

TIME MACHINE

TIME HOLE (MACHINE)

The moving bumper assembly will rise and fall every time the ball enters the time hole (machine). When the assembly falls, the game goes into the world of the past and the player has the opportunity to score by hitting the top fixed targets.

TOP FIXED TARGETS (1-2-3-4-5-6-7)

When all targets are extinguished, the green special lights and advances the sequence of the special Hole (Machine).

DROPPING TARGETS AND MOVING BUMPER ASSEMBLY TARGETS (A-B-C-E-D-E-F)

} Advance Red Special Sequence Lights
Advance Orange Special Sequence Lights
Advance Bonus Lights

TIME BRIDGE

The time bridge advances the bonus Multiplier.

GREEN SPECIAL

If hit when lit score 150.000.

ORANGE SPECIAL

If hit when lit gives special, (as described on label on the right).

RED SPECIAL

If hit when lit advances special hole sequence.

SPECIAL HOLE (MACHINE)

If the ball enters the Hole when hole light is lit, special! (as described on label on the right).

Mod. 167

..... POINTS
..... POINTS

1 REPLAY
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 Mod. 167 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