For Amusement

Only

**APOLLO**

Score Void if  
Game is Tilted

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

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

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

###### 5 BALLS PER GAME

###### APOLLO 331-1

For Amusement

Only

**APOLLO**

Score Void if  
Game is Tilted

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

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

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

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

###### 3 BALLS PER GAME

###### APOLLO 331-1A

• Advancing count down past the number 1 position launches  
 rocket in back box when ball leaves the playfield.

• Hitting top center target when lit opens ball gate and increases  
 rollover and target score values.

• 1 Replay for rocket through special lane in back box.

• 1 Replay for ball through bottom rollovers on playfield when  
 special is lit.

• 1 Replay for matching last number in point score to lighted num-  
 ber that appears on back glass, when game is over.

## INSTRUCTIONS

###### APOLLO 331-A

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

**Cards status:**

Card 331-1 is needed.

Card 331-1A is needed.

Card 331-A 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)

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