

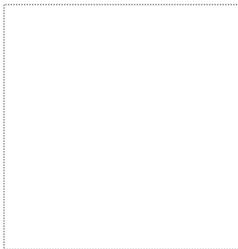


★ Free Ball through Tour Gate gives 1 Added Ball and advances tour to next City ★ City-Lights remain lit, from game to game, until 1 through 10 are lit ★ Ball through Free-Ball Gate, when lit, gives 1 Added Ball ★ Ball shot across Upper Left 50 Rollover, when Star is lit, gives 1 Added Ball



1
Added Ball
for lighting
10 Cities

HT-1



★ Free Ball through Tour Gate gives 1 Added Ball and advances tour to next City ★ City-Lights remain lit, from game to game, until 1 through 10 are lit ★ Ball through Free-Ball Gate, when lit, gives 1 Added Ball ★ Ball shot across Upper Left 50 Rollover, when Star is lit, gives 1 Added Ball



2
Added Balls
for lighting
10 Cities

HT-2



★ Free Ball through Tour Gate gives 1 Added Ball and advances tour to next City ★ City-Lights remain lit, from game to game, until 1 through 10 are lit ★ Ball through Free-Ball Gate, when lit, gives 1 Added Ball ★ Ball shot across Upper Left 50 Rollover, when Star is lit, gives 1 Added Ball

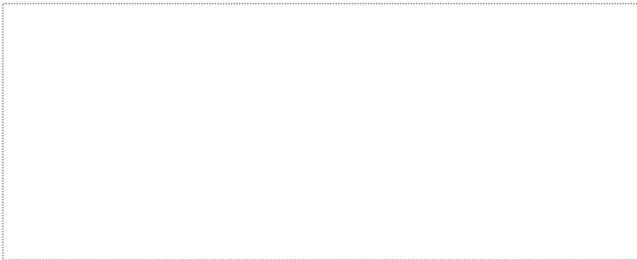


3
Added Balls
for lighting
10 Cities

HT-3



★ Free Ball through Tour Gate gives 1 Added Ball and advances tour to next City ★ City-Lights remain lit, from game to game, until 1 through 10 are lit ★ Ball through Free-Ball Gate, when lit, gives 1 Added Ball ★ Ball shot across Upper Left 50 Rollover, when Star is lit, gives 1 Added Ball ★ Matching last number of score with number which lights on backglass at end of game gives 1 Added Ball NEXT GAME



1
Added Ball
for lighting
10 Cities

HT-M1-1

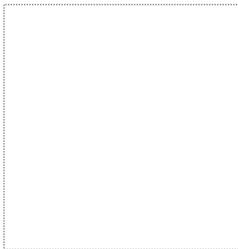


★ Free Ball through Tour Gate gives 1 Added Ball and advances tour to next City ★ City-Lights remain lit, from game to game, until 1 through 10 are lit ★ Ball through Free-Ball Gate, when lit, gives 1 Added Ball ★ Ball shot across Upper Left 50 Rollover, when Star is lit, gives 1 Added Ball ★ Matching last number of score with number which lights on backglass at end of game gives 1 Added Ball NEXT GAME



2
Added Balls
for lighting
10 Cities

HT-M1-2



★ Free Ball through Tour Gate gives 1 Added Ball and advances tour to next City ★ City-Lights remain lit, from game to game, until 1 through 10 are lit ★ Ball through Free-Ball Gate, when lit, gives 1 Added Ball ★ Ball shot across Upper Left 50 Rollover, when Star is lit, gives 1 Added Ball ★ Matching last number of score with number which lights on backglass at end of game gives 1 Added Ball NEXT GAME



3
Added Balls
for lighting
10 Cities

HT-M1-3



★ Free Ball through Tour Gate gives 1 Added Ball and advances tour to next City ★ City-Lights remain lit, from game to game, until 1 through 10 are lit ★ Ball through Free-Ball Gate, when lit, gives 1 Added Ball ★ Ball shot across Upper Left 50 Rollover, when Star is lit, gives 1 Added Ball ★ Matching last number of score with number which lights on backglass at end of game gives 2 Added Balls NEXT GAME



1
Added Ball
for lighting
10 Cities

HT-M2-1



★ Free Ball through Tour Gate gives 1 Added Ball and advances tour to next City ★ City-Lights remain lit, from game to game, until 1 through 10 are lit ★ Ball through Free-Ball Gate, when lit, gives 1 Added Ball ★ Ball shot across Upper Left 50 Rollover, when Star is lit, gives 1 Added Ball ★ Matching last number of score with number which lights on backglass at end of game gives 2 Added Balls NEXT GAME



2
Added Balls
for lighting
10 Cities

HT-M2-2



★ Free Ball through Tour Gate gives 1 Added Ball and advances tour to next City ★ City-Lights remain lit, from game to game, until 1 through 10 are lit ★ Ball through Free-Ball Gate, when lit, gives 1 Added Ball ★ Ball shot across Upper Left 50 Rollover, when Star is lit, gives 1 Added Ball ★ Matching last number of score with number which lights on backglass at end of game gives 2 Added Balls NEXT GAME



3
Added Balls
for lighting
10 Cities

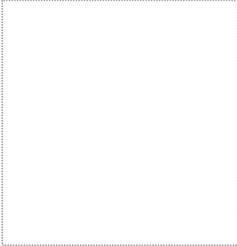
HT-M2-3

TILT
ENDS
GAME

PLACE THIS CARD UNDER SCORE CARD
WHICH IN TURN SHOULD BE UNDER
INSTRUCTIONS CARD

Tilt disqualifies
 ball in play from
 further scoring
 and penalizes
 player by loss
 of next ball

HT-T

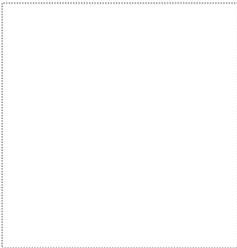
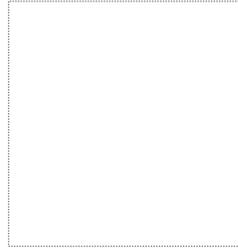


HT-12:18 (5 BALLS)

1 Added Ball for 1200 Score
1 Added Ball for 1500 Score
1 Added Ball for 1800 Score

1 Added Ball for 1100 Score
1 Added Ball for 1400 Score
1 Added Ball for 1700 Score

HT-11:17 (5 BALLS)

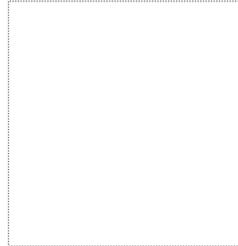


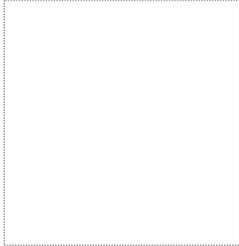
HT-6:18 (3 BALLS)

1 Added Ball for 600 Score
1 Added Ball for 800 Score
1 Added Ball for 1600 Score
1 Added Ball for 1800 Score

1 Added Ball for 500 Score
1 Added Ball for 800 Score
1 Added Ball for 1500 Score
1 Added Ball for 1800 Score

HT-5:18 (3 BALLS)



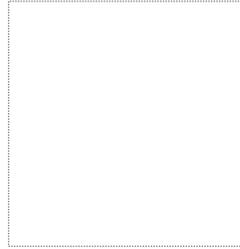


HT-14-17 (5 BALLS)

1 Added Ball for 1400 Score
1 Added Ball for 1700 Score

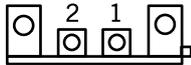
1 Added Ball for 1300 Score
1 Added Ball for 1600 Score

HT-13-16 (5 BALLS)

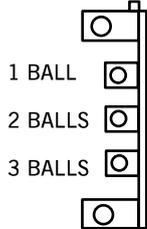


ADJUSTMENTS

BALLS PER MATCH



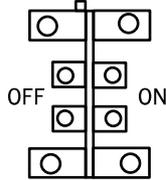
ADVANCE FEATURE



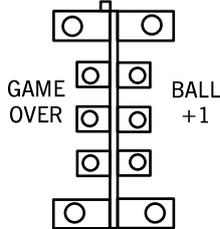
3 OR 5 BALLS



MATCH FEATURE



TILT



Fonts used: Wingdings, News Gothic Condensed, AlternateGotNo2D, News Gothic Demi, AlternateGotNo3D
Card size: 140x96mm, 102x76mm (adjustments)

Cards status:

HT-1	instruction card needed to verify.
HT-2	instruction card needed to verify.
HT-3	instruction card confirmed.
HT-M1-1	instruction card needed to verify.
HT-M1-2	instruction card needed to verify.
HT-M1-3	instruction card needed to verify.
HT-M2-1	instruction card needed to verify.
HT-M2-2	instruction card needed to verify.
HT-M2-3	instruction card confirmed.
HT-T	tilt card confirmed.
HT-11-17 12-18	score card confirmed.
HT-5-18 6-18	score card needed to verify.
HT-13-16 14-17	score card needed to verify.

Adjustments 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

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