 *Whirlwind*

OBJECT: Move the storm, by hitting the flashing NE-NW-SE-SW radar targets, leading toward the LARGE lit N - E - S - W arrow on the compass. Hitting all targets enables a LOCK, producing a storm.

MULTI-BALL: After 2 LOCKS, start MULTI-BALL by shooting the 3rd ball into the lit LOCK area *OR* the Left Ramp for RELEASE.

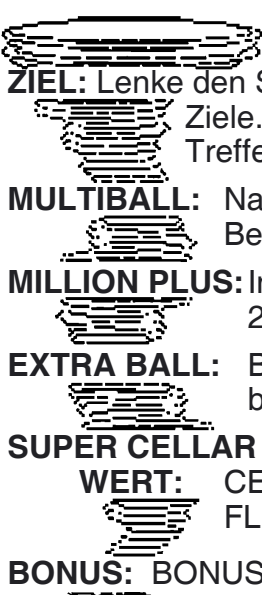
MILLION PLUS: During MULTI-BALL play, the 1st *LEFT* Ramp shot earns 2 MILLION; 2nd Shot = 3 MILLION; 3rd Shot = 4 Million...

EXTRA BALL: The 2 SKYWAY Ramps earn TOLLS. Light the EXTRA BALL Target by earning enough TOLLS.

SUPER CELLAR VALUE: VALUE (Back Panel) changes by shooting through the SPINNER. Light the CELLAR via the Left Ramp *OR* Right FLIPPER LANE. Collect VALUE by diving into the CELLAR.

BONUS: BONUS X times TOLLS paid plus TRIPS to CELLAR.

16-574-1

 *Whirlwind*

ZIEL: Lenke den Sturm durch Treffer in blinkende NE-NW-SE-SW-Radar-Ziele. Weiter zum grossen N - E - S - W Pfeil auf dem Kompass. Treffen aller Targets bringt LOCK und entfesselt Sturm.

MULTIBALL: Nach 2 LOCKS startet MULTIBALL mit 3. Kugel in LOCK-Bereich oder nach FREIGABE der linken Rampe.

MILLION PLUS: Im MULTIBALL-spiel zählt 1. Rampenschuss LINKS = 2 Mio., 2. = 3 Mio. und 3. = 4 Mio.

EXTRA BALL: BEIDE SKYWAY-Rampen bringen ZÖLLE. Genügend ZÖLLE beleuchten EXTRA BALL-Target.

SUPER CELLAR Schüsse durch SPINNER verändern Buntscheiben-WERT.
WERT: CELLAR wird beleuchtet über linke Rampe ODER RECHTE FLIPPERBAHN. WERT wird addiert nach Schuss in CELLAR.

BONUS: BONUS X mal gezählte ZÖLLE plus SCHÜSSE in CELLAR.

16-574-1-Ger

Fonts used: HelveticaNeueLT Std Bold Outline, Helvetica, Times New Roman.

Cards status:

16-574-1 confirmed.

16-574-1-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