

**For Amusement
Only**

**One to Four
Can Play**

200,000 POINTS SCORE 1 CREDIT
350,000 POINTS SCORE 1 CREDIT
490,000 POINTS SCORE 1 CREDIT

**3 Balls
Per Game**

**1 Quarter
Per Game**

180-1

**For Amusement
Only**

**One to Four
Can Play**

600,000 POINTS SCORE 1 CREDIT
950,000 POINTS SCORE 1 CREDIT

**5 Balls
Per Game**

**1 Quarter
Per Game**

180-2

INSTRUCTIONS

- Insert coin to start machine, insert coins for additional players.
- Tilt penalty – disqualifies ball in play from additional scoring.
- Making C-O-N-E-Y lanes, I-S-L-A-N-D-! targets, or Kickout Hole, advance 2x-3x-4x-5x bonus.
- Lite Special by making C-O-N-E-Y or I-S-L-A-N-D-! after bonus 5x is lit.
- Special Scores 1 Credit
- Beating Highest Score scores 3 Credits
- Matching last two numbers of score to numbers that appear on back glass after "Game Over" scores1 Credit

180-3

INSTRUCTIONS

- Insert coin to start machine, insert coins for additional players.
- Tilt penalty – disqualifies ball in play from additional scoring.
- Making C-O-N-E-Y lanes, I-S-L-A-N-D-! targets, or Kickout Hole, advance 2x-3x-4x-5x bonus.
- Lite Special by making C-O-N-E-Y or I-S-L-A-N-D-! after bonus 5x is lit.
- Special Scores 1 Credit
- Beating Highest Score scores 3 Credits

180-4

INSTRUCTIONS

- Insert coin to start machine, insert coins for additional players.
- Tilt penalty – disqualifies ball in play from additional scoring.
- Making C-O-N-E-Y lanes, I-S-L-A-N-D-! targets, or Kickout Hole, advance 2x-3x-4x-5x bonus.
- Lite Special by making C-O-N-E-Y or I-S-L-A-N-D-! after bonus 5x is lit.
- Special Scores 1 Extra Ball
- Making C-O-N-E-Y lanes, lites Extra Ball lanes, when lit, score 1 Extra Ball.
Maximum 1 Extra Ball per ball in play.

180-5

Fonts used: Helvetica 55 Roman

Cards status:

180-1 confirmed.

180-2 confirmed.

180-3 confirmed.

180-4 confirmed.

180-5 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