

FOR AMUSEMENT ONLY

## **SCORPION**

1 TO 4 PLAYERS

480,000 SCORES 1 CREDIT

770,000 SCORES 1 CREDIT

**1 PLAY – 1 QUARTER  
4 PLAYS – 1 DOLLAR**

**5 BALLS  
PER GAME**

MAXIMUM CREDITS – 20

494-1

FOR AMUSEMENT ONLY

## **SCORPION**

1 TO 4 PLAYERS

370,000 SCORES 1 CREDIT

580,000 SCORES 1 CREDIT

**1 PLAY – 1 QUARTER  
4 PLAYS – 1 DOLLAR**

**3 BALLS  
PER GAME**

MAXIMUM CREDITS – 20

494-2

# **INSTRUCTIONS**

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Making 1 – 2 – 3 or 4 – 5 – 6 Lites A Jet Bumper. Spinner Lites For 1000's When Second Jet Bumper Is Lit.
- Making Both 3 Banks At Top, Scores And Advances Lit Value;  
10,000 – 20,000 – 30,000 – 50,000 – Special.
- Putting Ball Into Either Eject Hole Collects Bonus, Locks Ball & Releases Another Ball From Outhole. Putting That Ball Into The Other Eject Hole Collects Both Bonuses, Starts Timer & Ejects Both Balls. Timer Is Displayed In Ball In Play Window & Ball In Play Moves To The Last Digit of Scores While in Multi-Ball Play. Timer Continues Running As Long As Both Balls Are In Play.
- Right Top Side Lane Lites For 50,000 – Extra Ball or Special at Set Times 50,000

50,000 **15** Sec. Extra Ball **35** Sec. Special **50** Sec.

- Getting Multi-Ball Again Or Entering Outhole Scores 1000 For Each Second On Timer. When In Multi-Ball Play. Completing 5 Bank Lites Outlanes For Double Timer Bonus.
- Making 5 Bank ADV. "X" Value.
- Tilt Penalty - Ball In Play - Does Not Disqualify Player.
- Special Scores \_\_\_\_\_ 1 CREDIT
- Beating Highest Score awards \_\_\_\_\_ 3 CREDITS
- Matching Last Two Score Numbers With Number In Match Window On Backglass \_\_\_\_\_ 1 CREDIT

494-3

# **INSTRUCTIONS**

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Making 1 – 2 – 3 or 4 – 5 – 6 Lites A Jet Bumper. Spinner Lites For 1000's When Second Jet Bumper Is Lit.
- Making Both 3 Banks At Top, Scores And Advances Lit Value;  
10,000 – 20,000 – 30,000 – 50,000 – Special.
- Putting Ball Into Either Eject Hole Collects Bonus, Locks Ball & Releases Another Ball From Outhole. Putting That Ball Into The Other Eject Hole Collects Both Bonuses, Starts Timer & Ejects Both Balls. Timer Is Displayed In Ball In Play Window & Ball In Play Moves To The Last Digit of Scores While in Multi-Ball Play. Timer Continues Running As Long As Both Balls Are In Play.
- Right Top Side Lane Lites For 50,000 – Extra Ball or Special at Set Times 50,000

50,000 **15** Sec. Extra Ball **35** Sec. Special **50** Sec.

- Getting Multi-Ball Again Or Entering Outhole Scores 1000 For Each Second On Timer. When In Multi-Ball Play. Completing 5 Bank Lites Outlanes For Double Timer Bonus.
- Making 5 Bank ADV. "X" Value.
- Tilt Penalty - Ball In Play - Does Not Disqualify Player.
- Special Scores \_\_\_\_\_ 1 EXTRA BALL

494-4

## **INSTRUCTIONS**

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Making 1 – 2 – 3 or 4 – 5 – 6 Lites A Jet Bumper. Spinner Lites For 1000's When Second Jet Bumper Is Lit.
- Making Both 3 Banks At Top, Scores And Advances Lit Value;  
10,000 – 20,000 – 30,000 – 50,000 – Special.
- Putting Ball Into Either Eject Hole Collects Bonus, Locks Ball & Releases Another Ball From Outhole. Putting That Ball Into The Other Eject Hole Collects Both Bonuses, Starts Timer & Ejects Both Balls. Timer Is Displayed In Ball In Play Window & Ball In Play Moves To The Last Digit of Scores While in Multi-Ball Play. Timer Continues Running As Long As Both Balls Are In Play.
- Right Top Side Lane Lites For 50,000 – Extra Ball or Special at Set Times 50,000

50,000 **15** Sec. Extra Ball **35** Sec. Special **50** Sec.

- Getting Multi-Ball Again Or Entering Outhole Scores 1000 For Each Second On Timer. When In Multi-Ball Play. Completing 5 Bank Lites Outlanes For Double Timer Bonus.
- Making 5 Bank ADV. "X" Value.
- Tilt Penalty - Ball In Play - Does Not Disqualify Player.
- Special Scores \_\_\_\_\_ 1 CREDIT

494-5

## **INSTRUCTIONS**

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Making 1 – 2 – 3 or 4 – 5 – 6 Lites A Jet Bumper. Spinner Lites For 1000's When Second Jet Bumper Is Lit.
- Making Both 3 Banks At Top, Scores And Advances Lit Value;  
10,000 – 20,000 – 30,000 – 50,000 – Special.
- Putting Ball Into Either Eject Hole Collects Bonus, Locks Ball & Releases Another Ball From Outhole. Putting That Ball Into The Other Eject Hole Collects Both Bonuses, Starts Timer & Ejects Both Balls. Timer Is Displayed In Ball In Play Window & Ball In Play Moves To The Last Digit of Scores While in Multi-Ball Play. Timer Continues Running As Long As Both Balls Are In Play.
- Right Top Side Lane Lites For 50,000 – Extra Ball or Special at Set Times 50,000

50,000 **15** Sec. Extra Ball **35** Sec. Special **50** Sec.

- Getting Multi-Ball Again Or Entering Outhole Scores 1000 For Each Second On Timer. When In Multi-Ball Play. Completing 5 Bank Lites Outlanes For Double Timer Bonus.
- Making 5 Bank ADV. "X" Value.
- Tilt Penalty - Ball In Play - Does Not Disqualify Player.
- Special Scores \_\_\_\_\_ 50,000 POINTS
- Beating Highest Score awards \_\_\_\_\_ 3 CREDITS
- Matching Last Two Score Numbers With Number In Match Window On Backglass Scores \_\_\_\_\_ 1 CREDIT

494-6

Fonts used: Helvetica, Helvetica Narrow, Helvetica 55 Roman, Futura ExtraBold, Futura Hv BT

### **Cards status:**

494-1 confirmed.  
494-2 confirmed.  
494-3 confirmed.  
494-4 confirmed.  
494-5 needed to verify.  
494-6 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)