 Side holes alternate to score 1 replay, when two strikes are made.

 Making three strikes, scores 1 replay, and lites top center rollover to  
 score 1 replay.

 Each additional strike scores 1 replay.

 Strikes are made by knocking out all pin lites.

 Bottom rollovers alternate to score 1 replay when 10 spares are made.

 1 Replay for matching last number in point score, to lited number that  
 appears on back glass when game is over.

###### 1100 1 REPLAY

###### 1500 2 REPLAYS

###### 1600 3 REPLAYS

###### 1700 4 REPLAYS

For Amusement  
Only

Score Void If  
Game Is Tilted

KING PIN

###### 271-1A

 Side holes alternate to score 1 replay, when two strikes are made.

 Making three strikes, scores 1 replay, and lites top center rollover to  
 score 1 replay.

 Each additional strike scores 1 replay.

 Strikes are made by knocking out all pin lites.

 Bottom rollovers alternate to score 1 replay when 10 spares are made.

 1 Replay for matching last number in point score, to lited number that  
 appears on back glass when game is over.

###### 1200 1 REPLAY

###### 1500 2 REPLAYS

###### 1600 3 REPLAYS

###### 1700 4 REPLAYS

For Amusement  
Only

Score Void If  
Game Is Tilted

KING PIN

###### 271-2A

 Side holes alternate to score 1 replay, when two strikes are made.

 Making three strikes, scores 1 replay, and lites top center rollover to  
 score 1 replay.

 Each additional strike scores 1 replay.

 Strikes are made by knocking out all pin lites.

 Bottom rollovers alternate to score 1 replay when 10 spares are made.

 1 Replay for matching last number in point score, to lited number that  
 appears on back glass when game is over.

###### 1300 1 REPLAY

###### 1500 2 REPLAYS

###### 1600 3 REPLAYS

###### 1700 4 REPLAYS

For Amusement  
Only

Score Void If  
Game Is Tilted

KING PIN

###### 271-3A

 Side holes alternate to score 1 replay, when two strikes are made.

 Making three strikes, scores 1 replay, and lites top center rollover to  
 score 1 replay.

 Each additional strike scores 1 replay.

 Strikes are made by knocking out all pin lites.

 Bottom rollovers alternate to score 1 replay when 10 spares are made.

 1 Replay for matching last number in point score, to lited number that  
 appears on back glass when game is over.

###### 1400 1 REPLAY

###### 1600 2 REPLAYS

###### 1700 3 REPLAYS

###### 1800 4 REPLAYS

For Amusement  
Only

Score Void If  
Game Is Tilted

KING PIN

###### 271-4A

Fonts used: Futura Md BT, Futura Bk BT, Futura Hv BT, Webdings, CentSchbook Mono BT

**Cards status:**

Card 271-1A is confirmed.

Card 271-2A is confirmed.

Card 271-3A is confirmed.

Card 271-4A is confirmed.

A.S.C. (balls per game) cards are available in a separate file.

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.