### 5 BALLS

PER GAME

###### 2 PLAYS – QUARTER

###### 750,000 POINTS SCORES 1 CREDIT

###### 960,000 POINTS SCORES 1 CREDIT

###### 468-1

For Amusement  
Only

One to Four  
Players

Grand Prix

### 3 BALLS

PER GAME

###### 2 PLAYS – QUARTER

###### 560,000 POINTS SCORES 1 CREDIT

###### 770,000 POINTS SCORES 1 CREDIT

###### 910,000 POINTS SCORES 1 CREDIT

###### 468-2

For Amusement  
Only

One to Four  
Players

Grand Prix

 Insert 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.

 Tilt penalty — Ball in play — Tilt does not disqualify player.

 Making drop targets A & B or C & D advances star value from No. 1 to  
 No. 4.

 Making No. 1 star scores double bonus.

 **Making No. 2 star lites 2 bottom inside rollover lanes, alternately, for  
 extra ball.**

 **Making No. 3 star lites 2 bottom outside rollover lanes, alternately, to  
 score — 1 credit.**

 **Matching last two numbers of score to number that appears on back glass  
 after game is over scores — 1 credit.**

###### 468-3

## **INSTRUCTIONS**

 Insert 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.

 Tilt penalty — Ball in play — Tilt does not disqualify player.

 Making drop targets A & B or C & D advances star value from No. 1 to  
 No. 4.

 Making No. 1 star scores double bonus.

 **Making No. 2 star lites 2 bottom inside rollover lanes, alternately, for  
 extra ball.**

 **Making No. 3 star lites 2 bottom outside rollover lanes, alternately, to  
 score — 1 credit.**

###### 468-4

## **INSTRUCTIONS**

 Insert 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.

 Tilt penalty — Ball in play — Tilt does not disqualify player.

 Making drop targets A & B or C & D advances star value from No. 1 to  
 No. 4.

 Making No. 1 star scores double bonus.

 **Making No. 2 star lites 2 bottom inside rollover lanes, alternately, for  
 extra ball.**

 **Making No. 4 star lites 2 bottom outside rollover lanes, alternately, to  
 score — 1 credit.**

 **Matching last two numbers of score to number that appears on back glass  
 after game is over scores — 1 credit.**

###### 468-5

## **INSTRUCTIONS**

 Insert 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.

 Tilt penalty — Ball in play — Tilt does not disqualify player.

 Making drop targets A & B or C & D advances star value from No. 1 to  
 No. 4.

 Making No. 1 star scores double bonus.

 **Making No. 2 star lites 2 bottom inside rollover lanes, alternately, for  
 extra ball.**

 **Making No. 4 star lites 2 bottom outside rollover lanes, alternately, to  
 score — 1 credit.**

###### 468-6

## **INSTRUCTIONS**

 Insert 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.

 Tilt penalty — Ball in play — Tilt does not disqualify player.

 Making drop targets A & B or C & D advances star value from No. 1 to  
 No. 4.

 Making No. 1 star scores double bonus.

 **Making No. 2 star lites 2 bottom inside rollover lanes, alternately, for  
 extra ball.**

 **When No. 3 star is lit, 2 bottom outside rollover lanes lite, alternately, to  
 score — 1 extra ball.**

 **1 extra ball per ball in play.**

###### 468-7EB

## **INSTRUCTIONS**

 Insert 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.

 Tilt penalty — Ball in play — Tilt does not disqualify player.

 Making drop targets A & B or C & D advances star value from No. 1 to  
 No. 4.

 Making No. 1 star scores double bonus.

 **Making No. 2 star lites 2 bottom inside rollover lanes, alternately, for  
 extra ball.**

 **When No. 4 star is lit, 2 bottom outside rollover lanes lite, alternately, to  
 score — 1 extra ball.**

 **1 extra ball per ball in play.**

###### 468-8EB

## **INSTRUCTIONS**

###### 600,000 POINTS SCORES 1 CREDIT

###### 810,000 POINTS SCORES 1 CREDIT

###### 468-9

###### 640,000 POINTS SCORES 1 CREDIT

###### 850,000 POINTS SCORES 1 CREDIT

###### 468-11

###### 680,000 POINTS SCORES 1 CREDIT

###### 890,000 POINTS SCORES 1 CREDIT

###### 468-13

###### 720,000 POINTS SCORES 1 CREDIT

###### 930,000 POINTS SCORES 1 CREDIT

###### 468-15

###### 750,000 POINTS SCORES 1 CREDIT

###### 960,000 POINTS SCORES 1 CREDIT

###### 468-17

###### 770,000 POINTS SCORES 1 CREDIT

###### 980,000 POINTS SCORES 1 CREDIT

###### 468-19

###### 790,000 POINTS SCORES 1 CREDIT

###### 980,000 POINTS SCORES 1 CREDIT

###### 468-21

###### 430,000 POINTS SCORES 1 CREDIT

###### 640,000 POINTS SCORES 1 CREDIT

###### 790,000 POINTS SCORES 1 CREDIT

###### 468-25

###### 510,000 POINTS SCORES 1 CREDIT

###### 720,000 POINTS SCORES 1 CREDIT

###### 860,000 POINTS SCORES 1 CREDIT

###### 468-29

###### 550,000 POINTS SCORES 1 CREDIT

###### 760,000 POINTS SCORES 1 CREDIT

###### 900,000 POINTS SCORES 1 CREDIT

###### 468-31

###### 620,000 POINTS SCORES 1 CREDIT

###### 830,000 POINTS SCORES 1 CREDIT

###### 468-10

###### 660,000 POINTS SCORES 1 CREDIT

###### 870,000 POINTS SCORES 1 CREDIT

###### 468-12

###### 700,000 POINTS SCORES 1 CREDIT

###### 910,000 POINTS SCORES 1 CREDIT

###### 468-14

###### 740,000 POINTS SCORES 1 CREDIT

###### 950,000 POINTS SCORES 1 CREDIT

###### 468-16

###### 760,000 POINTS SCORES 1 CREDIT

###### 970,000 POINTS SCORES 1 CREDIT

###### 468-18

###### 780,000 POINTS SCORES 1 CREDIT

###### 990,000 POINTS SCORES 1 CREDIT

###### 468-20

###### 800,000 POINTS SCORES 1 CREDIT

###### 990,000 POINTS SCORES 1 CREDIT

###### 468-22

###### 450,000 POINTS SCORES 1 CREDIT

###### 660,000 POINTS SCORES 1 CREDIT

###### 810,000 POINTS SCORES 1 CREDIT

###### 468-26

###### 550,000 POINTS SCORES 1 CREDIT

###### 760,000 POINTS SCORES 1 CREDIT

###### 900,000 POINTS SCORES 1 CREDIT

###### 468-30

###### 570,000 POINTS SCORES 1 CREDIT

###### 780,000 POINTS SCORES 1 CREDIT

###### 920,000 POINTS SCORES 1 CREDIT

###### 468-32

###### \_\_\_\_\_\_\_\_\_\_\_ POINTS SCORES 1 CREDIT

###### \_\_\_\_\_\_\_\_\_\_\_ POINTS SCORES 1 CREDIT

###### 468-…

###### \_\_\_\_\_\_\_\_\_\_\_ POINTS SCORES 1 CREDIT

###### \_\_\_\_\_\_\_\_\_\_\_ POINTS SCORES 1 CREDIT

###### \_\_\_\_\_\_\_\_\_\_\_ POINTS SCORES 1 CREDIT

###### 468-…

###### \_\_\_\_\_\_\_\_\_\_\_ POINTS SCORES 1 CREDIT

###### 468-…

###### \_\_\_\_\_\_\_\_\_\_\_ POINTS SCORES 1 CREDIT

###### \_\_\_\_\_\_\_\_\_\_\_ POINTS SCORES 1 CREDIT

###### 468-…

###### \_\_\_\_\_\_\_\_\_\_\_ POINTS SCORES 1 EXTRA BALL

###### 468-…

FEATURE ADJ.  
JACK

CONS LIB

**468-8**

LEFT SPINNER UNIT

**468-6**

RIGHT SPINNER UNIT

**468-7**

Fonts used: Helvetica, Furuta Md BT, Futura ExtraBold, Futura LT Condensed

Card size: 152x83mm, 133x25mm

**Cards status:**

Card 468-1 is confirmed.

Card 468-2 is confirmed.

Card 468-3 is confirmed.

Card 468-4 is confirmed.

Card 468-5 is confirmed.

Card 468-6 is confirmed.

Card 468-7EB is confirmed.

Card 468-8EB is confirmed.

All score inserts confirmed.

Label 468-6 Left Spinner confirmed (11x44mm).

Label 468-7 Right Spinner confirmed (11x44mm).

Label 468-8 Feature Adjustment Jack label confirmed (32x37mm).

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 make a donation via PayPal.