**BLAST OFF**

###### SCORING POINTS ADDS 1 BALL.

###### SCORING POINTS ADDS 1 BALL.

### TILT PENALTY – BALL IN PLAY

###### MINIMUM

###### 5 BALLS PER GAME

###### 338-1

**BLAST OFF**

###### SCORING POINTS ADDS 1 BALL.

###### SCORING POINTS ADDS 1 BALL.

### TILT PENALTY – BALL IN PLAY

###### MINIMUM

###### 3 BALLS PER GAME

###### 338-1A

• 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, lites bottom  
 rollover lanes special lites to score 1 extra ball, and increases  
 rollover and target values.

• 1 extra ball for rocket through special lane in back box.

## INSTRUCTIONS

###### 338-B

• 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, lites bottom  
 rollover lanes special lites to score 1000 points, and increases  
 rollover and target values.

• 1000 points for rocket through special lane in back box.

## INSTRUCTIONS

###### 338-C

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

**Cards status:**

Card 338-1 needed to verify.

Card 338-1A needed to verify.

Card 338-A is needed.

Card 338-B confirmed.

Card 338-C confirmed.

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun,

Peter

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