

TERMINATOR 2

JUDGMENT DAY

- SKILL SHOT: Pull trigger to hit moving target light.
- RAMPS: Shoot alternate ramps to advance Security Levels to Payback Time.
- PAYBACK TIME: 5 flashing shots score 5 Million each.
- MULTI-BALL: Shoot drop target to load Cannon. Pull trigger to shoot ball at lit targets.
- JACKPOT & SUPER JACKPOT: During Multi-ball, lock balls to multiply Jackpot. Pull trigger to shoot ball at lit targets.
- CHASE LOOP: Consecutive shots advance value and Millions.
- ESCAPE ROUTE: Shoot red 3 bank to advance value. Shoot top eject to collect lit value consecutively.
- HURRY UP: Lit left return lane starts Hurry Up. Shoot right loop shot to collect value.

16-50013-1

TERMINATOR 2

JUDGMENT DAY

- SKILL SHOT: Pull trigger to hit moving target light.
- RAMPS: Shoot alternate ramps to advance Security Levels to Payback Time.
- PAYBACK TIME: 5 flashing shots score 5 Million each.
- MULTI-BALL: Shoot drop target to load Cannon. Pull trigger to shoot ball at lit targets.
- JACKPOT & SUPER JACKPOT: During Multi-ball, lock balls to multiply Jackpot. Pull trigger to shoot ball at lit targets.
- CHASE LOOP: Consecutive shots advance value and Millions.
- ESCAPE ROUTE: Shoot red 3 bank to advance value. Shoot top eject to collect lit value consecutively.
- HURRY UP: Lit left return lane starts Hurry Up. Shoot right loop shot to collect value.

16-50013-1-GER.

Fonts used: Helvetica, Bookman Old Style

Cards status:

16-50013-1 confirmed.

16-50013-1-GER. confirmed.

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