

STRIKE

CENTER RED TARGET

The center target when hit scores 5,000 and lights the bumpers. Bumpers score 10,000 points when blinking.

GREEN SPOT TARGETS

The left and right green targets advance bonus and light the double bonus if hit when lit.

RED SPOT TARGETS

The two center red targets alternatively light every time that all the drop targets are down and award a "bonus ball" if hit when lit.

YELLOW SPOT TARGETS

The two center yellow targets advance bonus and light the inlane rollovers.

DROP TARGETS

Dropping targets before the time is up lights the first strike, the second one lights the second strike etc. When a strike is lit, the center red special flashes, and scores special value.

LEFT AND RIGHT INLANES AND OUTLANES

Left and Right Outlane rollovers score 50,000 points and advance the bonus score. Inlanes score 1,000 or 50,000 when lit and advance the bonus score.

MATCH

At the end of the game a random score lights on the back glass. Matching lit score on the back glass awards replay. Beating the random high score on the backglass awards replay.

..... POINTS
..... POINTS

1 REPLAY
1 REPLAY

SPECIAL ORANGE

1 EXTRA BALL

SPECIAL RED

1 REPLAY

WHEN HIGH SCORE IS OVERCOME

2 REPLAYS

MATCHING LAST NUMBER

1 REPLAY

3 BALLS PER GAME
FREE PLAY

5 BALLS PER GAME
FREE PLAY

Font used: Helvetica.

Cards status:

Instruction card needed to verify.

Universal score award card added.

Universal Balls-Per-Game card added.

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun,
Peter

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