

BRONCO

INSTRUCTIONS

ONE, TWO, THREE or FOUR PLAYERS - - 3 BALLS PER PLAYER

INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE.
REPEAT FOR ADDITIONAL PLAYERS.

COMPLETING A-B-C ROLLOVERS DOUBLES BONUS VALUE.

COMPLETING DROP TARGETS LIGHTS "EXTRA BALL" LIGHT OCCASIONALLY. COMPLETING DROP TARGETS AND A-B-C ROLLOVERS LIGHTS TOP "A" ROLLOVER FOR "SPECIAL".

MAKING "SPECIAL" GIVES ONE EXTRA BALL.

CENTER POP BUMPER SCORES 1000.

BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL IN PLAY.
BONUS VALUE DOUBLES ON LAST BALL.

MAXIMUM ONE EXTRA BALL PER BALL IN PLAY.

396

B-17279-2

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

A-16141

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

A-12689-1

BRONCO

INSTRUCTIONS

ONE, TWO, THREE or FOUR PLAYERS - - 5 BALLS PER PLAYER

INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE.
REPEAT FOR ADDITIONAL PLAYERS.

COMPLETING A-B-C ROLLOVERS DOUBLES BONUS VALUE.

COMPLETING DROP TARGETS LIGHTS "EXTRA BALL" LIGHT OCCASIONALLY. COMPLETING DROP TARGETS AND A-B-C ROLLOVERS LIGHTS TOP "A" ROLLOVER FOR "SPECIAL".

MAKING "SPECIAL" GIVES ONE EXTRA BALL.

CENTER POP BUMPER SCORES 10.

BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL IN PLAY.
BONUS VALUE DOUBLES ON LAST BALL.

MAXIMUM ONE EXTRA BALL PER BALL IN PLAY.