

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

INSTRUCTIONS

- 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.

338-B

INSTRUCTIONS

- 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.

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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