

**For Amusement  
Only**

**DIPSY DOODLE**

**One to Four  
Players**

**1 REPLAY FOR EACH SCORE OF 5100 POINTS**

**1 REPLAY FOR EACH SCORE OF 7300 POINTS**

**1 REPLAY FOR EACH SCORE OF 8500 POINTS**

**MAXIMUM - 1 EXTRA BALL FOR BALL BEING PLAYED**

**5 BALLS PER GAME**

386-1a

**For Amusement  
Only**

**DIPSY DOODLE**

**One to Four  
Players**

**1 REPLAY FOR EACH SCORE OF 3100 POINTS**

**1 REPLAY FOR EACH SCORE OF 5300 POINTS**

**1 REPLAY FOR EACH SCORE OF 7200 POINTS**

**MAXIMUM - 1 EXTRA BALL FOR BALL BEING PLAYED**

**3 BALLS PER GAME**

386-2a

**For Amusement  
Only**

**DIPSY DOODLE**

**One to Four  
Players**

**EXTRA BALL FOR EACH SCORE OF 6200 POINTS**

**EXTRA BALL FOR EACH SCORE OF 8500 POINTS**

**MAXIMUM - 1 EXTRA BALL FOR BALL BEING PLAYED**

**5 BALLS PER GAME**

386-EB-1a

**For Amusement  
Only**

**DIPSY DOODLE**

**One to Four  
Players**

**EXTRA BALL FOR EACH SCORE OF 4100 POINTS**

**EXTRA BALL FOR EACH SCORE OF 6500 POINTS**

**MAXIMUM - 1 EXTRA BALL FOR BALL BEING PLAYED**

**3 BALLS PER GAME**

386-EB-2a

## **INSTRUCTIONS**

- Insert one 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.
- A tilt does not disqualify player.
- Hitting center target starts Doodle Bug.
- Making targets 1 to 4 in sequence increases Doodle Bug scoring value from 1 to 10 points.
- Lighting Yellow bumpers lites left rollover lane to open gate.
- Lighting Green bumpers lites right rollover lane to open gate.
- Lighting Yellow and Green bumpers lites center bumper to score 100 points.
- 1 replay for each player matching last number in point score to lited number that appears on back glass when game is over.
- Maximum - 1 extra ball for ball being played.

386-3a

## **INSTRUCTIONS**

- Insert one 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.
- A tilt does not disqualify player.
- Hitting center target starts Doodle Bug.
- Making targets 1 to 4 in sequence increases Doodle Bug scoring value from 1 to 10 points.
- Lighting Yellow bumpers lites left rollover lane to open gate.
- Lighting Green bumpers lites right rollover lane to open gate.
- Lighting Yellow and Green bumpers lites center bumper to score 100 points.
- Maximum - 1 extra ball for ball being played.

386-4a

1 REPLAY FOR EACH SCORE OF 2700 POINTS  
1 REPLAY FOR EACH SCORE OF 4900 POINTS  
1 REPLAY FOR EACH SCORE OF 6800 POINTS

386-5a

1 REPLAY FOR EACH SCORE OF 3500 POINTS  
1 REPLAY FOR EACH SCORE OF 5700 POINTS  
1 REPLAY FOR EACH SCORE OF 7400 POINTS

386-7a

1 REPLAY FOR EACH SCORE OF 4700 POINTS  
1 REPLAY FOR EACH SCORE OF 6900 POINTS  
1 REPLAY FOR EACH SCORE OF 8400 POINTS

386-9a

1 REPLAY FOR EACH SCORE OF 5500 POINTS  
1 REPLAY FOR EACH SCORE OF 7700 POINTS  
1 REPLAY FOR EACH SCORE OF 9000 POINTS

386-11a

1 REPLAY FOR EACH SCORE OF 6300 POINTS  
1 REPLAY FOR EACH SCORE OF 8400 POINTS  
1 REPLAY FOR EACH SCORE OF 9500 POINTS

386-13a

1 REPLAY FOR EACH SCORE OF 7100 POINTS  
1 REPLAY FOR EACH SCORE OF 9200 POINTS  
1 REPLAY FOR EACH SCORE OF 9800 POINTS

386-15a

1 REPLAY FOR EACH SCORE OF 7700 POINTS  
1 REPLAY FOR EACH SCORE OF 9600 POINTS

386-17a

1 REPLAY FOR EACH SCORE OF \_\_\_\_\_ POINTS  
1 REPLAY FOR EACH SCORE OF \_\_\_\_\_ POINTS  
1 REPLAY FOR EACH SCORE OF \_\_\_\_\_ POINTS

386-19a

1 REPLAY FOR EACH SCORE OF 3100 POINTS  
1 REPLAY FOR EACH SCORE OF 5300 POINTS  
1 REPLAY FOR EACH SCORE OF 7200 POINTS

386-6a

1 REPLAY FOR EACH SCORE OF 3900 POINTS  
1 REPLAY FOR EACH SCORE OF 6100 POINTS  
1 REPLAY FOR EACH SCORE OF 7800 POINTS

386-8a

1 REPLAY FOR EACH SCORE OF 5100 POINTS  
1 REPLAY FOR EACH SCORE OF 7300 POINTS  
1 REPLAY FOR EACH SCORE OF 8700 POINTS

386-10a

1 REPLAY FOR EACH SCORE OF 5900 POINTS  
1 REPLAY FOR EACH SCORE OF 8100 POINTS  
1 REPLAY FOR EACH SCORE OF 9200 POINTS

386-12a

1 REPLAY FOR EACH SCORE OF 6700 POINTS  
1 REPLAY FOR EACH SCORE OF 9100 POINTS  
1 REPLAY FOR EACH SCORE OF 9800 POINTS

386-14a

1 REPLAY FOR EACH SCORE OF 7400 POINTS  
1 REPLAY FOR EACH SCORE OF 9500 POINTS

386-16a

1 REPLAY FOR EACH SCORE OF 7900 POINTS  
1 REPLAY FOR EACH SCORE OF 9800 POINTS

386-18a

1 REPLAY FOR EACH SCORE OF \_\_\_\_\_ POINTS  
1 REPLAY FOR EACH SCORE OF \_\_\_\_\_ POINTS  
1 REPLAY FOR EACH SCORE OF \_\_\_\_\_ POINTS

386-20a

**EXTRA BALL FOR EACH SCORE OF 3000 POINTS**

**EXTRA BALL FOR EACH SCORE OF 6100 POINTS**

386-EB-3a

**EXTRA BALL FOR EACH SCORE OF 4500 POINTS**

**EXTRA BALL FOR EACH SCORE OF 6800 POINTS**

386-EB-5a

**EXTRA BALL FOR EACH SCORE OF 5500 POINTS**

**EXTRA BALL FOR EACH SCORE OF 7400 POINTS**

386-EB-7a

**EXTRA BALL FOR EACH SCORE OF 6500 POINTS**

**EXTRA BALL FOR EACH SCORE OF 8600 POINTS**

386-EB-9a

**EXTRA BALL FOR EACH SCORE OF 3800 POINTS**

**EXTRA BALL FOR EACH SCORE OF 6300 POINTS**

386-EB-4a

**EXTRA BALL FOR EACH SCORE OF 5000 POINTS**

**EXTRA BALL FOR EACH SCORE OF 7100 POINTS**

386-EB-6a

**EXTRA BALL FOR EACH SCORE OF 5900 POINTS**

**EXTRA BALL FOR EACH SCORE OF 8000 POINTS**

386-EB-8a

**EXTRA BALL FOR EACH SCORE OF 6900 POINTS**

**EXTRA BALL FOR EACH SCORE OF 9000 POINTS**

386-EB-10a

# **DIPSY DOODLE**

Nur zur Unterhaltung – Für 1-4 Spieler.

1 Freispiel bei 4300 Punkten

1 Freispiel bei 6500 Punkten

1 Freispiel bei 8700 Punkten

— 3 Kugeln pro Spiel —

# **DIPSY DOODLE**

Nur zur Unterhaltung – Für 1-4 Spieler.

1 Freispiel bei 6300 Punkten

1 Freispiel bei 8200 Punkten

1 Freispiel bei 9700 Punkten

— 5 Kugeln pro Spiel —

# **Spielanleitung      DIPSY DOODLE**

- Die Anschläge (Target) von 1 bis 4 müssen in der Reihenfolge getroffen werden. Sind alle Anschläge getroffen, schaltet der DOODLE BUG auf 10 Punkte um.
- Läuft die Kugel in das obere Auswurfloch, zählt der DOODLE BUG ebenfalls weiter.
- Wenn die Kugel den mittleren Anschlag trifft und den DOODLE BUG in Bewegung setzt, läuft die Kugel in DOODLE BUG solange hin und her, bis ein Rückstellanschlag getroffen worden ist oder die Kugel das Spielfeld verläßt.
- Die Türme grün und gelb werden zum Erleuchten gebracht, indem die Kugel in das obere Auswurfloch gespielt wird - entsprechend den farbigen Pfeilen.
- Wenn die Kugel das Spielfeld verläßt, werden alle Chancen gelöscht.
- Das rechte untere Tor wird geöffnet, wenn die oberen Türme 5 gelbe oder grün erleuchtet sind und die Kugel entweder durch den linken oder durch den rechten erleuchteten Überrollkontakt im oberen Drittel des Spielfeldes läuft.

Fonts used: Futura Hv BT, Futura ExtraBold, Futura Md BT, Futura Medium, Helvetica, HelveticaNeueLT Std Ext, Helvetica93-ExtendedBlack, Arial.

Card size: 154x83mm (instructions), 135x25mm (score inserts)

## **Cards status:**

All score cards are taken from the regular Dipsy Doodle game and adjusted for the early production version.

This early production version has one less zero in the score reels.

I've adjusted to cards to match this.

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.