

FOR AMUSEMENT ONLY

**BARRACORA**

1 TO 4 PLAYERS

1,200,000 SCORES 1 CREDIT

2,500,000 SCORES 1 CREDIT

BONUS BALL AWARDED TO PLAYER WITH  
BEST SCORE WHEN 2 OR MORE PLAY.

**3 BALLS  
PER GAME**

**1 PLAY – 50¢  
3 PLAYS – \$1.00**

MAXIMUM CREDITS – 30

510-1

FOR AMUSEMENT ONLY

**BARRACORA**

1 TO 4 PLAYERS

2,800,000 SCORES 1 CREDIT

4,800,000 SCORES 1 CREDIT

BONUS BALL AWARDED TO PLAYER WITH  
BEST SCORE WHEN 2 OR MORE PLAY.

**1 PLAY – 50¢  
3 PLAYS – \$1.00**

**5 BALLS  
PER GAME**

MAXIMUM CREDITS – 30

510-2

## **INSTRUCTIONS**

- Bonus X:** Completing B-A-RR or A-C-O-R-A target bank in sequence advances Bonus X. Completing both banks advances Super Bonus X. Spotting Super 5X lights outlane Special lamps.
- Top Lanes:** Spotting 1-2-3 advances upper left eject hole lamps — 30,000, 60,000 90,000. Spotting 4-5-6 advances upper right Bull's-Eye target lamps — 20,000, 40,000, Extra Ball. Spotting 1-2-3-4-5-6 lights top eject hole to collect bonus. Right flipper Lane Change™ switch rotates 1-2-3 lamps, left flipper Lane Change™ switch rotates 4-5-6 lamps
- Target Bonus:** Target Bonus resets when scored or, with bonus lamps lined up, resets when scored twice.
- Multi-Ball™:** Completing B-A-RR or A-C-O-R-A target bank spots eject hole lock lamps for 2- or 3-ball Multi-Ball play. With both lamps lit, lock ball in top left eject hole first for 3-ball chance.
- Extra Ball:** Making upper right Bull's-Eye target when lit awards Extra Ball, Bonus Ball, or 100,000 points.

- Special awards ..... 1 CREDIT
- Beating highest score awards ..... 3 CREDITS
- Matching scores ..... 1 CREDIT

510-3

## **INSTRUCTIONS**

- Bonus X:** Completing B-A-RR or A-C-O-R-A target bank in sequence advances Bonus X. Completing both banks advances Super Bonus X. Spotting Super 5X lights outlane Special lamps.
- Top Lanes:** Spotting 1-2-3 advances upper left eject hole lamps — 30,000, 60,000 90,000. Spotting 4-5-6 advances upper right Bull's-Eye target lamps — 20,000, 40,000, Extra Ball. Spotting 1-2-3-4-5-6 lights top eject hole to collect bonus. Right flipper Lane Change™ switch rotates 1-2-3 lamps, left flipper Lane Change™ switch rotates 4-5-6 lamps
- Target Bonus:** Target Bonus resets when scored or, with bonus lamps lined up, resets when scored twice.
- Multi-Ball™:** Completing B-A-RR or A-C-O-R-A target bank spots eject hole lock lamps for 2- or 3-ball Multi-Ball play. With both lamps lit, lock ball in top left eject hole first for 3-ball chance.
- Extra Ball:** Making upper right Bull's-Eye target when lit awards Extra Ball, Bonus Ball, or 100,000 points.

- Special awards ..... EXTRA BALL or BONUS BALL

510-4

### **Cards status:**

Card 510-1 is confirmed.  
Card 510-2 is confirmed.  
Card 510-3 is confirmed.  
Card 510-4 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)