

## PIN BALL CHAMP

### SPINNING TARGET

The spinning target lane scores depend on the speed the ball is shot into the lane. Hard shots increase the lane value.

### WHITE FIXED TARGETS

When hit these targets advance time allowed for play on high level deck when all white targets are extinguished the tunnel multiplier flashes, and the ball passing through increases the score booster value.

### TUNNEL MULTIPLIER

When the tunnel score booster is fully advanced, the ball passing through the tunnel advances the bonus multiplier.

### BLUE DROPPING TARGETS

Knocking down the blue targets increases the time allowed for play on the high level deck. The blue targets also advance the orange special value which is collected if hit when lit the blue targets also increase the score booster value.

### HIGH LEVEL DECK

Knocking down each of the CHAMP targets scores 50,000 points dropping all CHAMP targets advances red special.

### RED SPECIAL

When fully advanced red special lights.

..... POINTS

1 REPLAY

..... POINTS

1 REPLAY

SPECIAL ORANGE

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.

**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](http://www.inkochnito.nl)