

★ Shoot to advance or to hold Target Selector ★ “100”, “50” or “30” Targets are lit when Target Selector indicates corresponding number ★ All Targets and SPECIAL are lit when Star is indicated on Target Selector ★ Each advance of Target Selector scores 30 ★ Free-Ball Gate remains open while “30” Targets are lit ★ Target Selector advantages in effect at end of game are automatically effective at start of next game



**SPECIAL
Rollover
scores
1 REPLAY
when lit**

BUL-1

★ Shoot to advance or to hold Target Selector ★ “100”, “50” or “30” Targets are lit when Target Selector indicates corresponding number ★ All Targets and SPECIAL are lit when Star is indicated on Target Selector ★ Each advance of Target Selector scores 30 ★ Free-Ball Gate remains open while “30” Targets are lit ★ Target Selector advantages in effect at end of game are automatically effective at start of next game ★ Matching last number of score with number which lights on backglass at end of game scores 1 Replay



**SPECIAL
Rollover
scores
1 REPLAY
when lit**

BUL-1-M

★ Shoot to advance or to hold Target Selector ★ “100”, “50” or “30” Targets are lit when Target Selector indicates corresponding number ★ All Targets and SPECIAL are lit when Star is indicated on Target Selector ★ Each advance of Target Selector scores 30
★ Free-Ball Gate remains open while “30” Targets are lit ★ Target Selector advantages in effect at end of game are automatically effective at start of next game

Score of 700 Points — FAIR
Score of 900 Points — GOOD
Score of 1000 Points — EXCELLENT
Score of 1100 Points — SUPER
Score of 1200 Points — GENIUS

**SPECIAL
Rollover
scores
100 POINTS
when lit**

BUL-R-(3)

★ Shoot to advance or to hold Target Selector ★ “100”, “50” or “30” Targets are lit when Target Selector indicates corresponding number ★ All Targets and SPECIAL are lit when Star is indicated on Target Selector ★ Each advance of Target Selector scores 30
★ Free-Ball Gate remains open while “30” Targets are lit ★ Target Selector advantages in effect at end of game are automatically effective at start of next game

Score of 1200 Points — FAIR
Score of 1300 Points — GOOD
Score of 1400 Points — EXCELLENT
Score of 1500 Points — SUPER
Score of 1600 Points — GENIUS

**SPECIAL
Rollover
scores
100 POINTS
when lit**

BUL-R-(5)

★ Shoot to advance or to hold Target Selector ★ “100”, “50” or “30” Targets are lit when Target Selector indicates corresponding number ★ All Targets and SPECIAL are lit when Star is indicated on Target Selector ★ Each advance of Target Selector scores 30
★ Free-Ball Gate remains open while “30” Targets are lit ★ Target Selector advantages in effect at end of game are automatically effective at start of next game



**SPECIAL
Rollover
scores
100 POINTS
when lit**

BUL-100

IN-F-2

RECOMMENDED CARD FOR 3 BALLS

D-7-11 (3 BALLS PER PLAYER)

RECOMMENDED CARD FOR 5 BALLS

D-12-16 (5 BALLS PER PLAYER)

D-5-10 (3 BALLS)

- 1 Replay for each score of 500 Points
- 1 Replay for each score of 800 Points
- 1 Replay for each score of 900 Points
- 1 Replay for each score of 1000 Points

D-5-11 (3 BALLS)

- 1 Replay for each score of 500 Points
- 1 Replay for each score of 800 Points
- 1 Replay for each score of 1000 Points
- 1 Replay for each score of 1100 Points

D-6-10 (3 BALLS)

- 1 Replay for each score of 600 Points
- 1 Replay for each score of 800 Points
- 1 Replay for each score of 900 Points
- 1 Replay for each score of 1000 Points

D-7-10 (3 BALLS)

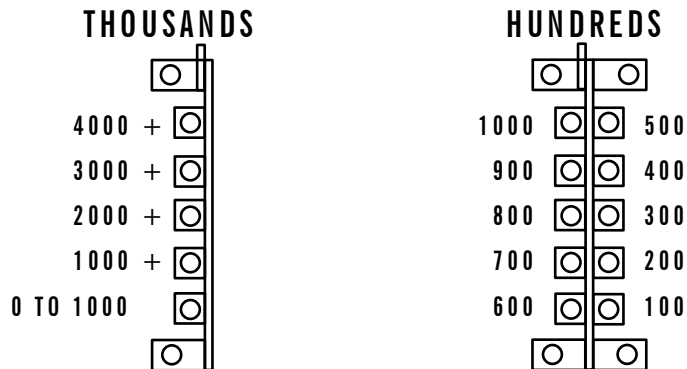
- 1 Replay for each score of 700 Points
- 1 Replay for each score of 800 Points
- 1 Replay for each score of 900 Points
- 1 Replay for each score of 1000 Points

<div data-bbox="331 1038 472 1062">D-7-11 (3 BALLS)</div> <div data-bbox="340 355 506 841"><p>1 Replay for each score of 700 Points</p><p>1 Replay for each score of 900 Points</p><p>1 Replay for each score of 1000 Points</p><p>1 Replay for each score of 1100 Points</p></div>	<div data-bbox="703 451 844 475">D-8-11 (3 BALLS)</div> <div data-bbox="701 659 866 1144"><p>1 Replay for each score of 800 Points</p><p>1 Replay for each score of 900 Points</p><p>1 Replay for each score of 1000 Points</p><p>1 Replay for each score of 1100 Points</p></div> <div data-bbox="1050 1038 1191 1062">D-8-12 (3 BALLS)</div> <div data-bbox="1059 355 1225 841"><p>1 Replay for each score of 800 Points</p><p>1 Replay for each score of 1000 Points</p><p>1 Replay for each score of 1100 Points</p><p>1 Replay for each score of 1200 Points</p></div> <div data-bbox="1420 451 1561 475">D-9-12 (3 BALLS)</div> <div data-bbox="1417 659 1583 1144"><p>1 Replay for each score of 900 Points</p><p>1 Replay for each score of 1000 Points</p><p>1 Replay for each score of 1100 Points</p><p>1 Replay for each score of 1200 Points</p></div>
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<div data-bbox="331 1038 483 1062" data-label="Text"><p>D-11-14 (5 BALLS)</p></div> <div data-bbox="338 355 508 839" data-label="List-Group"><ul style="list-style-type: none">1 Replay for each score of 1100 Points1 Replay for each score of 1200 Points1 Replay for each score of 1300 Points1 Replay for each score of 1400 Points</div>	<div data-bbox="701 451 853 475" data-label="Text"><p>D-11-15 (5 BALLS)</p></div> <div data-bbox="701 660 869 1144" data-label="List-Group"><ul style="list-style-type: none">1 Replay for each score of 1100 Points1 Replay for each score of 1300 Points1 Replay for each score of 1400 Points1 Replay for each score of 1500 Points<div data-bbox="1050 1038 1200 1062" data-label="Text"><p>D-12-15 (5 BALLS)</p></div><div data-bbox="1057 355 1225 839" data-label="List-Group"><ul style="list-style-type: none">1 Replay for each score of 1200 Points1 Replay for each score of 1300 Points1 Replay for each score of 1400 Points1 Replay for each score of 1500 Points<div data-bbox="1417 451 1570 475" data-label="Text"><p>D-12-16 (5 BALLS)</p></div><div data-bbox="1417 628 1585 1144" data-label="List-Group"><ul style="list-style-type: none">1 Replay for each score of 1200 Points1 Replay for each score of 1400 Points1 Replay for each score of 1500 Points1 Replay for each score of 1600 Points</div></div></div>
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<div data-bbox="331 1038 481 1062" data-label="Text"><p>D-13-16 (5 BALLS)</p></div> <div data-bbox="338 355 508 839" data-label="List-Group"><ul style="list-style-type: none">1 Replay for each score of 1300 Points1 Replay for each score of 1400 Points1 Replay for each score of 1500 Points1 Replay for each score of 1600 Points</div>	<div data-bbox="701 451 851 475" data-label="Text"><p>D-13-17 (5 BALLS)</p></div> <div data-bbox="701 660 869 1144" data-label="List-Group"><ul style="list-style-type: none">1 Replay for each score of 1300 Points1 Replay for each score of 1500 Points1 Replay for each score of 1600 Points1 Replay for each score of 1700 Points<div data-bbox="1048 1038 1198 1062" data-label="Text"><p>D-17-20 (5 BALLS)</p></div><div data-bbox="1057 355 1225 844" data-label="List-Group"><ul style="list-style-type: none">1 Replay for each score of 1700 Points1 Replay for each score of 1800 Points1 Replay for each score of 1900 Points1 Replay for each score of 2000 Points<div data-bbox="1417 451 1568 475" data-label="Text"><p>D-17-21 (5 BALLS)</p></div><div data-bbox="1417 660 1585 1144" data-label="List-Group"><ul style="list-style-type: none">1 Replay for each score of 1700 Points1 Replay for each score of 1900 Points1 Replay for each score of 2000 Points1 Replay for each score of 2100 Points</div></div></div>
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HI-SCORE REPLAY ADJUSTMENTS



TO SCORE REPLAYS AT 100 TO 1000 :
 PUT JACKS FED BY RED-WHITE WIRE INTO 0 TO 1000 ON THOUSANDS ADJUSTMENT PLUG AND 100, 200, 300 ETC; ON HUNDREDS ADJUSTMENT PLUG.

TO SCORE REPLAYS AT 1100 TO 2000:
 PUT JACKS FED BY WHITE WIRE INTO 1000+ ON THOUSANDS ADJUSTMENT PLUG AND 100, 200, 300 ETC; ON HUNDREDS ADJUSTMENT PLUG.

TO SCORE REPLAYS AT 2100 TO 3000:
 PUT JACKS FED BY WHITE WIRE INTO 2000+ ON THOUSANDS ADJUSTMENT PLUG AND 100, 200, 300 ETC; ON HUNDREDS ADJUSTMENT PLUG.

TO SCORE REPLAYS AT 3100 TO 4000:
 PUT JACKS FED BY WHITE WIRE INTO 3000+ ON THOUSANDS ADJUSTMENT PLUG AND 100, 200, 300 ETC; ON HUNDREDS ADJUSTMENT PLUG.

TO SCORE REPLAYS AT 4100 TO 5000:
 PUT JACKS FED BY WHITE WIRE INTO 4000+ ON THOUSANDS ADJUSTMENT PLUG AND 100, 200, 300 ETC; ON HUNDREDS ADJUSTMENT PLUG.

NOTE:
 WHENEVER SCORES DESIGNATED TO SCORE REPLAYS OVERLAP, JACKS FED BY BOTH RED-WHITE AND WHITE WIRES MUST BY USED. EXAMPLE; TO SCORE REPLAYS AT 1700 - 1900 - 2000 AND 2100. JACKS FED BY RED-WHITE WIRE MUST BE PUT INTO 1000+ ON THOUSANDS ADJUSTMENT PLUG AND 700 - 900 - 1000 ON HUNDREDS ADJUSTMENT PLUG. JACKS FED BY WHITE WIRE MUST BE PUT INTO 2000+ ON THOUSANDS ADJUSTMENT PLUG AND 100 ON HUNDREDS ADJUSTMENT PLUG.

Fonts used: News Gothic MT Std, News Gothic MT Std Condensed
Card size: 141x95mm

Cards status:

BUL-1 instruction card confirmed.

BUL-1-M instruction card confirmed.

BUL-R-(3) instruction card confirmed.

BUL-R-(5) instruction card confirmed.

BUL-100 instruction card confirmed.

All score cards confirmed.

Hi-Score Replay Adjustment card confirmed, but needed to be verified if used in this game.

IN-F-2 Recommended card 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

If you like my work, please send me a donation via PayPal.