

PINBALL POOL

INSTRUCTIONS

3 BALLS PER PLAYER

HITTING A DROP TARGET DROPS OPPOSITE CORRESPONDING TARGET.

COMPLETING THE 15 BALL SEQUENCE LIGHTS HOLES FOR
“SCORE BONUS”.

THE 15 BALL SEQUENCE RESETS WHEN BONUS IS SCORED.

COMPLETING A-B-C LIGHTS 8 BALL ROLLOVER FOR “EXTRA BALL”.
COMPLETING A-B-C AND 8 BALL ROLLOVER LIGHTS HOLES FOR “SPECIAL”.

POP BUMPERS SCORE 1000 POINTS.

A TILT DOES NOT DISQUALIFY A PLAYER.

MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS
ON BACKGLASS AFTER GAME IS OVER SCORES ONE REPLAY.

427 SS

B-19221

PINBALL POOL

INSTRUCTIONS

5 BALLS PER PLAYER

HITTING AN EVEN NUMBERED DROP TARGET DROPS OPPOSITE
CORRESPONDING TARGET.

COMPLETING THE 15 BALL SEQUENCE LIGHTS HOLES FOR
“SCORE BONUS”.

THE 15 BALL SEQUENCE RESETS WHEN BONUS IS SCORED.

COMPLETING A-B-C LIGHTS 8 BALL ROLLOVER FOR “EXTRA BALL”.
COMPLETING A-B-C AND 8 BALL ROLLOVER LIGHTS HOLES ALTERNATELY
FOR “SPECIAL”.

POP BUMPERS SCORE 100 POINTS.

A TILT DOES NOT DISQUALIFY A PLAYER.

MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS
ON BACKGLASS AFTER GAME IS OVER SCORES ONE REPLAY.

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PINBALL POOL

INSTRUCTIONS

3 BALLS PER PLAYER

HITTING A DROP TARGET DROPS OPPOSITE CORRESPONDING TARGET.

COMPLETING THE 15 BALL SEQUENCE LIGHTS HOLES FOR
“SCORE BONUS”.

THE 15 BALL SEQUENCE RESETS WHEN BONUS IS SCORED.

COMPLETING A-B-C LIGHTS 8 BALL ROLLOVER FOR “EXTRA BALL”.
COMPLETING A-B-C AND 8 BALL ROLLOVER LIGHTS HOLES FOR “SPECIAL”.

MAKING “SPECIAL” ADDS ONE EXTRA BALL. MAXIMUM ONE EXTRA
BALL PER BALL IN PLAY.

POP BUMPERS SCORE 1000 POINTS.

A TILT DOES NOT DISQUALIFY A PLAYER.

427 SS

B-19222-1

PINBALL POOL

INSTRUCTIONS

3 BALLS PER PLAYER

HITTING A DROP TARGET DROPS OPPOSITE CORRESPONDING TARGET.

COMPLETING THE 15 BALL SEQUENCE LIGHTS HOLES FOR
“SCORE BONUS”.

THE 15 BALL SEQUENCE RESETS WHEN BONUS IS SCORED.

COMPLETING A-B-C LIGHTS 8 BALL ROLLOVER FOR “EXTRA BALL”.
COMPLETING A-B-C AND 8 BALL ROLLOVER LIGHTS HOLES ALTERNATELY
FOR “SPECIAL”.

MAKING “SPECIAL” ADDS ONE EXTRA BALL. MAXIMUM ONE EXTRA
BALL PER BALL IN PLAY.

POP BUMPERS SCORE 1000 POINTS.

A TILT DOES NOT DISQUALIFY A PLAYER.

427 SS

B-19222-1

1 REPLAY FOR EACH SCORE OF 280,000 POINTS.
1 REPLAY FOR EACH SCORE OF 410,000 POINTS.
1 REPLAY FOR EACH SCORE OF 560,000 POINTS.
3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19310

1 REPLAY FOR EACH SCORE OF 360,000 POINTS.
1 REPLAY FOR EACH SCORE OF 490,000 POINTS.
1 REPLAY FOR EACH SCORE OF 640,000 POINTS.
3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

A-19314

SCORING 230,000 POINTS ADDS 1 BALL.
SCORING 350,000 POINTS ADDS 1 BALL.
SCORING 480,000 POINTS ADDS 1 BALL.

A-19319

PINBALL POOL

SCORE CARDS ARE LISTED FROM LIBERAL TO CONSERVATIVE.
RECOMMENDED CARDS ARE MARKED * FOR 3 BALL AND † FOR 5 BALL.

REPLAY SCORES

A-19307	230,000 - 360,000 - 510,000
A-19308	250,000 - 380,000 - 530,000
A-19309	270,000 - 400,000 - 550,000
* A-19310	280,000 - 410,000 - 560,000
A-19311	300,000 - 430,000 - 580,000
A-19312	320,000 - 450,000 - 600,000
A-19313	340,000 - 470,000 - 620,000
† A-19314	360,000 - 490,000 - 640,000
A-19315	390,000 - 520,000 - 670,000
A-19316	410,000 - 540,000 - 690,000

ADD-A-BALL SCORES

A-19317	210,000 - 330,000 - 460,000
A-19318	220,000 - 340,000 - 470,000
* † A-19319	230,000 - 350,000 - 480,000
A-19320	240,000 - 360,000 - 490,000
A-19321	250,000 - 370,000 - 500,000

NOTE: IF GAME IS OPERATED WITHOUT "HIGH GAME TO DATE" FEATURE TURN
SCORE CARD OVER.

427 SS

A-19226

PINBALL POOL

INSTRUCTIONS

3 BILLES PAR JOUEUR

Abattre une cible fait tomber la même à l'opposé.

Compléter la séquence des 15 balles, allume les trous pour
décompter le score du "BONUS".

La séquence des 15 balles revient à zéro lorsque le score du
bonus est comptabilisé.

En complétant les passages A-B-C, le passage de la balle "8"
s'allume pour "EXTRA-BALL". En complétant les passages A-B-C et "8",
les trous s'allument pour "SPECIAL".

Les bumpers donnent 1000 points.

Le Tilt ne disqualifie pas le joueur.

A la fin de la partie, lorsque les deux derniers chiffres de joueur sont
identiques aux deux chiffres affichés en bas ou milieu du fronton, (number to
match) une partie gratuite est obtenue.

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A-19342

PINBALL POOL

INSTRUCTIONS

5 BILLES PAR JOUEUR

Abattre une cible d'un nombre pair fait tomber la même à l'opposé.

Compléter la séquence des 15 balles, allume les trous pour décompter le score du "BONUS".

La séquence des 15 balles revient à zéro lorsque le score du bonus est comptabilisé.

En complétant les passages A-B-C, le passage de la balle "8" s'allume pour "EXTRA-BALL". En complétant les passages A-B-C et "8", les trous s'allument alternativement pour "SPECIAL".

Les bumpers donnent 100 points.

Le Tilt ne disqualifie pas le joueur.

A la fin de la partie, lorsque les deux derniers chiffres de joueur sont identiques aux deux chiffres affichés en bas ou milieu du fronton, (number to match) une partie gratuite est obtenue.

427

A-19342

Used fonts: News Gothic MT Std, Futura Md BT, Helvetica 55 Roman.

Cards status:

B-19221 3 & 5 ball instruction card confirmed.

B-19222-1 3 & 5 ball instruction card confirmed.

A-19310 score card confirmed.

A-19314 score card confirmed.

A-19319 score card confirmed.

A-19226 score index card confirmed.

A-19342 3 & 5 ball instruction card (French) 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

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