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FLASHING LIGHT IS OBJECT NUMBER. MAKING NUMBERS 1 THRU 8 RELIGHTS ONE TARGET FOR NUMBER 9.  
MAKING OBJECT NUMBER 9 LIGHTS ONE TARGET FOR WOW.  
MAKING ALL OBJECT NUMBER TARGETS AFTER NUMBER 9 IS LIT, LIGHTS ONE TARGET FOR SPECIAL.  
MAKING ALL STAR TARGETS IN BOTH 3-BANK ADDS ONE MULTIPLIER "X."  
ADVANCING MULTIPLIER TO 7X LIGHTS ONE STAR TARGET FOR WOW.  
BALL WILL BE CAPTURED IN THE SIDE POCKET IF NUMBER 5 IS LIT IN BONUS SECTION.  
MAKING NUMBER 9 OR CAPTURING ALL 3 BALLS WILL RELEASE ALL BALLS FOR PLAY.  
MAKING OBJECT NUMBER 9 LIGHTS SUPER BONUS FOR NEXT BALL IN PLAY.  
TOP STATIONARY TARGET AND INDICATED STAR TARGETS ADVANCE SPINNER VALUE.

12B-2-125-22

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12B-2-125-22A

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TOP STATIONARY TARGET AND INDICATED STAR TARGETS ADVANCE SPINNER VALUE.

12B-2-125-23

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TOP STATIONARY TARGET AND INDICATED STAR TARGETS ADVANCE SPINNER VALUE.

12B-2-125-24

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TOP STATIONARY TARGET AND INDICATED STAR TARGETS ADVANCE SPINNER VALUE.

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TOP STATIONARY TARGET AND INDICATED STAR TARGETS ADVANCE SPINNER VALUE.

12B-2-125-25

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12B-2-125-25A

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TOP STATIONARY TARGET AND INDICATED STAR TARGETS ADVANCE SPINNER VALUE.

12B-2-125-26

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TOP STATIONARY TARGET AND INDICATED STAR TARGETS ADVANCE SPINNER VALUE.

12B-2-125-26A

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TOP STATIONARY TARGET AND INDICATED STAR TARGETS ADVANCE SPINNER VALUE.

12B-2-125-27

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12B-2-125-27A

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TOP STATIONARY TARGET AND INDICATED STAR TARGETS ADVANCE SPINNER VALUE.

12B-2-125-28

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FLASHING LIGHT IS OBJECT NUMBER. MAKING NUMBERS 1 THRU 8 RELIGHTS ONE TARGET FOR NUMBER 9.  
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TOP STATIONARY TARGET AND INDICATED STAR TARGETS ADVANCE SPINNER VALUE.

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TOP STATIONARY TARGET AND INDICATED STAR TARGETS ADVANCE SPINNER VALUE.

12B-2-125-29

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12B-2-125-29A

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**3 BALLS PER GAME**      **1 PLAY - QUARTER**  
**6 PLAYS - DOLLAR COIN**

620,000 \_\_\_\_\_ 1 REPLAY

1,200,000 \_\_\_\_\_ 1 REPLAY

- ★ EXTRA BALL LITES SHOOT AGAIN.
- ★ SPECIAL SCORE 1 REPLAY.

3 Replays For Beating High Score to Date.  
1 Replay For Matching Last Two Score  
Numbers With Match Numbers.

12D-SC-2-79A

**5 BALLS PER GAME**      **1 PLAY - QUARTER**  
**6 PLAYS - DOLLAR COIN**

860,000 \_\_\_\_\_ 1 REPLAY

1,800,000 \_\_\_\_\_ 1 REPLAY

- ★ EXTRA BALL LITES SHOOT AGAIN.
- ★ SPECIAL SCORE 1 REPLAY.

3 Replays For Beating High Score to Date.  
1 Replay For Matching Last Two Score  
Numbers With Match Numbers.

12D-SC-2-79

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TOP STATIONARY TARGET AND INDICATED STAR TARGETS ADVANCE SPINNER VALUE.

12B-2-125-22

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12B-2-125-25

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MAKING NUMBER 9 OR CAPTURING ALL 3 BALLS WILL RELEASE ALL BALLS FOR PLAY.  
MAKING OBJECT NUMBER 8 LIGHTS SUPER BONUS FOR NEXT BALL IN PLAY.  
TOP STATIONARY TARGET AND INDICATED STAR TARGETS ADVANCE SPINNER VALUE.

12B-2-125-25A

**N  
I  
N  
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B  
A  
L  
L**

**N  
I  
N  
E  
  
B  
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L**

FLASHING LIGHT IS OBJECT NUMBER. MAKING NUMBERS 1 THRU 8 RELIGHTS ONE TARGET FOR NUMBER 9.  
MAKING OBJECT NUMBER 8 LIGHTS ONE TARGET FOR WOW.  
MAKING ALL OBJECT NUMBER TARGETS AFTER NUMBER 9 IS LIT, LIGHTS ONE TARGET FOR SPECIAL.  
MAKING ALL STAR TARGETS IN BOTH 3-BANK ADDS ONE MULTIPLIER "X."  
ADVANCING MULTIPLIER TO 7X LIGHTS ONE STAR TARGET FOR WOW.  
BALL WILL BE CAPTURED IN THE SIDE POCKET IF NUMBER 5 IS LIT IN BONUS SECTION.  
MAKING NUMBER 9 OR CAPTURING ALL 3 BALLS WILL RELEASE ALL BALLS FOR PLAY.  
MAKING OBJECT NUMBER 9 LIGHTS SUPER BONUS FOR NEXT BALL IN PLAY.  
TOP STATIONARY TARGET AND INDICATED STAR TARGETS ADVANCE SPINNER VALUE.

12B-2-125-26

**N  
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**N  
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L**

FLASHING LIGHT IS OBJECT NUMBER. MAKING NUMBERS 1 THRU 8 RELIGHTS ONE TARGET FOR NUMBER 9.  
MAKING OBJECT NUMBER 8 LIGHTS ONE TARGET FOR WOW.  
MAKING ALL OBJECT NUMBER TARGETS AFTER NUMBER 9 IS LIT, LIGHTS ONE TARGET FOR SPECIAL.  
MAKING ALL STAR TARGETS IN EITHER 3-BANK ADDS ONE MULTIPLIER "X."  
ADVANCING MULTIPLIER TO 7X LIGHTS ONE STAR TARGET FOR WOW.  
BALL WILL BE CAPTURED IN THE SIDE POCKET IF NUMBER 5 IS LIT IN BONUS SECTION.  
MAKING NUMBER 9 OR CAPTURING ALL 3 BALLS WILL RELEASE ALL BALLS FOR PLAY.  
MAKING OBJECT NUMBER 9 LIGHTS SUPER BONUS FOR NEXT BALL IN PLAY.  
TOP STATIONARY TARGET AND INDICATED STAR TARGETS ADVANCE SPINNER VALUE.

12B-2-125-26A

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FLASHING LIGHT IS OBJECT NUMBER. MAKING NUMBERS 1 THRU 8 RELIGHTS ONE TARGET FOR NUMBER 9.  
MAKING OBJECT NUMBER 8 LIGHTS ONE TARGET FOR WOW.  
MAKING ALL OBJECT NUMBER TARGETS AFTER NUMBER 9 IS LIT, LIGHTS ONE TARGET FOR SPECIAL.  
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MAKING NUMBER 9 OR CAPTURING ALL 3 BALLS WILL RELEASE ALL BALLS FOR PLAY.  
MAKING OBJECT NUMBER 8 LIGHTS SUPER BONUS FOR NEXT BALL IN PLAY.  
TOP STATIONARY TARGET AND INDICATED STAR TARGETS ADVANCE SPINNER VALUE.

12B-2-125-27

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**N  
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FLASHING LIGHT IS OBJECT NUMBER. MAKING NUMBERS 1 THRU 8 RELIGHTS ONE TARGET FOR NUMBER 9.  
MAKING OBJECT NUMBER 8 LIGHTS ONE TARGET FOR WOW.  
MAKING ALL OBJECT NUMBER TARGETS AFTER NUMBER 9 IS LIT, LIGHTS ONE TARGET FOR SPECIAL.  
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MAKING OBJECT NUMBER 8 LIGHTS SUPER BONUS FOR NEXT BALL IN PLAY.  
TOP STATIONARY TARGET AND INDICATED STAR TARGETS ADVANCE SPINNER VALUE.

12B-2-125-27A

**N  
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FLASHING LIGHT IS OBJECT NUMBER. MAKING NUMBERS 1 THRU 8 RELIGHTS ONE TARGET FOR NUMBER 9.  
MAKING OBJECT NUMBER 8 LIGHTS ONE TARGET FOR WOW.  
MAKING ALL OBJECT NUMBER TARGETS AFTER NUMBER 9 IS LIT, LIGHTS ONE TARGET FOR SPECIAL.  
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MAKING NUMBER 9 OR CAPTURING ALL 3 BALLS WILL RELEASE ALL BALLS FOR PLAY.  
MAKING OBJECT NUMBER 9 LIGHTS SUPER BONUS FOR NEXT BALL IN PLAY.  
TOP STATIONARY TARGET AND INDICATED STAR TARGETS ADVANCE SPINNER VALUE.

12B-2-125-28

**N  
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E  
  
B  
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L**

**N  
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N  
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L  
L**

FLASHING LIGHT IS OBJECT NUMBER. MAKING NUMBERS 1 THRU 8 RELIGHTS ONE TARGET FOR NUMBER 9.  
MAKING OBJECT NUMBER 8 LIGHTS ONE TARGET FOR WOW.  
MAKING ALL OBJECT NUMBER TARGETS AFTER NUMBER 9 IS LIT, LIGHTS ONE TARGET FOR SPECIAL.  
MAKING ALL STAR TARGETS IN EITHER 3-BANK ADDS ONE MULTIPLIER "X."  
ADVANCING MULTIPLIER TO 6X OR 7X LIGHTS ONE STAR TARGET FOR WOW.  
BALL WILL BE CAPTURED IN THE SIDE POCKET IF NUMBER 5 IS LIT IN BONUS SECTION.  
MAKING NUMBER 9 OR CAPTURING ALL 3 BALLS WILL RELEASE ALL BALLS FOR PLAY.  
MAKING OBJECT NUMBER 9 LIGHTS SUPER BONUS FOR NEXT BALL IN PLAY.  
TOP STATIONARY TARGET AND INDICATED STAR TARGETS ADVANCE SPINNER VALUE.

12B-2-125-28A

**N  
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**N  
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FLASHING LIGHT IS OBJECT NUMBER. MAKING NUMBERS 1 THRU 8 RELIGHTS ONE TARGET FOR NUMBER 9.  
MAKING OBJECT NUMBER 8 LIGHTS ONE TARGET FOR WOW.  
MAKING ALL OBJECT NUMBER TARGETS AFTER NUMBER 9 IS LIT, LIGHTS ONE TARGET FOR SPECIAL.  
MAKING ALL STAR TARGETS IN BOTH 3-BANK ADDS ONE MULTIPLIER "X."  
ADVANCING MULTIPLIER TO 6X OR 7X LIGHTS ONE STAR TARGET FOR WOW.  
BALL WILL BE CAPTURED IN THE SIDE POCKET IF NUMBER 5 IS LIT IN BONUS SECTION.  
MAKING NUMBER 9 OR CAPTURING ALL 3 BALLS WILL RELEASE ALL BALLS FOR PLAY.  
MAKING OBJECT NUMBER 8 LIGHTS SUPER BONUS FOR NEXT BALL IN PLAY.  
TOP STATIONARY TARGET AND INDICATED STAR TARGETS ADVANCE SPINNER VALUE.

12B-2-125-29

**N  
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FLASHING LIGHT IS OBJECT NUMBER. MAKING NUMBERS 1 THRU 8 RELIGHTS ONE TARGET FOR NUMBER 9.  
MAKING OBJECT NUMBER 8 LIGHTS ONE TARGET FOR WOW.  
MAKING ALL OBJECT NUMBER TARGETS AFTER NUMBER 9 IS LIT, LIGHTS ONE TARGET FOR SPECIAL.  
MAKING ALL STAR TARGETS IN EITHER 3-BANK ADDS ONE MULTIPLIER "X."  
ADVANCING MULTIPLIER TO 6X OR 7X LIGHTS ONE STAR TARGET FOR WOW.  
BALL WILL BE CAPTURED IN THE SIDE POCKET IF NUMBER 5 IS LIT IN BONUS SECTION.  
MAKING NUMBER 9 OR CAPTURING ALL 3 BALLS WILL RELEASE ALL BALLS FOR PLAY.  
MAKING OBJECT NUMBER 8 LIGHTS SUPER BONUS FOR NEXT BALL IN PLAY.  
TOP STATIONARY TARGET AND INDICATED STAR TARGETS ADVANCE SPINNER VALUE.

12B-2-125-29A

**N  
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**3 BALLS PER GAME**      **1 PLAY - QUARTER**  
**6 PLAYS - DOLLAR COIN**

620,000 \_\_\_\_\_ 1 REPLAY

1,200,000 \_\_\_\_\_ 1 REPLAY

- ★ EXTRA BALL LITES SHOOT AGAIN.
- ★ SPECIAL SCORE 1 REPLAY.

3 Replays For Beating High Score to Date.  
1 Replay For Matching Last Two Score  
Numbers With Match Numbers.

12D-SC-2-79A

**5 BALLS PER GAME**      **1 PLAY - QUARTER**  
**6 PLAYS - DOLLAR COIN**

860,000 \_\_\_\_\_ 1 REPLAY

1,800,000 \_\_\_\_\_ 1 REPLAY

- ★ EXTRA BALL LITES SHOOT AGAIN.
- ★ SPECIAL SCORE 1 REPLAY.

3 Replays For Beating High Score to Date.  
1 Replay For Matching Last Two Score  
Numbers With Match Numbers.

12D-SC-2-79

Used fonts: Futura BdBn BT, Helvetica, Helvetica-Black, Times New Roman

**Cards status: complete**

12B-2-125-1 instruction combinations card confirmed.  
12B-2-125-22 confirmed.  
12B-2-125-22A confirmed.  
12B-2-125-23 confirmed.  
12B-2-125-23A confirmed.  
12B-2-125-24 confirmed.  
12B-2-125-24A confirmed.  
12B-2-125-25 confirmed.  
12B-2-125-25A confirmed.  
12B-2-125-26 confirmed.  
12B-2-125-26A confirmed.  
12B-2-125-27 confirmed.  
12B-2-125-27A confirmed.  
12B-2-125-28 confirmed.  
12B-2-125-28A confirmed.  
12B-2-125-29 confirmed.  
12B-2-125-29A confirmed.  
12D-SC2-79 5 balls score card confirmed.  
12D-SC2-79A 3 balls score card confirmed.

Original colors are white on black cards.

I've added the black on white card as extra.

The recommended replay scores are taken from the manual.

The manual also recommend the High Score to Date to be set as:

2,000,000 for 3 ball game and 2,600,000 for 5 ball game.

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)