Drop Targets Spot Wild Fyre
1st Time Down Score 3,000 2nd Time Down Score 5,000
7. Extra Ball Lane Lites After Spotting Wild
8. Extra Ball Lane Scores One Extra Ball
(Maximum 1 Extra Ball Per Ball In Play)
9. Bottom Special Lites, After Spotting Wild Fyre
10. Specials Score 1 Replay
11. 5X Alternates With 2X When Lit On Last Ball Only
12. Tilt Disqualifies Ball In Play Only

12B-2-106-22

INSTRUCTIONS

1. Pop Bumpers Score 1,000
2. Making Top Eject Holes 2-1-3 On Any Ball
After 1st Time No. 1 Scores Extra 4,000
After 2nd Time No. 1 Will Score Special
3. Spinners Lites When Bonus is at 2,000 8,000 14,000 and 20,000
4. 3 Drop Targets Down Scores 3,000
2nd Time Down Lites 2X 3rd Time Down Scores Extra 4,000
5. 3 Arrow Advances Increase Bonus & Lites Double Bonus & Rollover For 10,000 Pts.
6. 4 Drop Targets Spot Wild Fyre
1st Time Down Score 3,000 2nd Time Down Score 5,000
7. Extra Ball Lane Lites After Spotting Wild
8. Extra Ball Lane Scores One Extra Ball
(Maximum 1 Extra Ball Per Ball In Play)
9. Bottom Special Lites, After Spotting Wild Fyre
10. Special Scores 1 Extra Ball
11. 5X Alternates With 2X When Lit On Last Ball Only
12. Tilt Disqualifies Ball In Play Only

12B-2-106-22A

INSTRUCTIONS

1. Pop Bumpers Score 1,000
2. Making Top Eject Holes 2-1-3 On Any Ball
After 1st Time No. 1 Scores Extra 4,000
After 2nd Time No. 1 Will Score Special
3. Spinners Lites When Bonus is at 2,000 8,000 14,000 and 20,000
4. 3 Drop Targets Down Lites 2X
2nd Time Down Lites 2X 3rd Time Down Scores Extra 4,000
5. 3 Arrow Advances Increase Bonus & Lites Double Bonus & Rollover For 10,000 Pts.
6. 4 Drop Targets Spot Wild Fyre
1st Time Down Score 3,000 2nd Time Down Score 5,000
7. Bottom Special Lites, After Spotting Wild Fyre
8. Specials Score 100,000 Pts.
9. 5X Alternates With 2X When Lit On Last Ball Only
10. Tilt Disqualifies Ball In Play Only

12B-2-106-23

INSTRUCTIONS

1. Pop Bumpers Score 100
2. Making Top Eject Holes 2-1-3 On Any Ball
After 1st Time No. 1 Scores Extra 4,000
After 2nd Time No. 1 Will Score Special
3. Spinners Lites When Bonus is at 2,000 8,000 14,000 and 20,000
4. 3 Drop Targets Down Scores 3,000
2nd Time Down Lites 2X 3rd Time Down Scores Extra 4,000
5. 3 Arrow Advances Increase Bonus & Lites Double Bonus & Rollover For 10,000 Pts.
6. 4 Drop Targets Spot Wild Fyre
1st Time Down Score 3,000 2nd Time Down Score 5,000
7. Bottom Special Lites, After Spotting Wild Fyre
8. Specials Score 100,000 Pts.
9. 5X Alternates With 2X When Lit On Last Ball Only
10. Tilt Disqualifies Ball In Play Only

12B-2-106-23A

INSTRUCTIONS

1. Pop Bumpers Score 100
2. Making Top Eject Holes 2-1-3 On Any Ball
After 1st Time No. 1 Scores Extra 4,000
After 2nd Time No. 1 Will Score Special
3. Spinners Lites When Bonus is at 2,000 8,000 14,000 and 20,000
4. 3 Drop Targets Down Scores 3,000
2nd Time Down Lites 2X 3rd Time Down Scores Extra 4,000
5. 3 Arrow Advances Increase Bonus & Lites Double Bonus & Rollover For 10,000 Pts.
6. 4 Drop Targets Spot Wild Fyre
1st Time Down Score 3,000 2nd Time Down Score 5,000
7. Extra Ball Lane Lites After Spotting Wild
8. Extra Ball Lane Scores One Extra Ball
(Maximum 1 Extra Ball Per Ball In Play)
9. Bottom Special Lites, After Spotting Wild Fyre
10. Specials Score 1 Replay
11. 5X Alternates With 2X When Lit On Last Ball Only
12. Tilt Disqualifies Ball In Play Only

12B-2-106-24

INSTRUCTIONS

1. Pop Bumpers Score 100
2. Making Top Eject Holes 2-1-3 On Any Ball
After 1st Time No. 1 Scores Extra 4,000
After 2nd Time No. 1 Will Score Special
3. Spinners Lites When Bonus is at 2,000 8,000 14,000 and 20,000
4. 3 Drop Targets Down Scores 3,000
2nd Time Down Lites 2X 3rd Time Down Scores Extra 4,000
5. 3 Arrow Advances Increase Bonus & Lites Double Bonus & Rollover For 10,000 Pts.
6. 4 Drop Targets Spot Wild Fyre
1st Time Down Score 3,000 2nd Time Down Score 5,000
7. Extra Ball Lane Lites After Spotting Wild
8. Extra Ball Lane Scores One Extra Ball
(Maximum 1 Extra Ball Per Ball In Play)
9. Bottom Special Lites, After Spotting Wild Fyre
10. Special Scores 1 Extra Ball
11. 5X Alternates With 2X When Lit On Last Ball Only
12. Tilt Disqualifies Ball In Play Only

12B-2-106-24A

Used fonts: Futura ExtraBold, HelveticaNeueLT Std Med, Century Schoolbook
Card size: 140x76mm

Cards status:

12B-2-106-22 confirmed.
12B-2-106-22A confirmed.
12B-2-106-23 confirmed.
12B-2-106-23A confirmed.
12B-2-106-24 confirmed.
12B-2-106-24A confirmed.

Score cards are available in a separate file called Stern_SS-series_12D-1-xx_Score_cards.zip.

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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