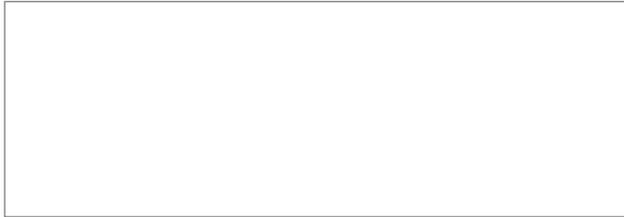


- ★ Insert coin and wait for the machine to reset.
- ★ Shoot ball to light green and yellow bumpers and lanes.
- ★ Advancing bonus will light extra ball target lights. Hitting target when lit scores **1 Extra Ball**.
- ★ Advancing bonus will light special target lights. Hitting target when lit scores **1 Replay**.
- ★ Collect bonus score when the ball leaves the playfield.
- ★ Matching the last numbers of the score with the number which lights on the back glass at the end of the game, scores **1 Replay**.



**TILT
ENDS
GAME**

M-1508-35-A

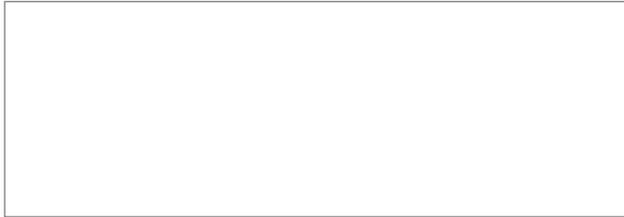
- ★ Insert coin and wait for the machine to reset.
- ★ Shoot ball to light green and yellow bumpers and lanes.
- ★ Advancing bonus will light extra ball target lights. Hitting target when lit scores **1 Extra Ball**.
- ★ Advancing bonus will light special target lights. Hitting target when lit scores **1 Replay**.
- ★ Collect bonus score when the ball leaves the playfield.
- ★ Matching the last numbers of the score with the number which lights on the back glass at the end of the game, scores **1 Replay**.



TILT
disqualifies
ball in play
from
further scoring

M-1508-35-A1

- ★ Insert coin and wait for the machine to reset.
- ★ Shoot ball to light green and yellow bumpers and lanes.
- ★ Advancing bonus will light extra ball target lights. Hitting target when lit scores **1 Extra Ball**.
- ★ Advancing bonus will light special target lights. Hitting target when lit scores **1 Replay**.
- ★ Collect bonus score when the ball leaves the playfield.



**TILT
ENDS
GAME**

M-1508-35-B

- ★ Insert coin and wait for the machine to reset.
- ★ Shoot ball to light green and yellow bumpers and lanes.
- ★ Advancing bonus will light extra ball target lights. Hitting target when lit scores **1 Extra Ball**.
- ★ Advancing bonus will light special target lights. Hitting target when lit scores **1 Replay**.
- ★ Collect bonus score when the ball leaves the playfield.



TILT
disqualifies
ball in play
from
further scoring

M-1508-35-B1

INSTRUCTIONS

- ★ Insert coin and wait for the machine to reset.
- ★ Shoot ball to light green and yellow bumpers and lanes.
- ★ Advancing bonus will light extra ball or special target lights. Hitting target when lit score **1 Add-A-Ball**.
- ★ Collect bonus score when the ball leaves the playfield.

1 Add-A-Ball for score of 65,000 points.

1 Add-A-Ball for score of 110,000 points.

For amusement only.

**TILT DISQUALIFIES BALL IN PLAY
FROM FURTHER SCORING.**

M-1508-35-X

INSTRUCTIONS

- ★ Insert coin and wait for the machine to reset.
- ★ Shoot ball to light green and yellow bumpers and lanes.
- ★ Advancing bonus will light extra ball or special target lights. Hitting target when lit score **1 Add-A-Ball**.
- ★ Collect bonus score when the ball leaves the playfield.

1 Add-A-Ball for score of 50,000 points.

1 Add-A-Ball for score of 88,000 points.

For amusement only.

**TILT DISQUALIFIES BALL IN PLAY
FROM FURTHER SCORING.**

M-1508-35-XX

1 Replay for each score of 72,000 Points
1 Replay for each score of 84,000 Points
1 Replay for each score of 96,000 Points
1 Replay for each score of 110,000 Points

—2

1 Replay for each score of 70,000 Points
1 Replay for each score of 82,000 Points
1 Replay for each score of 94,000 Points
1 Replay for each score of 108,000 Points

—1

M-1508-35-D

1 Replay for each score of Points
1 Replay for each score of Points
1 Replay for each score of Points
1 Replay for each score of Points

—2

1 Replay for each score of Points
1 Replay for each score of Points
1 Replay for each score of Points
1 Replay for each score of Points

—1

M-1508-35-E

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

Cards status:

M1508-35-A confirmed	Card M-1508-35-D1	scores are 70,000 – 82,000 – 94,000 – 108,000
M1508-35-A1 confirmed	Card M-1508-35-D2	scores are 72,000 – 84,000 – 96,000 – 110,000
M1508-35-B confirmed	Card M-1508-35-E	scores are
M1508-35-B1 confirmed	Card M-1508-35-F	scores are
M1508-35-X confirmed	Card M-1508-35-G	scores are
M1508-35-XX confirmed	Card M-1508-35-H	scores are
M1508-35-D confirmed		

M1509- (coins & balls per game) are available in a separate file called: Balls_per_Game_cards.zip and is available from the Bally section on my website

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 send me a donation via Paypal.