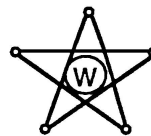


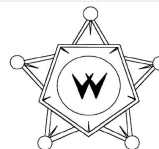
POLICE FORCE



- **FIRING RANGE:** Skill shot scores lit value.
- **G - U - N Lanes:** 3 Rollovers advance 'X' value.
- **HOT SHEET:** Right Return Lane lites *Left Eject* for **HOT SHEET BONUS**.
See Backbox Display for Bonus Value.
- **UNLIMITED MILLION Ramp:** Consecutive ramp shots score & advance Ramp Value. After 150K, Ramp scores **UNLIMITED MILLION**.
- **TOP COP:** Making **P-O-L-I-C-E** lights *Top Left BULLSEYE* for **TOP COP BONUS - 3,000,000**.
- **JACKPOT:** Arresting 4 Criminals lights *Right Ramp* for **JACKPOT**.
- **MULTI-BALL™:** Locking 2 Balls in *POLICE CAR* starts **MULTI-BALL™**.
- **HANDCUFF BONUS:** Right Eject scores and advances Value.
- **TAKE HIGHEST SCORE:** On LAST BALL, 2 consecutive shots up *Right Ramp* adds **Highest Score** (for that game) to **Player's Score**.

16-573-1

POLICE FORCE



- **FIRING RANGE:** Skill shot scores lit value.
- **G - U - N Lanes:** 3 Rollovers advance 'X' value.
- **HOT SHEET:** Right Return Lane lites *Left Eject* for **HOT SHEET BONUS**.
See Backbox Display for Bonus Value.
- **UNLIMITED MILLION Ramp:** Consecutive ramp shots score & advance Ramp Value. After 150K, Ramp scores **UNLIMITED MILLION**.
- **TOP COP:** Making **P-O-L-I-C-E** lights *Top Left BULLSEYE* for **TOP COP BONUS - 3,000,000**.
- **JACKPOT:** Arresting 4 Criminals lights *Right Ramp* for **JACKPOT**.
- **MULTI-BALL™:** Locking 2 Balls in *POLICE CAR* starts **MULTI-BALL™**.
- **HANDCUFF BONUS:** Right Eject scores and advances Value.
- **TAKE HIGHEST SCORE:** On LAST BALL, 2 consecutive shots up *Right Ramp* adds **Highest Score** (for that game) to **Player's Score**.

16-573-1

Cards status:

16-573-1 confirmed.

16-573-1 with the star taken from the manual.

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