

**For Amusement  
Only**

**DIPSY DOODLE**

**One to Four  
Players**

**1 REPLAY FOR EACH SCORE OF 51,000 POINTS**

**1 REPLAY FOR EACH SCORE OF 73,000 POINTS**

**1 REPLAY FOR EACH SCORE OF 85,000 POINTS**

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

**5 BALLS PER GAME**

386-1

**For Amusement  
Only**

**DIPSY DOODLE**

**One to Four  
Players**

**1 REPLAY FOR EACH SCORE OF 31,000 POINTS**

**1 REPLAY FOR EACH SCORE OF 53,000 POINTS**

**1 REPLAY FOR EACH SCORE OF 72,000 POINTS**

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

**3 BALLS PER GAME**

386-2

**For Amusement  
Only**

**DIPSY DOODLE**

**One to Four  
Players**

**EXTRA BALL FOR EACH SCORE OF 62,000 POINTS**

**EXTRA BALL FOR EACH SCORE OF 85,000 POINTS**

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

**5 BALLS PER GAME**

386-EB-1

**For Amusement  
Only**

**DIPSY DOODLE**

**One to Four  
Players**

**EXTRA BALL FOR EACH SCORE OF 41,000 POINTS**

**EXTRA BALL FOR EACH SCORE OF 65,000 POINTS**

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

**3 BALLS PER GAME**

386-EB-2

## **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 10 to 100 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 1000 points.
- 1 replay for each player matching last (2) numbers in point score to lited number that appears on back glass when game is over.
- Maximum - 1 extra ball for ball being played.

386-3

## **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 10 to 100 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 1000 points.
- Maximum - 1 extra ball for ball being played.

386-4

1 REPLAY FOR EACH SCORE OF 27,000 POINTS  
1 REPLAY FOR EACH SCORE OF 49,000 POINTS  
1 REPLAY FOR EACH SCORE OF 68,000 POINTS

386-5

1 REPLAY FOR EACH SCORE OF 35,000 POINTS  
1 REPLAY FOR EACH SCORE OF 57,000 POINTS  
1 REPLAY FOR EACH SCORE OF 74,000 POINTS

386-7

1 REPLAY FOR EACH SCORE OF 47,000 POINTS  
1 REPLAY FOR EACH SCORE OF 69,000 POINTS  
1 REPLAY FOR EACH SCORE OF 84,000 POINTS

386-9

1 REPLAY FOR EACH SCORE OF 55,000 POINTS  
1 REPLAY FOR EACH SCORE OF 77,000 POINTS  
1 REPLAY FOR EACH SCORE OF 90,000 POINTS

386-11

1 REPLAY FOR EACH SCORE OF 63,000 POINTS  
1 REPLAY FOR EACH SCORE OF 84,000 POINTS  
1 REPLAY FOR EACH SCORE OF 95,000 POINTS

386-13

1 REPLAY FOR EACH SCORE OF 71,000 POINTS  
1 REPLAY FOR EACH SCORE OF 92,000 POINTS  
1 REPLAY FOR EACH SCORE OF 98,000 POINTS

386-15

1 REPLAY FOR EACH SCORE OF 77,000 POINTS  
1 REPLAY FOR EACH SCORE OF 96,000 POINTS

386-17

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

386-19

1 REPLAY FOR EACH SCORE OF 31,000 POINTS  
1 REPLAY FOR EACH SCORE OF 53,000 POINTS  
1 REPLAY FOR EACH SCORE OF 72,000 POINTS

386-6

1 REPLAY FOR EACH SCORE OF 39,000 POINTS  
1 REPLAY FOR EACH SCORE OF 61,000 POINTS  
1 REPLAY FOR EACH SCORE OF 78,000 POINTS

386-8

1 REPLAY FOR EACH SCORE OF 51,000 POINTS  
1 REPLAY FOR EACH SCORE OF 73,000 POINTS  
1 REPLAY FOR EACH SCORE OF 87,000 POINTS

386-10

1 REPLAY FOR EACH SCORE OF 59,000 POINTS  
1 REPLAY FOR EACH SCORE OF 81,000 POINTS  
1 REPLAY FOR EACH SCORE OF 92,000 POINTS

386-12

1 REPLAY FOR EACH SCORE OF 67,000 POINTS  
1 REPLAY FOR EACH SCORE OF 91,000 POINTS  
1 REPLAY FOR EACH SCORE OF 98,000 POINTS

386-14

1 REPLAY FOR EACH SCORE OF 74,000 POINTS  
1 REPLAY FOR EACH SCORE OF 95,000 POINTS

386-16

1 REPLAY FOR EACH SCORE OF 79,000 POINTS  
1 REPLAY FOR EACH SCORE OF 98,000 POINTS

386-18

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

386-20

**EXTRA BALL FOR EACH SCORE OF 30,000 POINTS**

**EXTRA BALL FOR EACH SCORE OF 61,000 POINTS**

**386-EB-3**

**EXTRA BALL FOR EACH SCORE OF 45,000 POINTS**

**EXTRA BALL FOR EACH SCORE OF 68,000 POINTS**

**386-EB-5**

**EXTRA BALL FOR EACH SCORE OF 55,000 POINTS**

**EXTRA BALL FOR EACH SCORE OF 74,000 POINTS**

**386-EB-7**

**EXTRA BALL FOR EACH SCORE OF 65,000 POINTS**

**EXTRA BALL FOR EACH SCORE OF 86,000 POINTS**

**386-EB-9**

**EXTRA BALL FOR EACH SCORE OF 38,000 POINTS**

**EXTRA BALL FOR EACH SCORE OF 63,000 POINTS**

**386-EB-4**

**EXTRA BALL FOR EACH SCORE OF 50,000 POINTS**

**EXTRA BALL FOR EACH SCORE OF 71,000 POINTS**

**386-EB-6**

**EXTRA BALL FOR EACH SCORE OF 59,000 POINTS**

**EXTRA BALL FOR EACH SCORE OF 80,000 POINTS**

**386-EB-8**

**EXTRA BALL FOR EACH SCORE OF 69,000 POINTS**

**EXTRA BALL FOR EACH SCORE OF 90,000 POINTS**

**386-EB-10**

# **DIPSY DOODLE**

Nur zur Unterhaltung – Für 1-4 Spieler.

1 Freispiel bei 43000 Punkten

1 Freispiel bei 65000 Punkten

1 Freispiel bei 87000 Punkten

— 3 Kugeln pro Spiel —

# **DIPSY DOODLE**

Nur zur Unterhaltung – Für 1-4 Spieler.

1 Freispiel bei 63000 Punkten

1 Freispiel bei 82000 Punkten

1 Freispiel bei 97000 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 100 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:**

Card 386-1 is needed to verify.

Card 386-2 is needed to verify.

Card 386-3 is confirmed.

Card 386-4 is confirmed.

Card 386-EB-1 is confirmed.

Card 386-EB-2 is confirmed.

German score card (3 balls) confirmed.

German score card (5 balls) universal confirmed (not used in this set).

German instruction card confirmed.

All score cards 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)

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