

For Amusement
Only

FLASH

One To Four
Players

370,000 SCORES 1 CREDIT

470,000 SCORES 1 CREDIT

**5 BALLS
PER GAME**

**1 PLAY – QUARTER
3 PLAYS – 2 QUARTERS**

486-1

For Amusement
Only

FLASH

One To Four
Players

270,000 SCORES 1 CREDIT

370,000 SCORES 1 CREDIT

470,000 SCORES 1 CREDIT

**3 BALLS
PER GAME**

**1 PLAY – QUARTER
3 PLAYS – 2 QUARTERS**

486-2

INSTRUCTIONS

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Making 1 - 2 - 3 Lights 2x, Making 1 - 2 - 3 - 4 Lights 3x.
- Making 3 Bank Drop Targets Advances Thru Thunder, Lighting, Tempest And Super Flash.
- Making 5 Bank Drop Targets 1st Time Advances Hole Kicker Value, 2nd Time Lights Extra Ball, 3rd Time Lights Out Lane Specials.
- Tilt Penalty - Ball In Play - Does Not Disqualify Player.
- Special Scores _____ 1 CREDIT.
- Beating Highest Score Awards _____ 3 CREDITS.
- Matching Last Two Numbers On Score With Number On Match Window On Back Glass Scores _____ 1 CREDIT.

SUPER FLASH SCORES — 50,000

486-3

INSTRUCTIONS

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Making 1 - 2 - 3 Lights 2x, Making 1 - 2 - 3 - 4 Lights 3x.
- Making 3 Bank Drop Targets Advances Thru Thunder, Lighting, Tempest And Super Flash.
- Making 5 Bank Drop Targets 1st Time Advances Hole Kicker Value, 2nd Time Lights Extra Ball, 3rd Time Lights Out Lane Specials.
- Tilt Penalty - Ball In Play - Does Not Disqualify Player.
- Special Scores _____ EXTRA BALL.

SUPER FLASH SCORES — 50,000

486-4

Cards status:

Card 486-1 is confirmed.

Card 486-2 is confirmed.

Card 486-3 is confirmed.

Card 486-4 is needed to verify.

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