

For
Amusement
Only

5 BALLS 5 CENTS

Score Void
If Game
Is Tilted

ROCKET

4,000,000	1 Replay
5,000,000	2 Replays
6,000,000	3 Replays
7,000,000	4 Replays
8,000,000	5 Replays

- Liting any 3 ROCKETS in sequence scores 1 REPLAY when game is over.
- Liting any 4 ROCKETS in sequence scores 2 REPLAYS when game is over.
- Liting any 5 ROCKETS in sequence scores 3 REPLAYS when game is over.
- Liting any 6 ROCKETS in sequence scores 4 REPLAYS when game is over.
- Liting all ROCKETS scores 5 REPLAYS when game is over.
- Matching last number in score to lighted star that appears on back glass when game is over scores 1 REPLAY.

224-1A

For
Amusement
Only

5 BALLS 5 CENTS

Score Void
If Game
Is Tilted

ROCKET

4,300,000	1 Replay
5,000,000	2 Replays
6,000,000	3 Replays
7,000,000	4 Replays
8,000,000	5 Replays

- Liting any 3 ROCKETS in sequence scores 1 REPLAY when game is over.
- Liting any 4 ROCKETS in sequence scores 2 REPLAYS when game is over.
- Liting any 5 ROCKETS in sequence scores 3 REPLAYS when game is over.
- Liting any 6 ROCKETS in sequence scores 4 REPLAYS when game is over.
- Liting all ROCKETS scores 5 REPLAYS when game is over.
- Matching last number in score to lighted star that appears on back glass when game is over scores 1 REPLAY.

224-2A

For
Amusement
Only

5 BALLS 5 CENTS

Score Void
If Game
Is Tilted

ROCKET

4,500,000	1 Replay
5,500,000	2 Replays
6,500,000	3 Replays
7,000,000	4 Replays
8,000,000	5 Replays

- Liting any 3 ROCKETS in sequence scores 1 REPLAY when game is over.
- Liting any 4 ROCKETS in sequence scores 2 REPLAYS when game is over.
- Liting any 5 ROCKETS in sequence scores 3 REPLAYS when game is over.
- Liting any 6 ROCKETS in sequence scores 4 REPLAYS when game is over.
- Liting all ROCKETS scores 5 REPLAYS when game is over.
- Matching last number in score to lighted star that appears on back glass when game is over scores 1 REPLAY.

224-3A

For
Amusement
Only

5 BALLS 5 CENTS

Score Void
If Game
Is Tilted

ROCKET

4,800,000	1 Replay
5,500,000	2 Replays
6,500,000	3 Replays
7,000,000	4 Replays
8,000,000	5 Replays

- Liting any 3 ROCKETS in sequence scores 1 REPLAY when game is over.
- Liting any 4 ROCKETS in sequence scores 2 REPLAYS when game is over.
- Liting any 5 ROCKETS in sequence scores 3 REPLAYS when game is over.
- Liting any 6 ROCKETS in sequence scores 4 REPLAYS when game is over.
- Liting all ROCKETS scores 5 REPLAYS when game is over.
- Matching last number in score to lighted star that appears on back glass when game is over scores 1 REPLAY.

224-4A

For Amusement Only	5 BALLS 5 CENTS	Score Void If Game Is Tilted										
ROCKET												
<table style="width: 100%; border: none;"> <tr> <td style="width: 60%;">5,000,000_____</td> <td style="width: 40%;">1 Replay</td> </tr> <tr> <td>5,500,000_____</td> <td>2 Replays</td> </tr> <tr> <td>6,500,000_____</td> <td>3 Replays</td> </tr> <tr> <td>7,000,000_____</td> <td>4 Replays</td> </tr> <tr> <td>8,000,000_____</td> <td>5 Replays</td> </tr> </table>			5,000,000_____	1 Replay	5,500,000_____	2 Replays	6,500,000_____	3 Replays	7,000,000_____	4 Replays	8,000,000_____	5 Replays
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224-5A												

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ROCKET												
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224-6A												

Fonts used: Futura Bk BT, Futura Hv BT, Futura Md BT, Times New Roman, Footlight MT, CentSchbook Mono BT

Cards status:

Card 224-1A confirmed.

Card 224-2A confirmed.

Card 224-3A confirmed.

Card 224-4A confirmed.

Card 224-5A needed.

Card 224-6A confirmed.

SCS labels are available in a separate file called: SCS (coin/plays) inserts.

Balls per game cards are available in a separate file called: A.S.C. Balls per Game cards.

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.