

INSTRUCTION FOR « HOT WHEELS »

- When the ball completes one complete lap of the race track on the upper playfield, the lamp at the start of the race track is lit.
- When this lamp is lit, each button on the track advances bonus when hit. Hitting every button when lit advances hole score.
- Hitting the ten numbered fixed targets increases the hole score and advances the race position light in front of the swinging target.
- When the first position lights is lit, the swinging target is special.
- When the swinging target is special and it is hit, the score on the right hand card is awarded.
- Hitting all four dropping targets on the left hand side of the playfield the first time multiplies the bonus score by 2, the second time by 3 and the third time by 5, and, in addition, extinguishes one of the fixed targets.
- When the bottom left and right rollovers are lit and the ball passes through, the hole score advances.
- When the out hole special is lit and the ball enters out hole, an extra ball is awarded.
- When the ball leaves the playfield, the score lit on the lower race track is awarded.
- If a score of 999,990 is exceeded, the right hand digit will blink as an indication.

HAVE FUN!

..... POINTS

1 REPLAY

..... POINTS

1 REPLAY

SPECIAL ORANGE

1 EXTRA BALL

SPECIAL RED

1 REPLAY

MATCHING LAST NUMBER

1 REPLAY

3 BALLS PER GAME
FREE PLAY

5 BALLS PER GAME
FREE PLAY

Font used: Helvetica.

Cards status:

Instruction card confirmed.

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