

EARTH, WIND AND FIRE

TOP INLANES

When a ball passes thru the upper rollovers, letters are unlit. Special is lit when all rollovers lamps are unlit.

10 NUMBERED TARGETS

"Special Fire" is lit when completing the ten numbered targets.

SPECIAL FIRE HOLE

Ball in "Special Fire Hole" collects the score indicated on each light.

TOP LEFT LANE

Completing three rollovers advances Bonus Multiplier.

TOP RIGHT LANE

The target in this lane scores the value indicated on the light below, and advances bonus.

DROP TARGETS

Blue Special (ball return hole) is lit completing the drop targets.

GAME TIME BONUS

Collect time during last ball in play to extend playtime on bonus ball.

..... POINTS

1 REPLAY

..... POINTS

1 REPLAY

SPECIAL ORANGE

1 EXTRA BALL

SPECIAL RED

1 REPLAY

WHEN HIGH SCORE IS OVERCOME

2 REPLAYS

MATCHING LAST NUMBER

1 REPLAY

3 BALLS PER GAME
FREE PLAY

5 BALLS PER GAME
FREE PLAY

Font used: Helvetica.

Cards status:

Instruction card needed to verify.

Universal score award card added.

Universal Balls-Per-Game card added.

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