### 5 BALLS

PER GAME

###### 2 PLAYS – QUARTER

###### 510,000 SCORES 1 CREDIT

###### 720,000 SCORES 1 CREDIT

###### 830,000 SCORES 1 CREDIT

###### 473-1

For Amusement

Only

One to Four  
Players

ARGOSY

### 3 BALLS

PER GAME

###### 2 PLAYS – QUARTER

###### 430,000 SCORES 1 CREDIT

###### 640,000 SCORES 1 CREDIT

###### 780,000 SCORES 1 CREDIT

###### 473-2

For Amusement

Only

One to Four  
Players

ARGOSY

• Insert 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.

• Tilt Penalty — Ball In Play — Does Not Disqualify Player.

• Top Center Rollover Lane Opens Gate And Scores 10,000 When Lit. Lane  
 Lites For 10,000 When Bonus Is At Top.

• Making All Four Drop Targets Scores Lit Value And Advances Value Of  
 Drop Targets And Eject Hole To Next Highest Value.

• Scoring Special Resets Drop Target Value to 30,000 And Eject Hole Value  
 To "Double Bonus".

Special Scores \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 1 Credit

• Matching Last Two Numbers Of Score To Number That Appears On  
 Back Glass After Game Is Over Scores \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 1 Credit.

## **INSTRUCTIONS**

###### 473-3

• Insert 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.

• Tilt Penalty — Ball In Play — Does Not Disqualify Player.

• Top Center Rollover Lane Opens Gate And Scores 10,000 When Lit. Lane  
 Lites For 10,000 When Bonus Is At Top.

• Making All Four Drop Targets Scores Lit Value And Advances Value Of  
 Drop Targets And Eject Hole To Next Highest Value.

• Scoring Special Resets Drop Target Value to 30,000 And Eject Hole Value  
 To "Double Bonus".

Special Scores \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 1 Credit

## **INSTRUCTIONS**

###### 473-4

• Insert 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.

• Tilt Penalty — Ball In Play — Does Not Disqualify Player.

• Top Center Rollover Lane Opens Gate And Scores 10,000 When Lit. Lane  
 Lites For 10,000 When Bonus Is At Top.

• Making All Four Drop Targets Scores Lit Value And Advances Value Of  
 Drop Targets And Eject Hole To Next Highest Value.

• Scoring Special Resets Drop Target Value to 30,000 And Eject Hole Value  
 To "Double Bonus".

Special Scores \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 1 Extra Ball.

• 1 Extra Ball Per Ball In Play.

## **INSTRUCTIONS**

###### 473-5

Fonts used: Helvetica 55 Roman, Helvetica, Helvetica75, Futura ExtraBold, Futura Medium, Futura Hv BT

**Cards status:**

Card 473-1 is needed to verify.

Card 473-2 is needed to verify.

Card 473-3 is needed to verify.

Card 473-4 is confirmed.

Card 473-5 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)

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