

1 OR 2
CAN PLAY

GRAND SLAM

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 900,000 POINTS.

1 REPLAY FOR EACH SCORE OF 1,500,000 POINTS.

5 BALLS
PER
GAME

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.
1 REPLAY FOR MATCHING LAST TWO SCORE
NUMBERS WITH MATCH NUMBERS.

5 BALLS
PER
GAME

M-1508-112-A

1 OR 2
CAN PLAY

GRAND SLAM

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 900,000 POINTS.

1 REPLAY FOR EACH SCORE OF 1,400,000 POINTS.

3 BALLS
PER
GAME

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.
1 REPLAY FOR MATCHING LAST TWO SCORE
NUMBERS WITH MATCH NUMBERS.

3 BALLS
PER
GAME

M-1508-112-B

**1 OR 2
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ Right flipper button activates top lane change feature.
- ★ Homer” targets in sequence score 3000 points each; 1000 points out of sequence.
- ★ Completing “Homer” targets in sequence scores 5000 points or lit value.
- ★ Bases flash to show a runner.
- ★ OUTHOLE BONUS: 10,000 points per run.
- ★ SPECIAL: 1 replay for “Homer” targets in sequence when lit for special.
1 replay for reaching “Runs to Beat” threshold on backglass.
- ★ EXTRA BALL: 1 extra ball for “Homer” targets in sequence when lit for extra ball.
- ★ TILT PENALTY — Ball in play.

M-1508-112-E

**1 OR 2
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ Right flipper button activates top lane change feature.
- ★ Homer” targets in sequence score 3000 points each; 1000 points out of sequence.
- ★ Completing “Homer” targets in sequence scores 5000 points or lit value.
- ★ Bases flash to show a runner.
- ★ OUTHOLE BONUS: 5,000 points per run.
- ★ SPECIAL: 1 replay for “Homer” targets in sequence when lit for special.
1 replay for reaching “Runs to Beat” threshold on backglass.
- ★ EXTRA BALL: 1 extra ball for “Homer” targets in sequence when lit for extra ball.
- ★ TILT PENALTY — Ball in play.

M-1508-112-E1

**1 OR 2
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ Right flipper button activates top lane change feature.
- ★ Homer” targets in sequence score 3000 points each; 1000 points out of sequence.
- ★ Completing “Homer” targets in sequence scores 5000 points or lit value.
- ★ Bases flash to show a runner.
- ★ OUTHOLE BONUS: 10,000 points per run.
- ★ SPECIAL: 1 extra ball or 50,000 points for “Homer” targets in sequence when lit for special.
1 extra ball or 50,000 points for reaching “Runs to Beat” threshold on backglass.
- ★ EXTRA BALL: 1 extra ball or 25,000 points for “Homer” targets in sequence when lit for extra ball.
- ★ TILT PENALTY — Ball in play.

M-1508-112-F

**1 OR 2
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ Right flipper button activates top lane change feature.
- ★ Homer” targets in sequence score 3000 points each; 1000 points out of sequence.
- ★ Completing “Homer” targets in sequence scores 5000 points or lit value.
- ★ Bases flash to show a runner.
- ★ OUTHOLE BONUS: 5,000 points per run.
- ★ SPECIAL: 1 extra ball or 50,000 points for “Homer” targets in sequence when lit for special.
1 extra ball or 50,000 points for reaching “Runs to Beat” threshold on backglass.
- ★ EXTRA BALL: 1 extra ball or 25,000 points for “Homer” targets in sequence when lit for extra ball.
- ★ TILT PENALTY — Ball in play.

M-1508-112-F1

**1 OR 2
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ Right flipper button activates top lane change feature.
- ★ Homer” targets in sequence score 3000 points each; 1000 points out of sequence.
- ★ Completing “Homer” targets in sequence scores 5000 points or lit value.
- ★ Bases flash to show a runner.
- ★ OUTHOLE BONUS: 10,000 points per run.
- ★ SPECIAL: 50,000 points for “Homer” targets in sequence when lit for special.
50,000 points for reaching “Runs to Beat” threshold on backglass.
- ★ EXTRA BALL: 25,000 points for “Homer” targets in sequence when lit for extra ball.
- ★ TILT PENALTY — Ball in play.

M-1508-112-G

**1 OR 2
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ Right flipper button activates top lane change feature.
- ★ Homer” targets in sequence score 3000 points each; 1000 points out of sequence.
- ★ Completing “Homer” targets in sequence scores 5000 points or lit value.
- ★ Bases flash to show a runner.
- ★ OUTHOLE BONUS: 5,000 points per run.
- ★ SPECIAL: 50,000 points for “Homer” targets in sequence when lit for special.
50,000 points for reaching “Runs to Beat” threshold on backglass.
- ★ EXTRA BALL: 25,000 points for “Homer” targets in sequence when lit for extra ball.
- ★ TILT PENALTY — Ball in play.

M-1508-112-G1

**1 OR 2
CAN PLAY**

GRAND SLAM

**FOR
AMUSEMENT
ONLY**

ALL LIT SPECIALS SCORE 50,000 POINTS.

ALL LIT EXTRA BALLS SCORE 25,000 POINTS.

**5 BALLS
PER
GAME**

**5 BALLS
PER
GAME**

M-1508-112-G2

**1 OR 2
CAN PLAY**

GRAND SLAM

**FOR
AMUSEMENT
ONLY**

ALL LIT SPECIALS SCORE 50,000 POINTS.

ALL LIT EXTRA BALLS SCORE 25,000 POINTS.

**3 BALLS
PER
GAME**

**3 BALLS
PER
GAME**

M-1508-112-G3

Fonts used: News Gothic MT Std, News Gothic MT Std Condensed, Wingdings.

Cards status:

M1508-112-A confirmed.

M1508-112-B confirmed.

M1508-112-E confirmed.

M1508-112-E1 confirmed.

M1508-112-F confirmed.

M1508-112-F1 needed to verify.

M1508-112-G confirmed.

M1508-112-G1 needed to verify.

M1508-112-G2 needed to verify.

M1508-112-G3 needed to verify.

If you have any other information about these cards, please send a readable picture or scan to me.

Recommended "High Score to Date" levels:

(reset periodically)

3 ball 1,600,000 points.

5 ball 1,600,000 points.

Scoring over 2,000,000 will show 1,999,990 at end of game.

Enjoy and have fun,

Peter

www.inkochnito.nl