

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ KNOCKING 10 TARGETS DOWN SCORES 6,000 POINTS AND LITES TARGET SPECIAL LITES — ALSO LITES BOTTOM ROLLOVERS TO SCORE EXTRA BALL.
- ★ **1 REPLAY** FOR KNOCKING 5 TARGETS DOWN ON EITHER SIDE WHEN LIT FOR SPECIAL.
- ★ **1 EXTRA BALL** FOR BALL THRU OUT LANE WHEN LIT.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.
- ★ **1 REPLAY** FOR EACH PLAYER MATCHING LAST TWO SCORE NUMBERS WITH NUMBERS THAT APPEAR ON BACK GLASS AT END OF GAME.
- ★ **3 REPLAYS** FOR BEATING HIGHEST SCORE ACHIEVED TO DATE.

M-1508-63-A

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
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- ★ INSERT COIN.
- ★ KNOCKING 10 TARGETS DOWN SCORES 6,000 POINTS AND LITES TARGET SPECIAL LITES — ALSO LITES BOTTOM ROLLOVERS TO SCORE EXTRA BALL.
- ★ **1 REPLAY** FOR KNOCKING 5 TARGETS DOWN ON EITHER SIDE WHEN LIT FOR SPECIAL.
- ★ **1 EXTRA BALL** FOR BALL THRU OUT LANE WHEN LIT.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.
- ★ **1 REPLAY** FOR EACH PLAYER MATCHING LAST TWO SCORE NUMBERS WITH NUMBERS THAT APPEAR ON BACK GLASS AT END OF GAME.

M-1508-63-B

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ KNOCKING 10 TARGETS DOWN SCORES 6,000 POINTS AND LITES TARGET SPECIAL LITES — ALSO LITES BOTTOM ROLLOVERS TO SCORE EXTRA BALL.
- ★ **1 REPLAY** FOR KNOCKING 5 TARGETS DOWN ON EITHER SIDE WHEN LIT FOR SPECIAL.
- ★ **1 EXTRA BALL** FOR BALL THRU OUT LANE WHEN LIT.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.
- ★ **3 REPLAYS** FOR BEATING HIGHEST SCORE ACHIEVED TO DATE.

M-1508-63-C

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ KNOCKING 10 TARGETS DOWN SCORES 6,000 POINTS AND LITES TARGET SPECIAL LITES — ALSO LITES BOTTOM ROLLOVERS TO SCORE EXTRA BALL.
- ★ **1 REPLAY** FOR KNOCKING 5 TARGETS DOWN ON EITHER SIDE WHEN LIT FOR SPECIAL.
- ★ **1 EXTRA BALL** FOR BALL THRU OUT LANE WHEN LIT.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-63-D

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ KNOCKING 10 TARGETS DOWN SCORES 6,000 POINTS AND LITES TARGET SPECIAL LITES — ALSO LITES BOTTOM ROLLOVERS TO SCORE EXTRA BALL.
- ★ **1 EXTRA BALL** FOR KNOCKING 5 TARGETS DOWN ON EITHER SIDE WHEN LIT FOR SPECIAL.
- ★ **1 EXTRA BALL** FOR BALL THRU OUT LANE WHEN LIT.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.
- ★ **1 REPLAY** FOR EACH PLAYER MATCHING LAST TWO SCORE NUMBERS WITH NUMBERS THAT APPEAR ON BACK GLASS AT END OF GAME.
- ★ **3 REPLAYS** FOR BEATING HIGHEST SCORE ACHIEVED TO DATE.

M-1508-63-E

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ KNOCKING 10 TARGETS DOWN SCORES 6,000 POINTS AND LITES TARGET SPECIAL LITES — ALSO LITES BOTTOM ROLLOVERS TO SCORE EXTRA BALL.
- ★ **1 EXTRA BALL** FOR KNOCKING 5 TARGETS DOWN ON EITHER SIDE WHEN LIT FOR SPECIAL.
- ★ **1 EXTRA BALL** FOR BALL THRU OUT LANE WHEN LIT.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.
- ★ **1 REPLAY** FOR EACH PLAYER MATCHING LAST TWO SCORE NUMBERS WITH NUMBERS THAT APPEAR ON BACK GLASS AT END OF GAME.

M-1508-63-F

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ KNOCKING 10 TARGETS DOWN SCORES 6,000 POINTS AND LITES TARGET SPECIAL LITES — ALSO LITES BOTTOM ROLLOVERS TO SCORE EXTRA BALL.
- ★ **1 EXTRA BALL** FOR KNOCKING 5 TARGETS DOWN ON EITHER SIDE WHEN LIT FOR SPECIAL.
- ★ **1 EXTRA BALL** FOR BALL THRU OUT LANE WHEN LIT.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.
- ★ **3 REPLAYS** FOR BEATING HIGHEST SCORE ACHIEVED TO DATE.

M-1508-63-G

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ KNOCKING 10 TARGETS DOWN SCORES 6,000 POINTS AND LITES TARGET SPECIAL LITES — ALSO LITES BOTTOM ROLLOVERS TO SCORE EXTRA BALL.
- ★ **1 EXTRA BALL** FOR KNOCKING 5 TARGETS DOWN ON EITHER SIDE WHEN LIT FOR SPECIAL.
- ★ **1 EXTRA BALL** FOR BALL THRU OUT LANE WHEN LIT.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-63-H

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ KNOCKING 5 TARGETS DOWN SCORES 3,000 POINTS AND LITES TARGET SPECIAL LITES — ALSO LITES BOTTOM ROLLOVERS TO SCORE EXTRA BALL.
- ★ **1 REPLAY** FOR KNOCKING 5 TARGETS DOWN ON EITHER SIDE WHEN LIT FOR SPECIAL.
- ★ **1 EXTRA BALL** FOR BALL THRU OUT LANE WHEN LIT.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.
- ★ **1 REPLAY** FOR EACH PLAYER MATCHING LAST TWO SCORE NUMBERS WITH NUMBERS THAT APPEAR ON BACK GLASS AT END OF GAME.
- ★ **3 REPLAYS** FOR BEATING HIGHEST SCORE ACHIEVED TO DATE.

M-1508-63-I

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ KNOCKING 5 TARGETS DOWN SCORES 3,000 POINTS AND LITES TARGET SPECIAL LITES — ALSO LITES BOTTOM ROLLOVERS TO SCORE EXTRA BALL.
- ★ **1 REPLAY** FOR KNOCKING 5 TARGETS DOWN ON EITHER SIDE WHEN LIT FOR SPECIAL.
- ★ **1 EXTRA BALL** FOR BALL THRU OUT LANE WHEN LIT.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.
- ★ **1 REPLAY** FOR EACH PLAYER MATCHING LAST TWO SCORE NUMBERS WITH NUMBERS THAT APPEAR ON BACK GLASS AT END OF GAME.

M-1508-63-J

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ KNOCKING 5 TARGETS DOWN SCORES 3,000 POINTS AND LITES TARGET SPECIAL LITES — ALSO LITES BOTTOM ROLLOVERS TO SCORE EXTRA BALL.
- ★ **1 REPLAY** FOR KNOCKING 5 TARGETS DOWN ON EITHER SIDE WHEN LIT FOR SPECIAL.
- ★ **1 EXTRA BALL** FOR BALL THRU OUT LANE WHEN LIT.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.
- ★ **3 REPLAYS** FOR BEATING HIGHEST SCORE ACHIEVED TO DATE.

M-1508-63-K

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ KNOCKING 5 TARGETS DOWN SCORES 3,000 POINTS AND LITES TARGET SPECIAL LITES — ALSO LITES BOTTOM ROLLOVERS TO SCORE EXTRA BALL.
- ★ **1 REPLAY** FOR KNOCKING 5 TARGETS DOWN ON EITHER SIDE WHEN LIT FOR SPECIAL.
- ★ **1 EXTRA BALL** FOR BALL THRU OUT LANE WHEN LIT.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-63-L

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ KNOCKING 5 TARGETS DOWN SCORES 3,000 POINTS AND LITES TARGET SPECIAL LITES — ALSO LITES BOTTOM ROLLOVERS TO SCORE EXTRA BALL.
- ★ **1 EXTRA BALL** FOR KNOCKING 5 TARGETS DOWN ON EITHER SIDE WHEN LIT FOR SPECIAL.
- ★ **1 EXTRA BALL** FOR BALL THRU OUT LANE WHEN LIT.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.
- ★ **1 REPLAY** FOR EACH PLAYER MATCHING LAST TWO SCORE NUMBERS WITH NUMBERS THAT APPEAR ON BACK GLASS AT END OF GAME.
- ★ **3 REPLAYS** FOR BEATING HIGHEST SCORE ACHIEVED TO DATE.

M-1508-63-M

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ KNOCKING 5 TARGETS DOWN SCORES 3,000 POINTS AND LITES TARGET SPECIAL LITES — ALSO LITES BOTTOM ROLLOVERS TO SCORE EXTRA BALL.
- ★ **1 EXTRA BALL** FOR KNOCKING 5 TARGETS DOWN ON EITHER SIDE WHEN LIT FOR SPECIAL.
- ★ **1 EXTRA BALL** FOR BALL THRU OUT LANE WHEN LIT.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.
- ★ **1 REPLAY** FOR EACH PLAYER MATCHING LAST TWO SCORE NUMBERS WITH NUMBERS THAT APPEAR ON BACK GLASS AT END OF GAME.

M-1508-63-N

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ KNOCKING 5 TARGETS DOWN SCORES 3,000 POINTS AND LITES TARGET SPECIAL LITES — ALSO LITES BOTTOM ROLLOVERS TO SCORE EXTRA BALL.
- ★ **1 EXTRA BALL** FOR KNOCKING 5 TARGETS DOWN ON EITHER SIDE WHEN LIT FOR SPECIAL.
- ★ **1 EXTRA BALL** FOR BALL THRU OUT LANE WHEN LIT.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.
- ★ **3 REPLAYS** FOR BEATING HIGHEST SCORE ACHIEVED TO DATE.

M-1508-63-O

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ KNOCKING 5 TARGETS DOWN SCORES 3,000 POINTS AND LITES TARGET SPECIAL LITES — ALSO LITES BOTTOM ROLLOVERS TO SCORE EXTRA BALL.
- ★ **1 EXTRA BALL** FOR KNOCKING 5 TARGETS DOWN ON EITHER SIDE WHEN LIT FOR SPECIAL.
- ★ **1 EXTRA BALL** FOR BALL THRU OUT LANE WHEN LIT.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-63-P

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ KNOCKING 10 TARGETS DOWN SCORES 6,000 POINTS AND LITES TARGET SPECIAL LITES — ALSO LITES BOTTOM ROLLOVERS TO SCORE EXTRA BALL.
- ★ 6,000 POINTS FOR KNOCKING 5 TARGETS DOWN ON EITHER SIDE WHEN LIT FOR SPECIAL.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-63-Q

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ KNOCKING 5 TARGETS DOWN SCORES 3,000 POINTS AND LITES TARGET SPECIAL LITES.
- ★ 6,000 POINTS FOR KNOCKING 5 TARGETS DOWN ON EITHER SIDE WHEN LIT FOR SPECIAL.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-63-R

NIGHT RIDER

1 REPLAY FOR EACH SCORE OF 92,000 POINTS.
1 REPLAY FOR EACH SCORE OF 108,000 POINTS.
1 REPLAY FOR EACH SCORE OF 130,000 POINTS.

5 BALLS PER GAME

M-1508-63-S

NIGHT RIDER

1 REPLAY FOR EACH SCORE OF 72,000 POINTS.
1 REPLAY FOR EACH SCORE OF 100,000 POINTS.
1 REPLAY FOR EACH SCORE OF 124,000 POINTS.

3 BALLS PER GAME

M-1508-63-T

Es können 1 bis 4 Spieler spielen

Münze einwerfen.

3.000 Punkte nach Abschluß aller 5 Zielscheiben auf einer Seite. Gleichzeitig werden folgende Anzeigen beleuchtet: Freispielanzeige vor den Zielscheiben, Freikugelanzeige an den unteren Kugeldurchlaufbahnen.

1 Freispiel nach Abschluß aller 5 Zielscheiben auf einer Seite, wenn die dazugehörige Freispielanzeige beleuchtet ist.

1 Freikugel, wenn die Kugel durch die Kugeldurchlaufbahn mit beleuchteter Freikugelanzeige läuft.

Maximal 1 Freikugel pro Kugel im Spiel.

1 Freispiel bei Übereinstimmung der beiden letzten Zahlen auf dem Zählwerk mit der am Spielende auf der Transparentscheibe aufleuchtenden Zahl.

3 Freispiele für das Übertreffen des „bisherigen Höchstergebnisses“.

1 Freispiel bei 72.000 Punkten

1 Freispiel bei 100.000 Punkten

1 Freispiel bei 124.000 Punkten

NIGHT RIDER

„Tilt“
schaltet die Ergebniszahlung
der im Spiel befindlichen
Kugel automatisch ab.



Es können 1 bis 4 Spieler spielen

Münze einwerfen.

6.000 Punkte für das Abschießen aller 10 Zielscheiben. Gleichzeitig werden folgende Anzeigen beleuchtet: Freispielanzeige vor den Zielscheiben, Freikugelanzeige an den unteren Kugeldurchlaufbahnen.

1 Freispiel nach Abschluß aller 5 Zielscheiben auf einer Seite, wenn die dazugehörige Freispielanzeige beleuchtet ist.

1 Freikugel, wenn die Kugel durch die Kugeldurchlaufbahn mit beleuchteter Freikugelanzeige läuft.

Maximal 1 Freikugel pro Kugel im Spiel.

1 Freispiel bei Übereinstimmung der beiden letzten Zahlen auf dem Zählwerk mit der am Spielende auf der Transparentscheibe aufleuchtenden Zahl.

3 Freispiele für das Übertreffen des „bisherigen Höchstergebnisses“.

1 Freispiel bei 92.000 Punkten

1 Freispiel bei 108.000 Punkten

1 Freispiel bei 130.000 Punkten

NIGHT RIDER

„Tilt“
schaltet die Ergebniszahlung
der im Spiel befindlichen
Kugel automatisch ab.



Fonts used: News Gothic MT Std, News Gothic MT Std Condensed, HelveticaNeue LT 55 Roman, Futura Md BT.

Cards status: English cards complete.

M1508-63-A confirmed.
M1508-63-B confirmed.
M1508-63-C confirmed.
M1508-63-D confirmed.
M1508-63-E confirmed.
M1508-63-F confirmed.
M1508-63-G confirmed.
M1508-63-H confirmed.
M1508-63-I confirmed.
M1508-63-J confirmed.
M1508-63-K confirmed.
M1508-63-L confirmed.
M1508-63-M confirmed.
M1508-63-N confirmed.
M1508-63-O confirmed.
M1508-63-P confirmed.
M1508-63-Q confirmed.
M1508-63-R confirmed.
M1508-63-S confirmed.
M1508-63-T confirmed.
German card 1 confirmed.
German card 2 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