

FIRST

DEPOSIT ONE COIN
OR PRESS **play all** BUTTON
IF REPLAYS ARE REGISTERED

THEN raise one ball to play field
Player may then deposit additional coins
OR PRESS **play all** BUTTON
to play ALL ADVANTAGES on back glass

**OR PLAY FOR INCREASED SELECTED ADVANTAGES
BY PRESSING SYMBOL BUTTONS AND DEPOSITING COINS**

Player may alternate between buttons as desired
FIRST PRESS DESIRED BUTTON, THEN DEPOSIT COIN



Advance Odds
Purse Scores
Win Odds
Show Scores
Win Odds



Change Selections
Spots 3, 4, or 5
Advance
Wild Lights
Light L or R



Winning Ball
in PURSE or
SHOW Scores
DOUBLE
Held ONLY
on Pennant Play



Light
FEATURE
Pennant



MATCH-SELECTION

Ball shot into a pocket corresponding
to a LIGHTED SELECTION (1 to 7) scores
Replays indicated, depending on section of play-field
(WIN, PLACE, SHOW, PURSE) in which Selection is matched.

L AND R

Ball shot into LEFT OR RIGHT CAP-POCKET,
when corresponding CAP is lit on backglass,
lights ALL 7 SELECTIONS for next game played.

A, B, C, D

When A, B, C, D are lit on backglass by
hitting A, B, C, D bumpers in rotation, NEXT
WINNER SCORES DOUBLE.

Clover Button cannot be played when A, B, C, D are lit

FEATURE

Ball shot into FEATURE POCKET, when FEATURE is lit, scores 20 REPLAYS MULTIPLIED BY NUMBER OF FEATURE POINTS indicated.

SCORE VOID IF GAME IS TILTED

FEATURE NOT DOUBLED BY A, B, C, D

MINORS NOT PERMITTED TO PLAY

FORM TURF KING—1-20



MATCH-SELECTION

Ball shot into a pocket corresponding
to a LIGHTED SELECTION (1 to 7) scores
Replays indicated, depending on section of play-field
(WIN, PLACE, SHOW, PURSE) in which Selection is matched.

L AND R

Ball shot into LEFT OR RIGHT CAP-POCKET,
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WINNER SCORES DOUBLE.

Clover Button cannot be played when A, B, C, D are lit

FEATURE

Ball shot into FEATURE POCKET, when FEATURE is lit, scores 160 REPLAYS.

SCORE VOID IF GAME IS TILTED

FEATURE NOT DOUBLED BY A, B, C, D

MINORS NOT PERMITTED TO PLAY

FORM TURF KING—1-160



MATCH-SELECTION

Ball shot into a pocket corresponding
to a LIGHTED SELECTION (1 to 7) scores
Replays indicated, depending on section of play-field
(WIN, PLACE, SHOW, PURSE) in which Selection is matched.

L AND R

Ball shot into LEFT OR RIGHT CAP-POCKET,
when corresponding CAP is lit on backglass,
lights ALL 7 SELECTIONS for next game played.

A, B, C, D

When A, B, C, D are lit on backglass by
hitting A, B, C, D bumpers in rotation, NEXT
WINNER SCORES DOUBLE.

Clover Button cannot be played when A, B, C, D are lit

FEATURE

Ball shot into FEATURE POCKET, when FEATURE is lit, scores 320 REPLAYS.

SCORE VOID IF GAME IS TILTED

FEATURE NOT DOUBLED BY A, B, C, D

MINORS NOT PERMITTED TO PLAY

FORM TURF KING—1-320



**SHOOT FIRST 4 BALLS
IN SKILL LANE TO QUALIFY**

MATCH-SELECTION

Ball shot into a pocket corresponding to a LIGHTED SELECTION
(1 to 7) scores Replays indicated, depending on section of play-field
(WIN, PLACE, SHOW, PURSE) in which Selection is matched.

L AND R

Ball shot into LEFT OR RIGHT CAP-POCKET,
when corresponding CAP is lit on backglass,
lights ALL 7 SELECTIONS for next game played.

A, B, C, D

When A, B, C, D are lit on backglass by
hitting A, B, C, D bumpers in rotation, NEXT
WINNER SCORES DOUBLE.

FEATURE

Clover Button cannot be played when A, B, C, D are lit

Ball shot into FEATURE POCKET, when FEATURE is lit, scores 20 REPLAYS MULTIPLIED BY NUMBER OF FEATURE POINTS indicated.

SCORE VOID IF GAME IS TILTED

FEATURE NOT DOUBLED BY A, B, C, D

MINORS NOT PERMITTED TO PLAY

FORM TURF KING—5-20



**SHOOT FIRST 4 BALLS
IN SKILL LANE TO QUALIFY**

MATCH-SELECTION

Ball shot into a pocket corresponding to a LIGHTED SELECTION
(1 to 7) scores Replays indicated, depending on section of play-field
(WIN, PLACE, SHOW, PURSE) in which Selection is matched.

L AND R

Ball shot into LEFT OR RIGHT CAP-POCKET,
when corresponding CAP is lit on backglass,
lights ALL 7 SELECTIONS for next game played.

A, B, C, D

When A, B, C, D are lit on backglass by
hitting A, B, C, D bumpers in rotation, NEXT
WINNER SCORES DOUBLE.

FEATURE

Clover Button cannot be played when A, B, C, D are lit

Ball shot into FEATURE POCKET, when FEATURE is lit, scores 160 REPLAYS.

SCORE VOID IF GAME IS TILTED

FEATURE NOT DOUBLED BY A, B, C, D

MINORS NOT PERMITTED TO PLAY

FORM TURF KING—5-160



**SHOOT FIRST 4 BALLS
IN SKILL LANE TO QUALIFY**

MATCH-SELECTION

Ball shot into a pocket corresponding to a LIGHTED SELECTION
(1 to 7) scores Replays indicated, depending on section of play-field
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SCORE VOID IF GAME IS TILTED

FEATURE NOT DOUBLED BY A, B, C, D

MINORS NOT PERMITTED TO PLAY

FORM TURF KING—5-320

Used fonts: Futura BdCn BT, NewsGoth Cn BT, Copperplate Gothic Bold, FranklinGothicEF, Miriam, Futura Md BT, Futura Hv BT, KochOriginal, Franklin Gothic Demi Cond, TeXGyreAdventor,
Card size: 178x165mm & 215x100mm

Card status:

Form TURF KING-1R1 instruction card confirmed.

Form TURF KING-1-20 instruction card confirmed.

Form TURF KING-1-160 instruction card confirmed.

Form TURF KING-1-320 instruction card confirmed.

Form TURF KING-5-20 instruction card confirmed.

Form TURF KING-5-160 instruction card confirmed.

Form TURF KING-5-320 instruction 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

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