

For Amusement
Only

FLASH

One To Four
Players

**5 BALLS
PER GAME**

2 PLAYS - QUARTER

486-1

For Amusement
Only

FLASH

One To Four
Players

**3 BALLS
PER GAME**

2 PLAYS - QUARTER

486-2

INSTRUCTIONS

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Making 1 - 2 - 3 Lights 2x, Making 1 - 2 - 3 - 4 Lights 3x.
- Making 3 Bank Drop Targets Advances Thru Thunder, Lighting, Tempest And Super Flash.
- Making 5 Bank Drop Targets 1st Time Advances Hole Kicker Value, 2nd Time Lights Extra Ball, 3rd Time Lights Out Lane Specials.
- Tilt Penalty - Ball In Play - Does Not Disqualify Player.
- Special Scores _____ 1 CREDIT.
- Beating Highest Score SCORES 3 CREDITS.
- Matching Last Two Numbers On Score With Numbers In Match Window On Back Glass Scores _____ 1 CREDIT.

486-3

INSTRUCTIONS

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Making 1 - 2 - 3 Lights 2x, Making 1 - 2 - 3 - 4 Lights 3x.
- Making 3 Bank Drop Targets Advances Thru Thunder, Lighting, Tempest And Super Flash.
- Making 5 Bank Drop Targets 1st Time Advances Hole Kicker Value, 2nd Time Lights Extra Ball, 3rd Time Lights Out Lane Specials.
- Tilt Penalty - Ball In Play - Does Not Disqualify Player.
- Special Scores _____ 1 EXTRA BALL.

486-4

INSTRUCTIONS

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Making 1 - 2 - 3 Lights 2x, Making 1 - 2 - 3 - 4 Lights 3x.
- Making 3 Bank Drop Targets Advances Thru Thunder, Lighting, Tempest And Super Flash.
- Making 5 Bank Drop Targets 1st Time Advances Hole Kicker Value, 2nd Time Lights Extra Ball, 3rd Time Lights Out Lane Specials.
- Tilt Penalty - Ball In Play - Does Not Disqualify Player.
- Special Scores _____ 1 CREDIT.

486-5

INSTRUCTIONS

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Making 1 - 2 - 3 Lights 2x, Making 1 - 2 - 3 - 4 Lights 3x.
- Making 3 Bank Drop Targets Advances Thru Thunder, Lighting, Tempest And Super Flash.
- Making 5 Bank Drop Targets 1st Time Advances Hole Kicker Value, 2nd Time Lights Extra Ball, 3rd Time Lights Out Lane Specials.
- Tilt Penalty - Ball In Play - Does Not Disqualify Player.
- Special Scores _____ 50,000 POINTS.

486-6

SUPER FLASH SCORES — SPECIAL

486-7

SUPER FLASH SCORES — EXTRA BALL

486-8

250,000 SCORES 1 CREDIT**350,000 SCORES 1 CREDIT****450,000 SCORES 1 CREDIT**

486-12

260,000 SCORES 1 CREDIT**360,000 SCORES 1 CREDIT****460,000 SCORES 1 CREDIT**

486-13

270,000 SCORES 1 CREDIT**370,000 SCORES 1 CREDIT****470,000 SCORES 1 CREDIT**

486-14

280,000 SCORES 1 CREDIT**370,000 SCORES 1 CREDIT****470,000 SCORES 1 CREDIT**

486-15

250,000 SCORES 1 CREDIT**390,000 SCORES 1 CREDIT**

486-33

410,000 SCORES 1 CREDIT**530,000 SCORES 1 CREDIT**

486-52

510,000 SCORES 1 CREDIT**620,000 SCORES 1 CREDIT**

486-60

530,000 SCORES 1 CREDIT**640,000 SCORES 1 CREDIT**

486-61

<p>160,000 SCORES 1 EXTRA BALL</p>	486-66
<p>200,000 SCORES 1 EXTRA BALL</p>	486-68
<p>_____ SCORES 1 CREDIT</p> <p>_____ SCORES 1 CREDIT</p>	486-...
<p>_____ SCORES 1 CREDIT</p> <p>_____ SCORES 1 CREDIT</p> <p>_____ SCORES 1 CREDIT</p>	486-...
<p>_____ SCORES 1 EXTRA BALL</p> <p>_____ SCORES 1 EXTRA BALL</p>	486-...

Fonts used: Helvetica, HelveticaNeue, HelveticaNeueLT Std Med, Futura ExtraBold, Futura Hv BT, Century
Card size: 154x83mm (instructions), 135x25mm (score inserts)

Cards status:

Card 486-1 is confirmed.
Card 486-2 is confirmed.
Card 486-3 is confirmed.
Card 486-4 is needed to verify.
Card 486-5 is confirmed.
Card 486-6 is confirmed.
Score inserts confirmed.

Suggested score cards:

Credit games:
3 ball 486-14 or
486-33
5 ball 486-52

Extra ball games:
3 ball 486-66
5 ball 486-68

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

If you like my work, please send me a donation via PayPal.