

LASER CUE

Shoot for flashing balls.

Completing rack (all 15 balls) lights 8-ball target for Extra Ball.

Making B-A-L-L lights next ball (1-15) and spinner.

Making P-O-O-L advances Bonus Multiplier and spots a letter in B-A-L-L.

BONUS SCORE: Number of balls made times highest lit multiplier.

Advancing Bonus Multiplier to X10 lights SPECIAL.

16-520-1

LASER CUE

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Advancing Bonus Multiplier to X10 lights SPECIAL.

ONE REPLAY FOR EACH SCORE YOU BEAT IN DISPLAYS.

16-520-1

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Making P-O-O-L advances Bonus Multiplier and spots a letter in B-A-L-L.

BONUS SCORE: Number of balls made times highest lit multiplier.

10X Bonus Multiplier alternately lights outlanes for possible Special.

- Special awards 1 CREDIT
- Beating highest score awards 4 CREDITS
- Matching awards 1 CREDIT

16-520-2

LASER CUE

Shoot for flashing balls.

Completing rack (all 15 balls) lights 8-ball target for Extra Ball.

Making B-A-L-L lights next ball (1-15) and spinner.

Making P-O-O-L advances Bonus Multiplier and spots a letter in B-A-L-L.

BONUS SCORE: Number of balls made times highest lit multiplier.

20X Bonus Multiplier alternately lights outlanes for possible Special.

- Special awards 1 CREDIT
- Beating highest score awards 4 CREDITS
- Matching awards 1 CREDIT

16-520-3

LASER CUE

Shoot for flashing balls.

Completing rack (all 15 balls) lights 8-ball target for Extra Ball.

Making B-A-L-L lights next ball (1-15) and spinner.

Making P-O-O-L advances Bonus Multiplier and spots a letter in B-A-L-L.

BONUS SCORE: Number of balls made times highest lit multiplier.

20X Bonus Multiplier alternately lights outlanes for possible Special.

- Special awards 100,000 POINTS

16-520-4

SPIELANLEITUNG

3 KUGELN PRO SPIEL

LASER CUE

EXTRA BALL: Alle 15 Kugeln getroffen, beleuchtet 8-Kugel-Target für EXTRA BALL.

BONUS MULTIPLIKATOR: Dieser erhöht sich, wenn P-O-O-L markiert wurde. B-A-L-L leuchtet auf.

SPEZIAL: B-A-L-L getroffen, beleuchtet "NEXT BALL" (1-15) und "SPINNER". Den Bonus-Multiplikator auf X10 erhöht, ergibt "SPECIAL".

BONUS-ZAHLUNG: Die Anzahl der Kugeln bestimmt den Multiplikator.

Wir wünschen gute Unterhaltung.
Übertreffen des Punkterekordes ergibt 1 Freispiel.

16-8774-520

FOR AMUSEMENT ONLY

LASER CUE

1 TO 4 PLAYERS

800,000 SCORES 1 CREDIT

1 PLAY _ _ _ _ 25¢

**3 BALLS
PER GAME**

MAXIMUM CREDITS - 30

16-520-5

FOR AMUSEMENT ONLY

LASER CUE

1 TO 4 PLAYERS

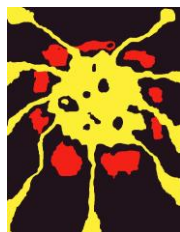
1,300,000 SCORES 1 CREDIT

**5 BALLS
PER GAME**

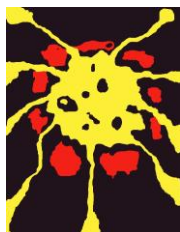
1 PLAY _ _ _ _ 25¢

MAXIMUM CREDITS - 30

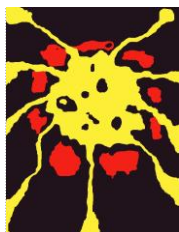
16-520-6



30-7575



30-7575



30-7575



30-7575



30-7575

Fonts used: Helvetica, Helvetica-Black.

Cards status:

Card 16-520-1 is confirmed.

Card 16-520-2 is confirmed, but card number needed to verify.

Card 16-520-3 is the same as 16-520-2 with the last 2 lines on an insert card.

Card 16-520-4 is the same as 16-520-2 with the last 2 lines on an insert card.

Card 16-520-5 is needed to verify.

Card 16-520-6 is needed to verify.

Card 16-8775-520 German card is confirmed.

Droptarget decal 30-7575 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

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