

For Amusement  
Only

## **ALPINE CLUB**

Score Void if  
Game is Tilted

- 1 REPLAY FOR EACH SCORE OF 3000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 4100 POINTS.
- 1 REPLAY FOR EACH SCORE OF 5200 POINTS.
- 1 REPLAY FOR EACH SCORE OF 6300 POINTS.

## **5 BALLS PER GAME**

310-1

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## **ALPINE CLUB**

Score Void if  
Game is Tilted

- 1 REPLAY FOR EACH SCORE OF 2000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 3600 POINTS.
- 1 REPLAY FOR EACH SCORE OF 4800 POINTS.
- 1 REPLAY FOR EACH SCORE OF 5900 POINTS.

## **3 BALLS PER GAME**

310-2

# **INSTRUCTIONS**

- Making letters A-B-C-D-E advances climber until top of mountain is reached.
- Climber reaching top of mountain scores 1 replay.
- Hitting top target when lit, opens ball return gate & increases value of eject holes.
- Ball in either eject hole when special is lit scores 1 replay.
- Matching last number in point score to lited number that appears on back glass when game is over scores 1 replay.

ALPINE CLUB 310-1A

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

**Cards status:**

Card 310-1 is confirmed.

Card 310-2 is needed to verify.

Card 310-1A is confirmed.

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)

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