

For Amusement  
Only

**DIPSY DOODLE**

One to Four  
Players

- 1 REPLAY FOR EACH SCORE OF 51,000 POINTS
- 1 REPLAY FOR EACH SCORE OF 73,000 POINTS
- 1 REPLAY FOR EACH SCORE OF 87,000 POINTS

MAXIMUM 1 EXTRA BALL FOR BALL BEING PLAYED

**5 BALLS PER GAME**

386-1

For Amusement  
Only

**DIPSY DOODLE**

One to Four  
Players

- 1 REPLAY FOR EACH SCORE OF 31,000 POINTS
- 1 REPLAY FOR EACH SCORE OF 53,000 POINTS
- 1 REPLAY FOR EACH SCORE OF 72,000 POINTS

MAXIMUM 1 EXTRA BALL FOR BALL BEING PLAYED

**3 BALLS PER GAME**

386-2

For Amusement  
Only

**DIPSY DOODLE**

One to Four  
Players

EXTRA BALL FOR EACH SCORE OF 62,000 POINTS

EXTRA BALL FOR EACH SCORE OF 85,000 POINTS

MAXIMUM 1 EXTRA BALL FOR BALL BEING PLAYED

**5 BALLS PER GAME**

386-EB-1

For Amusement  
Only

**DIPSY DOODLE**

One to Four  
Players

EXTRA BALL FOR EACH SCORE OF 45,000 POINTS

EXTRA BALL FOR EACH SCORE OF 68,000 POINTS

MAXIMUM 1 EXTRA BALL FOR BALL BEING PLAYED

**3 BALLS PER GAME**

386-EB-2

## **INSTRUCTIONS**

- Insert one coin and wait for machine to reset before inserting coin for next player.
- Each player shoots one ball at a time as indicated on back glass.
- A tilt does not disqualify player.
- Hitting center target starts Doodle Bug.
- Making targets 1 to 4 in sequence increases Doodle Bug scoring value from 10 to 100 points..
- Lighting Yellow bumpers lites left rollover lane to open gate.
- Lighting Green bumpers lites right rollover lane to open gate.
- Lighting Yellow and Green bumpers lites center bumper to score 1000 points.
- 1 replay for each player matching last (2) numbers in point score to lited number that appears on back glass when game is over..
- Maximum - 1 extra ball for ball being played.

386-3

## **INSTRUCTIONS**

- Insert one coin and wait for machine to reset before inserting coin for next player.
- Each player shoots one ball at a time as indicated on back glass.
- A tilt does not disqualify player.
- Hitting center target starts Doodle Bug.
- Making targets 1 to 4 in sequence increases Doodle Bug scoring value from 10 to 100 points..
- Lighting Yellow bumpers lites left rollover lane to open gate.
- Lighting Green bumpers lites right rollover lane to open gate.
- Lighting Yellow and Green bumpers lites center bumper to score 1000 points.

386-4

# **DIPSY DOODLE**

Nur zur Unterhaltung – Für 1-4 Spieler.

1 Freispiel bei 43000 Punkten

1 Freispiel bei 65000 Punkten

1 Freispiel bei 87000 Punkten

— 3 Kugeln pro Spiel —

# **DIPSY DOODLE**

Nur zur Unterhaltung – Für 1-4 Spieler.

1 Freispiel bei 63000 Punkten

1 Freispiel bei 82000 Punkten

1 Freispiel bei 97000 Punkten

— 5 Kugeln pro Spiel —

Fonts used: Futura Hv BT, Futura ExtraBold, Futura Md BT, Futura Medium, Helvetica, HelveticaNeueLT Std Ext.

**Cards status:**

Card 386-1 is needed.

Card 386-2 is needed.

Card 386-3 is confirmed.

Card 386-4 is confirmed.

Card 386-EB-1 is confirmed.

Card 386-EB-2 is needed to double check.

German score card (3 balls) confirmed.

German score card (5 balls) universal confirmed (not used in this set).

Various score cards 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](http://www.inkochnito.nl)