

**For  
Amusement  
Only**

**5 BALLS 10 CENTS**

**Score Void  
If Game  
Is Tilted**

**TEN SPOT**

900-----1 Replay  
1200-----2 Replays  
1400-----3 Replays  
1600-----4 Replays  
1900-----5 Replays

- Making the numbers 1 to 10 lites the left bottom rollover, center target or right bottom rollover in sequence to score 1 replay.
- Making the numbers 1 to 10 changes the value of the top spotter button to 100 points and the value of the bottom rollover and center target to 100 points when not lit for replays.
- Matching last number in score to lighted number that appears on back glass when game is over scores 1 replay.

250-1A

**For  
Amusement  
Only**

**3 BALLS 5 CENTS**

**Score Void  
If Game  
Is Tilted**

**TEN SPOT**

600-----1 Replay  
900-----2 Replays  
1100-----3 Replays  
1300-----4 Replays  
1600-----5 Replays

- Making the numbers 1 to 10 lites the left bottom rollover, center target or right bottom rollover in sequence to score 1 replay.
- Making the numbers 1 to 10 changes the value of the top spotter button to 100 points and the value of the bottom rollover and center target to 100 points when not lit for replays.
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250-1B

**For  
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**5 BALLS 10 CENTS**

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**TEN SPOT**

1000-----1 Replay  
1200-----2 Replays  
1400-----3 Replays  
1600-----4 Replays  
1900-----5 Replays

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- Matching last number in score to lighted number that appears on back glass when game is over scores 1 replay.

250-2A

**For  
Amusement  
Only**

**3 BALLS 5 CENTS**

**Score Void  
If Game  
Is Tilted**

**TEN SPOT**

700-----1 Replay  
900-----2 Replays  
1100-----3 Replays  
1300-----4 Replays  
1700-----5 Replays

- Making the numbers 1 to 10 lites the left bottom rollover, center target or right bottom rollover in sequence to score 1 replay.
- Making the numbers 1 to 10 changes the value of the top spotter button to 100 points and the value of the bottom rollover and center target to 100 points when not lit for replays.
- Matching last number in score to lighted number that appears on back glass when game is over scores 1 replay.

250-2B

**For  
Amusement  
Only**

**5 BALLS 10 CENTS**

**Score Void  
If Game  
Is Tilted**

**TEN SPOT**

1000-----1 Replay  
1400-----2 Replays  
1600-----3 Replays  
1800-----4 Replays  
1900-----5 Replays

- Making the numbers 1 to 10 lites the left bottom rollover, center target or right bottom rollover in sequence to score 1 replay.
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250-3A

**For  
Amusement  
Only**

**3 BALLS 5 CENTS**

**Score Void  
If Game  
Is Tilted**

**TEN SPOT**

700-----1 Replay  
1100-----2 Replays  
1300-----3 Replays  
1500-----4 Replays  
1700-----5 Replays

- Making the numbers 1 to 10 lites the left bottom rollover, center target or right bottom rollover in sequence to score 1 replay.
- Making the numbers 1 to 10 changes the value of the top spotter button to 100 points and the value of the bottom rollover and center target to 100 points when not lit for replays.
- Matching last number in score to lighted number that appears on back glass when game is over scores 1 replay.

250-3B

**For  
Amusement  
Only**

**5 BALLS 10 CENTS**

**Score Void  
If Game  
Is Tilted**

**TEN SPOT**

1100-----1 Replay  
1400-----2 Replays  
1600-----3 Replays  
1800-----4 Replays  
1900-----5 Replays

- Making the numbers 1 to 10 lites the left bottom rollover, center target or right bottom rollover in sequence to score 1 replay.
- Making the numbers 1 to 10 changes the value of the top spotter button to 100 points and the value of the bottom rollover and center target to 100 points when not lit for replays.
- Matching last number in score to lighted number that appears on back glass when game is over scores 1 replay.

250-4A

**For  
Amusement  
Only**

**3 BALLS 5 CENTS**

**Score Void  
If Game  
Is Tilted**

**TEN SPOT**

800-----1 Replay  
1100-----2 Replays  
1300-----3 Replays  
1500-----4 Replays  
1800-----5 Replays

- Making the numbers 1 to 10 lites the left bottom rollover, center target or right bottom rollover in sequence to score 1 replay.
- Making the numbers 1 to 10 changes the value of the top spotter button to 100 points and the value of the bottom rollover and center target to 100 points when not lit for replays.
- Matching last number in score to lighted number that appears on back glass when game is over scores 1 replay.

250-4B

**For  
Amusement  
Only**

**5 BALLS 10 CENTS**

**Score Void  
If Game  
Is Tilted**

**TEN SPOT**

1200-----1 Replay  
1400-----2 Replays  
1600-----3 Replays  
1800-----4 Replays  
1900-----5 Replays

- Making the numbers 1 to 10 lites the left bottom rollover, center target or right bottom rollover in sequence to score 1 replay.
- Making the numbers 1 to 10 changes the value of the top spotter button to 100 points and the value of the bottom rollover and center target to 100 points when not lit for replays.
- Matching last number in score to lighted number that appears on back glass when game is over scores 1 replay.

250-5A

**For  
Amusement  
Only**

**3 BALLS 5 CENTS**

**Score Void  
If Game  
Is Tilted**

**TEN SPOT**

900-----1 Replay  
1100-----2 Replays  
1300-----3 Replays  
1500-----4 Replays  
1900-----5 Replays

- Making the numbers 1 to 10 lites the left bottom rollover, center target or right bottom rollover in sequence to score 1 replay.
- Making the numbers 1 to 10 changes the value of the top spotter button to 100 points and the value of the bottom rollover and center target to 100 points when not lit for replays.
- Matching last number in score to lighted number that appears on back glass when game is over scores 1 replay.

250-5B

**For  
Amusement  
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**5 BALLS 10 CENTS**

**Score Void  
If Game  
Is Tilted**

**TEN SPOT**

-----1 **Replay**  
-----2 **Replays**  
-----3 **Replays**  
-----4 **Replays**  
-----5 **Replays**

- Making the numbers 1 to 10 lites the left bottom rollover, center target or right bottom rollover in sequence to score 1 replay.
- Making the numbers 1 to 10 changes the value of the top spotter button to 100 points and the value of the bottom rollover and center target to 100 points when not lit for replays.
- Matching last number in score to lighted number that appears on back glass when game is over scores 1 replay.

250-6A

**For  
Amusement  
Only**

**3 BALLS 5 CENTS**

**Score Void  
If Game  
Is Tilted**

**TEN SPOT**

-----1 **Replay**  
-----2 **Replays**  
-----3 **Replays**  
-----4 **Replays**  
-----5 **Replays**

- Making the numbers 1 to 10 lites the left bottom rollover, center target or right bottom rollover in sequence to score 1 replay.
- Making the numbers 1 to 10 changes the value of the top spotter button to 100 points and the value of the bottom rollover and center target to 100 points when not lit for replays.
- Matching last number in score to lighted number that appears on back glass when game is over scores 1 replay.

250-6B

**5 BALLS**

**10c PER PLAY  
3 PLAYS 25c**

A.S.C.-6

**3 BALLS**

**5c PER PLAY  
2 PLAYS 10c**

A.S.C.-4

Fonts used: Futura Md BT, Futura Bk BT, Futura Hv BT, Century.

**Cards status:**

Card 250-1A thru 6A are confirmed.

Card 250-1B thru 6B are confirmed.

Card ASC-4 & 6 are confirmed.

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)