**ROAD SHOW!**

OBJECT: Wreck roads across the U.S.A. from east to west with RED & TED. Make it to the west coast  
and visit as many cities as possible.

MULTI-BALL: Each hit on the front of TED’S Bulldozer advances the day of the week. On Friday collect  
a PAYCHECK and LOCK a ball. After 2 BALLS are LOCKED start MULTI-BALL by shooting the third ball  
into TED’S OPEN MOUTH.

JACKPOT: While TED is sleeping shoot a ball into his OPEN MOUTH. Jackpot can be RE-LIT by hitting  
RED in the JAW.

EXTRA-BALL: There is an extra ball available on the Blast Wheel, the Flying Rock Ramp, and by  
repeatedly hitting the Blast Zone.

BLAST WHEEL VALUES: The WHEEL is LIT by making BRIDGE OUT SHOTS when the danger signs  
are flashing. The WHEEL is COLLECTED by making the SPINNER SHOT or the BLAST HOLE SHOT.  
The SPINNER MOVES the CURRENT WHEEL VALUE. The BLAST HOLE COLLECTS the CURRENT  
WHEEL VALUE.

BRIDGE-OUT: The 2 flipper lanes light the bridge-out signs on the ramps. BONUS-X is advanced and  
the blast wheel is lit by bridge-out shots.

VISIT CITIES: The different SHOTS all AWARD MILES. Once the CORRECT MILES BETWEEN  
CITIES have been travelled, a CITY EVENT can be started by shooting into the lit START CITY HOLE.

HINT: VISIT THE WEST COAST FOR A SUPER PAYDAY!

16-9854

**ROAD SHOW!**

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and visit as many cities as possible.

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have been travelled, a CITY EVENT can be started by shooting into the lit START CITY HOLE.

HINT: VISIT THE WEST COAST FOR A SUPER PAYDAY!

16-9855-1

**ROAD SHOW!**

DOEL: Sloop de wegen door heel de U.S.A. van oost naar west met RED & TED. Ga naar de west kust en  
bezoek zoveel mogelijk steden als je kan.

MULTI-BALL: Elke keer als je de Bulldozer van TED raakt, gaat de week een dag vooruit. Vrijdag is betaal  
dag. Haal je loon (PAYCHECK) en LOCK een bal. Als je 2 BALLEN hebt geLOCKED start MULTI-BALL als je  
de derde bal in TED’S OPEN MOND schiet.

JACKPOT: Schiet de bal in TED’S OPEN MOND zodra hij slaapt. Jackpot kan opnieuw aangezet worden als  
je de MOND van RED schiet.

EXTRA-BALL: Je kunt een extra bal halen bij de Blast Wheel, de Flying Rock helling, en bij herhaaldelijk  
raken van de Blast Zone.

BLAST WHEEL WAARDEN: Het WHEEL wordt verlicht als je de BRIDGE OUT schoten maakt zodra de  
gevaren lampjes knipperen. De WHEEL waarden worden uitgekeerd door de SPINNER of de BLAST HOLE  
te schieten. De SPINNER verplaatst de huidige WHEEL waarde. De BLAST HOLE keert de huidige WHEEL  
waarde uit.

BRIDGE-OUT: De 2 flipper lanen verlichten de bridge-out borden bij de hellingen (ramps). BONUS-X gaat een stap vooruit en het blast wheel is verlicht bij bridge-out schoten.

BEZOEK STEDEN: Met de verschillende schoten verdien je MILES. Zodra de juiste afstand afgelegd kan worden tussen steden, kan een CITY EVENT gestart worden als je in de verlichte START CITY schiet.

HINT: BEZOEK DE WEST KUST VOOR EEN SUPER PAYDAY!

16-9855-Du

Fonts used: Helvetica.

**Cards status:**

16-9854 confirmed.

16-9855-1 confirmed (same text, different format).

16-9855-Du is my own Dutch translation.

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.