

## BALL IN PLAY

### INSTRUCTIONS

#### **ONE, TWO, THREE or FOUR PLAYERS – 3 BALLS PER PLAYER**

INSERT ONE COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR SECOND PLAYER.

PLAYERS TAKE TURNS SHOOTING AS SHOWN ON BACK GLASS.

POINTS ARE SCORED AS INDICATED.

HITTING RED BUMPERS CHANGES FLOWER POWER VALUE.

ROLLOVERS AND TARGETS SCORE 5 POINTS OR FLOWER POWER VALUE WHEN LIT.

DROP TARGETS SCORE FLOWER POWER VALUE.

COMPLETING DROP TARGET SEQUENCE SCORES 500 POINTS AND RESETS DROP TARGETS.

A TILT DOES NOT DISQUALIFY A PLAYER.

MATCHING LAST NUMBER IN SCORE TO NUMBER THAT APPEARS ON BACK GLASS AFTER GAME IS OVER AWARDS ONE REPLAY.

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B-12884

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1 REPLAY FOR EACH SCORE OF ..... POINTS.  
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...

**Cards status:**

A-12884 3&5 ball instruction card confirmed.

Index card needed.

A-9995 Ball-in-Play card confirmed. This card is being used behind the instruction card and is available on my website as [A-9995 Back mask](#).

Change the score on the score cards to fit other scores.

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)