### MAXIMUM — 1 EXTRA BALL FOR BALL BEING PLAYED

###### 5 BALLS PER GAME

###### Extra Ball For Each Score of Points

###### Extra Ball For Each Score of Points

###### 377-EB-1

For Amusement

Only

One to Four  
Players

**ACES & KINGS**

### MAXIMUM — 1 EXTRA BALL FOR BALL BEING PLAYED

###### 3 BALLS PER GAME

###### Extra Ball For Each Score of Points

###### Extra Ball For Each Score of Points

###### 377-EB-2

For Amusement

Only

One to Four  
Players

**ACES & KINGS**

• Insert one coin and wait for machine to reset before inserting coin for  
 next player.

• Each player shoots one ball at a time, as indicated on back glass.

• A tilt does not disqualify player.

• Left eject hole scores 10 times value when green joker is lit.

• Right eject hole scores 10 times value when yellow joker is lit.

• Making 4 Aces lites left eject hole for extra ball.

• Making 4 Kings lites right eject hole for extra ball.

## INSTRUCTIONS

###### 377-EB-3

###### 5 BALLS PER GAME

###### 1 REPLAY FOR EACH SCORE OF 4300 POINTS

###### 1 REPLAY FOR EACH SCORE OF 5700 POINTS

###### 1 REPLAY FOR EACH SCORE OF 7100 POINTS

###### 1 REPLAY FOR EACH SCORE OF 8500 POINTS

###### 377-1

For Amusement

Only

One to Four  
Players

**ACES & KINGS**

###### 3 BALLS PER GAME

###### 1 REPLAY FOR EACH SCORE OF 4500 POINTS

###### 1 REPLAY FOR EACH SCORE OF 5900 POINTS

###### 1 REPLAY FOR EACH SCORE OF 7300 POINTS

###### 1 REPLAY FOR EACH SCORE OF 8700 POINTS

###### 377-2

For Amusement

Only

One to Four  
Players

**ACES & KINGS**

• Insert one coin and wait for machine to reset before inserting coin for  
 next player.

• Each player shoots one ball at a time, as indicated on back glass.

• A tilt does not disqualify player.

• Left eject hole scores 10 times value when green joker is lit.

• Right eject hole scores 10 times value when yellow joker is lit.

• Making 4 Aces lites left eject hole for extra ball.

• Making 4 Kings lites right eject hole for extra ball.

• 1 Replay for each player matching last number in point score to lited  
 number that appears on back glass when game is over.

## INSTRUCTIONS

###### 377-1A

• Insert one coin and wait for machine to reset before inserting coin for  
 next player.

• Each player shoots one ball at a time, as indicated on back glass.

• A tilt does not disqualify player.

• Left eject hole scores 10 times value when green joker is lit.

• Right eject hole scores 10 times value when yellow joker is lit.

• Making 4 Aces lites left eject hole for extra ball.

• Making 4 Kings lites right eject hole for extra ball.

## INSTRUCTIONS

###### 377-2A

• Insert one coin and wait for machine to reset before inserting coin for  
 next player.

• Each player shoots one ball at a time, as indicated on back glass.

• A tilt does not disqualify player.

• Left eject hole scores 10 times value when green joker is lit.

• Right eject hole scores 10 times value when yellow joker is lit.

• Making 4 Aces lites left eject hole for special.

• Making 4 Kings lites right eject hole for special.

## INSTRUCTIONS

###### 377-3

Fonts used: Futura Hv BT, Futura ExtraBold, Futura Md BT, Futura Medium, Helvetica, Times New Roman

**Cards status:**

Card 377-EB-1 is confirmed.

Card 377-EB-2 is confirmed.

Card 377-EB-3 is confirmed.

Card 377-1 confirmed.

Card 377-2 confirmed.

Card 377-1A confirmed.

Card 377-2A confirmed.

Card 377-3 is needed to verify.

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](http://www.inkochnito.nl)

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