

F A R F A L L A

● BLUE SPECIAL TARGETS

When all the targets are hit, the « BLUE SPECIAL » advances and the « REACT » feature lights up.

● RED SPECIAL TARGETS

When all the targets are hit, the « RED SPECIAL » advances and the « REACT » feature lights up.
The lit lamp indicates score value.

● YELLOW SPECIAL TARGETS

When all the targets are hit, the « YELLOW SPECIAL » advances and the « REACT » feature lights up.
If all the targets are knocked down before the ball leaves the upper level the left hand upper Special lights.

● MULTISPECIAL

When Red, Yellow and Blue Specials are completed and the « MULTISPECIAL » is hit, the value is given on the right hand instruction card.

● POP BUMPERS

When the POP BUMPERS are contacted 5 times the bonus will advance.

● SPECIAL BONUS

Dropping targets make « SPECIAL BONUS » advance, if hit when lit « MULTISPECIAL » advances and counts all Bonus points.

● TOP ROLLOVERS

When all the letters of « L-O-V-E » are extinguished the « BONUS MULTIPLIER » advances.

● ORANGE SPECIAL TARGETS

When all targets are hit the « ORANGE SPECIAL » lights advance, and when complete light the ORANGE SPECIAL light, the value is indicated on the right hand card. The highest lit lamp indicates the score value.

● REACT

The ball can be saved from leaving the playfield via the left and right hand lower cannels, if the player uses skill with the flipper buttons to operate the two additional flippers

..... POINTS

1 REPLAY

..... POINTS

1 REPLAY

MULTI SPECIAL

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 and Wingdings

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

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