

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS C-L-E LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING C-Y-C-L-E LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **1 REPLAY** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ **1 REPLAY** FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-A

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS C-L-E LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING C-Y-C-L-E LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **2 REPLAYS** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-B

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS C-L-E LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING C-Y-C-L-E LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 EXTRA BALL** FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **1 EXTRA BALL** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ 5,000 POINTS FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-C

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS C-L-E LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING C-Y-C-L-E LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** AND 1 EXTRA BALL FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **1 REPLAY** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ **1 REPLAY** FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-D

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS C-L-E LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING C-Y-C-L-E LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** AND 1 EXTRA BALL FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **2 REPLAYS** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-E

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS C-L-E LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING C-Y-C-L-E LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **1 REPLAY** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ **1 EXTRA BALL** AND 5,000 POINTS FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-F

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS C-L-E LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING C-Y-C-L-E LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 EXTRA BALL** FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **1 EXTRA BALL** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ **1 EXTRA BALL** AND 5,000 POINTS FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-G

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS C-L-E LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING C-Y-C-L-E LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** AND 1 EXTRA BALL FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **1 REPLAY** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ **1 EXTRA BALL** AND 5,000 POINTS FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-H

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS C-L-E LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING C-Y-C-L-E LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **2 REPLAYS** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ **1 REPLAY** FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-I

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS C-L-E LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING C-Y-C-L-E LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** AND 1 EXTRA BALL FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **2 REPLAYS** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ **1 REPLAY** FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-J

**FOR
AMUSEMENT
ONLY**

EVEL KNIEVEL

**FOR
AMUSEMENT
ONLY**

1 REPLAY FOR EACH SCORE OF 132,000 POINTS.

1 REPLAY FOR EACH SCORE OF 164,000 POINTS.

5 BALLS PER GAME

M-1508-66-L

**FOR
AMUSEMENT
ONLY**

EVEL KNIEVEL

**FOR
AMUSEMENT
ONLY**

1 REPLAY FOR EACH SCORE OF 100,000 POINTS.

1 REPLAY FOR EACH SCORE OF 166,000 POINTS.

3 BALLS PER GAME

M-1508-66-M

FOR
AMUSEMENT
ONLY

EVEL KNIEVEL

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 132,000 POINTS.

1 REPLAY FOR EACH SCORE OF 164,000 POINTS.

END OF GAME REPLAY AWARDS-PER PLAYER

**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-1508-66-N

FOR
AMUSEMENT
ONLY

EVEL KNIEVEL

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 100,000 POINTS.

1 REPLAY FOR EACH SCORE OF 166,000 POINTS.

END OF GAME REPLAY AWARDS-PER PLAYER

**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-1508-66-O

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS C-L-E LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING C-Y-C-L-E LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **1 REPLAY** FOR MAKING S-U-P-E-R.
- ★ **1 REPLAY** FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-66-AO

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS C-L-E LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING C-Y-C-L-E LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **2 REPLAYS** FOR MAKING S-U-P-E-R.
- ★ **1 REPLAY** FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-66-AP

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS C-L-E LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING C-Y-C-L-E LITES OUTLANES TO SCORE SPECIAL.
- ★ 1 EXTRA BALL FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ 1 EXTRA BALL FOR MAKING S-U-P-E-R.
- ★ 5,000 POINTS FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-66-AQ

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS C-L-E LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING C-Y-C-L-E LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **1 REPLAY** FOR MAKING S-U-P-E-R.
- ★ 1 EXTRA BALL AND 5,000 POINTS FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-66-AT

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS C-L-E LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING C-Y-C-L-E LITES OUTLANES TO SCORE SPECIAL.
- ★ 1 EXTRA BALL FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ 1 EXTRA BALL FOR MAKING S-U-P-E-R.
- ★ 1 EXTRA BALL AND 5,000 POINTS FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-66-AU

Es können 1 bis 4 Spieler spielen

Münze einwerfen.

Nach Abschluß der Zielscheiben C-L-E wird der untere Schlagturm beleuchtet (1.000 Punkte).

Wenn die C-Y-C-L-E-Beleuchtung völlig gelöscht ist, wird „Special“ an den Kugelauslaufbahnen beleuchtet.

1 Freispiel, wenn die Kugel durch eine beleuchtete Kugelauslaufbahn läuft.

2 Freispiele, wenn S-U-P-E-R völlig beleuchtet ist.

Doppelbonus, und 5.000 Punkte für das 1. Abschießen aller 5 Zielscheiben auf der linken Seite.

1 Freikugel für das 2. Abschießen aller 5 Zielscheiben auf der linken Seite.

1 Freispiel für jedes weitere Abschießen aller 5 Zielscheiben auf der linken Seite

3 Freispiele für das Übertreffen des „bisherigen Höchstergebnisses“.

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

1 Freispiel bei 132.000 Punkten

1 Freispiel bei 164.000 Punkten

EVEL KNIEVEL

„Tilt“

**schaltet die Ergebniszählung
der im Spiel befindlichen
Kugel automatisch ab.**



Es können 1 bis 4 Spieler spielen

Münze einwerfen.

Nach Abschluß der Zielscheiben C-L-E wird der untere Schlagturm beleuchtet (1.000 Punkte).

Wenn die C-Y-C-L-E-Beleuchtung völlig gelöscht ist, wird „Special“ an den Kugelauslaufbahnen beleuchtet.

1 Freispiel, wenn die Kugel durch eine beleuchtete Kugelauslaufbahn läuft.

1 Freispiel, wenn S-U-P-E-R völlig beleuchtet ist.

Doppelbonus, 5.000 Punkte und abwechselnde Spinnerbeleuchtung (1.000 Punkte) für das 1. Abschießen aller 5 Zielscheiben auf der linken Seite.

1 Freikugel für das 2. Abschießen aller 5 Zielscheiben auf der linken Seite.

1 Freispiel für jedes weitere Abschießen aller 5 Zielscheiben auf der linken Seite

3 Freispiele für das Übertreffen des „bisherigen Höchstergebnisses“.

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

1 Freispiel bei 132.000 Punkten

1 Freispiel bei 164.000 Punkten

EVEL KNIEVEL

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



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

Cards status:

M1508-66-A confirmed.

M1508-66-B confirmed.

M1508-66-C confirmed.

M1508-66-D confirmed.

M1508-66-E confirmed.

M1508-66-F confirmed.

M1508-66-G confirmed.

M1508-66-H confirmed.

M1508-66-I confirmed.

M1508-66-J confirmed.

M1508-66-K needed.

M1508-66-L confirmed.

M1508-66-M confirmed.

M1508-66-N confirmed.

M1508-66-O confirmed.

M1508-66-AO confirmed.

M1508-66-AP confirmed.

M1508-66-AQ confirmed.

M1508-66-AR needed.

M1508-66-AS needed.

M1508-66-AT confirmed.

M1508-66-AU confirmed.

German cards both confirmed.

Recommended "High Score to Date" levels:

(reset periodically)

3 ball 180,000 points

5 ball 200,000 points

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

If you like my work, please make a donation via Paypal.