

INSTRUCTIONS

1. Pop Bumpers Score 1,000
2. Making Top Eject Holes 2-1-3 On Any Ball
After 1st Time No. 1 Scores Extra 4,000
After 2nd Time No. 1 Will Score Special
3. Spinners Lites When Bonus is at 2,000 8,000 14,000 and 20,000
4. 3 Drop Targets Down Scores 3,000
2nd Time Down Scores 3,000 3rd Time Scores Extra 4,000
5. 3 Arrow Advances Increase Bonus & Lites Double Bonus & Rollover For 10,000 Pts.
6. 4 Drop Targets Spot Wild Fyre
1st Time Down Score 3,000 2nd Time Down Score 5,000
7. Extra Ball Lane Lites After Spotting Wild
8. Extra Ball Lane Scores One Extra Ball
(Maximum 1 Extra Ball Per Ball In Play)
9. Bottom Special Lites, After Spotting Wild Fyre
10. Specials Score 1 Replay
11. 5X Alternates With 2X When Lit On Last Ball Only
12. Tilt Disqualifies Ball In Play Only

12B-2-106-22

INSTRUCTIONS

1. Pop Bumpers Score 100
2. Making Top Eject Holes 2-1-3 On Any Ball
After 1st Time No. 1 Scores Extra 4,000
After 2nd Time No. 1 Will Score Special
3. Spinners Lites When Bonus is at 2,000 8,000 14,000 and 20,000
4. 3 Drop Targets Down Scores 3,000
2nd Time Down Lites 2X 3rd Time Scores Extra 4,000
5. 3 Arrow Advances Increase Bonus & Lites Double Bonus & Rollover For 10,000 Pts.
6. 4 Drop Targets Spot Wild Fyre
1st Time Down Score 3,000 2nd Time Down Score 5,000
7. Extra Ball Lane Lites After Spotting Wild
8. Extra Ball Lane Scores One Extra Ball
(Maximum 1 Extra Ball Per Ball In Play)
9. Bottom Special Lites, After Spotting Wild Fyre
10. Specials Scores 1 Extra Ball
11. 5X Alternates With 2X When Lit On Last Ball Only
12. Tilt Disqualifies Ball In Play Only

12B-2-106-22A

INSTRUCTIONS

1. Pop Bumpers Score 1,000
2. Making Top Eject Holes 2-1-3 On Any Ball
After 1st Time No. 1 Scores Extra 4,000
After 2nd Time No. 1 Will Score Special
3. Spinners Lites When Bonus is at 2,000 8,000 14,000 and 20,000
4. 3 Drop Targets Down Lites 2X
2nd Time Down Lites 2X 3rd Time Down Scores Extra 4,000
5. 3 Arrow Advances Increase Bonus & Lites Double Bonus & Rollover For 10,000 Pts.
6. 4 Drop Targets Spot Wild Fyre
1st Time Down Score 3,000 2nd Time Down Score 5,000
7. Bottom Special Lites, After Spotting Wild Fyre
8. Specials Score 100,000 Pts.
9. 5X Alternates With 2X When Lit On Last Ball Only
10. Tilt Disqualifies Ball In Play Only

12B-2-106-23

INSTRUCTIONS

1. Pop Bumpers Score 100
2. Making Top Eject Holes 2-1-3 On Any Ball
After 1st Time No. 1 Scores Extra 4,000
After 2nd Time No. 1 Will Score Special
3. Spinners Lites When Bonus is at 2,000 8,000 14,000 and 20,000
4. 3 Drop Targets Down Scores 3,000
2nd Time Down Lites 2X 3rd Time Down Scores Extra 4,000
5. 3 Arrow Advances Increase Bonus & Lites Double Bonus & Rollover For 10,000 Pts.
6. 4 Drop Targets Spot Wild Fyre
1st Time Down Score 3,000 2nd Time Down Score 5,000
7. Bottom Special Lites, After Spotting Wild Fyre
8. Specials Score 100,000 Pts.
9. 5X Alternates With 2X When Lit On Last Ball Only
10. Tilt Disqualifies Ball In Play Only

12B-2-106-23A

INSTRUCTIONS

1. Pop Bumpers Score 100
2. Making Top Eject Holes 2-1-3 On Any Ball
After 1st Time No. 1 Scores Extra 4,000
After 2nd Time No. 1 Will Score Special
3. Spinners Lites When Bonus is at 2,000 8,000 14,000 and 20,000
4. 3 Drop Targets Down Scores 3,000
2nd Time Down Lites 2X 3rd Time Down Scores Extra 4,000
5. 3 Arrow Advances Increase Bonus & Lites Double Bonus & Rollover For 10,000 Pts.
6. 4 Drop Targets Spot Wild Fyre
1st Time Down Score 3,000 2nd Time Down Score 5,000
7. Extra Ball Lane Lites After Spotting Wild
8. Extra Ball Lane Scores One Extra Ball
(Maximum 1 Extra Ball Per Ball In Play)
9. Bottom Special Lites, After Spotting Wild Fyre
10. Specials Score 1 Extra Ball
11. 5X Alternates With 2X When Lit On Last Ball Only
12. Tilt Disqualifies Ball In Play Only

12B-2-106-24

INSTRUCTIONS

1. Pop Bumpers Score 100
2. Making Top Eject Holes 2-1-3 On Any Ball
After 1st Time No. 1 Scores Extra 4,000
After 2nd Time No. 1 Will Score Special
3. Spinners Lites When Bonus is at 2,000 8,000 14,000 and 20,000
4. 3 Drop Targets Down Scores 3,000
2nd Time Down Lites 2X 3rd Time Down Scores Extra 4,000
5. 3 Arrow Advances Increase Bonus & Lites Double Bonus & Rollover For 10,000 Pts.
6. 4 Drop Targets Spot Wild Fyre
1st Time Down Score 3,000 2nd Time Down Score 5,000
7. Extra Ball Lane Lites After Spotting Wild
8. Extra Ball Lane Scores One Extra Ball
(Maximum 1 Extra Ball Per Ball In Play)
9. Bottom Special Lites, After Spotting Wild Fyre
10. Specials Score 1 Extra Ball
11. 5X Alternates With 2X When Lit On Last Ball Only
12. Tilt Disqualifies Ball In Play Only

12B-2-106-24A

**3 BALLS
PER GAME**

1 PLAY – QUARTER

280,000 — 1 REPLAY

460,000 — 1 REPLAY

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

12D-SC-3-34A

**5 BALLS
PER GAME**

1 PLAY – QUARTER

340,000 — 1 REPLAY

480,000 — 1 REPLAY

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

12D-SC-3-34

Used fonts: Futura LT Condensed, Futura ExtraBold, Helvetica, Helvetica Narrow

Cards status:

12B-2-106-22 confirmed.
12B-2-106-22A confirmed.
12B-2-106-23 confirmed.
12B-2-106-23A confirmed.
12B-2-106-24 confirmed.
12B-2-106-24A confirmed.
12D-1-34 confirmed.
12D-1-34A confirmed.

Recommended "High Score to Date" levels:
(reset periodically)
3 ball 550,000 points
5 ball 570,000 points

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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