

PALACE GUARD

MINIMUM 5 BALLS PER PLAY INSTRUCTIONS

HITTING SNAP TARGETS LIGHTS CORRESPONDING POP BUMPERS AND TARGETS.

EACH TIME PLAYER LIGHTS ALL TARGETS OR ALL POP BUMPERS 1 ADDITIONAL BALL IS RECEIVED.

SNAP TARGETS SCORE 50 POINTS.

EACH TIME A-B-C-D-E ROLLOVERS ARE HIT PLAYER RECEIVES 1 ADDITIONAL BALL.

POINTS ARE SCORED AS INDICATED.

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TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

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MINIMUM 3 BALLS PER PLAY INSTRUCTIONS

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TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

PALACE GUARD

MINIMUM 8 BALLS PER PLAY

INSTRUCTIONS

HITTING SNAP TARGETS SCORES 50 POINTS, LIGHTS
CORRESPONDING POP BUMPER AND TARGETS.

POINTS ARE SCORED AS INDICATED.

244

B-11214

PALACE GUARD

MINIMUM 8 BALLS PER PLAY

INSTRUCTIONS

HITTING SNAP TARGETS SCORES 50 POINTS, LIGHTS
CORRESPONDING POP BUMPER AND TARGETS.

POINTS ARE SCORED AS INDICATED.

TILT PENALTY, 1 BALL PLUS BALL IN PLAY.

244

B-11214

SCORING 2000 POINTS ADDS 1 BALL.
SCORING 5000 POINTS ADDS 1 BALL.

A-10459

SCORING 3000 POINTS ADDS 1 BALL.
SCORING 5000 POINTS ADDS 1 BALL.

A-10460

Used fonts: Futura Hv BT, Futura LT condensed, Futura Bk BT

Cards status:

A-11045-1 instruction card confirmed (front and back).

A-11213-1 instruction card confirmed (front and back).

A-11214 instruction card confirmed (front and back).

A-10459 score (add a ball) card confirmed.

A-10460 score (add a ball) card confirmed.

Change the score on the score card to fit other scores.

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