

1 TO 4
CAN PLAY

HOTDOGGIN

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 500,000 POINTS.

1 REPLAY FOR EACH SCORE OF 740,000 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-1508-92-A

1 TO 4
CAN PLAY

HOTDOGGIN

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 380,000 POINTS.

1 REPLAY FOR EACH SCORE OF 620,000 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-1508-92-B

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ COMPLETING H-O-T-D-O-G-G-I-N, S-K-I, F-U-N:
1ST TIME LITES 30,000 EXTRA BONUS SCORE AND SAUCER FOR EXTRA BALL.
2ND TIME INCREASES SAUCER VALUE AND LITES SPECIAL.
3RD AND EACH ADDITIONAL TIME SCORES SPECIAL.
- ★ DROPPING ALL 3 IN LINE TARGETS INCREASES BONUS MULTIPLIERS AND LITES SAUCER FOR SPECIAL.
- ★ BALL IN SAUCER WHEN LIT FOR SPECIAL SCORES 1 FREE PLAY AND LITES OUTLANES FOR SPECIAL.
- ★ EACH LIT LETTER SCORES 2000 POINTS WHEN BONUS IS COLLECTED.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-92-E

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ COMPLETING H-O-T-D-O-G-G-I-N, S-K-I, F-U-N:
1ST TIME LITES 30,000 EXTRA BONUS SCORE AND SAUCER FOR EXTRA BALL.
BALL IN SAUCER SCORES EXTRA BALL OR 25,000 POINTS.
2ND TIME INCREASES SAUCER VALUE AND LITES SPECIAL.
3RD TIME WHEN SPECIAL IS LIT SCORES EXTRA BALL OR 50,000 POINTS.
- ★ DROPPING ALL 3 IN LINE TARGETS INCREASES BONUS MULTIPLIERS AND LITES SAUCER FOR SPECIAL.
- ★ BALL IN SAUCER WHEN LIT FOR SPECIAL SCORES EXTRA BALL OR 50,000 POINTS AND LITES OUTLANES FOR SPECIAL.
- ★ BALL THRU OUTLANES WHEN LIT FOR SPECIAL SCORES EXTRA BALL OR 50,000 POINTS.
- ★ EACH LIT LETTER SCORES 2000 POINTS WHEN BONUS IS COLLECTED.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-92-F

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ COMPLETING H-O-T-D-O-G-G-I-N, S-K-I, F-U-N:
1ST TIME LITES 30,000 EXTRA BONUS SCORE AND SAUCER FOR EXTRA BALL.
BALL IN SAUCER WHEN LIT FOR EXTRA BALL SCORES 25,000 POINTS.
2ND TIME INCREASES SAUCER VALUE AND LITES SPECIAL.
3RD AND EACH ADDITIONAL TIME WHEN SPECIAL IS LIT SCORES 50,000 POINTS.
- ★ DROPPING ALL 3 IN LINE TARGETS INCREASES BONUS MULTIPLIERS AND LITES SAUCER FOR SPECIAL.
- ★ BALL IN SAUCER WHEN LIT FOR SPECIAL SCORES 50,000 POINTS AND LITES OUTLANES FOR SPECIAL.
- ★ BALL THRU OUTLANES WHEN LIT FOR SPECIAL SCORES 50,000 POINTS.
- ★ EACH LIT LETTER SCORES 2000 POINTS WHEN BONUS IS COLLECTED.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-92-G

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ COMPLETING H-O-T-D-O-G-G-I-N, S-K-I, F-U-N:
1ST TIME LITES 30,000 EXTRA BONUS SCORE AND SAUCER FOR EXTRA BALL.
2ND TIME SCORES EXTRA BALL, INCREASES SAUCER VALUE AND LITES SPECIAL.
3RD AND EACH ADDITIONAL TIME SCORES SPECIAL.
- ★ DROPPING ALL 3 IN LINE TARGETS INCREASES BONUS MULTIPLIERS AND LITES SAUCER FOR SPECIAL.
- ★ BALL IN SAUCER WHEN LIT FOR SPECIAL SCORES 1 FREE PLAY AND LITES OUTLANES FOR SPECIAL.
- ★ EACH LIT LETTER SCORES 2000 POINTS WHEN BONUS IS COLLECTED.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-92-TT

Es können 1 bis 4 Spieler spielen

Münze einwerfen.

Der Vervollständigen von H-O-T-D-O-G-G-I-N, S-K-I, F-U-N beleuchtet beim
1. Mal 30.000 Extra Bonus und am Kugelauswurfloch Freikugelmöglichkeit.
wertet beim 2. Mal **1 Freikugel** und beleuchtet Special
wertet bei jedem weiteren Mal **1 Freispiel**.

Werden die 3 Reihenfallziele getroffen, steigert sich der Bonusmultiplikator auf Dreifach, Vierfach, Fünffach und beleuchtet am Kugelauswurfloch Special.

Fällt die Kugel in das mit Special beleuchtete Kugelauswurfloch, erhält der Spieler **1 Freispiel**.

Jeder beleuchtete Buchstabe wertet 2.000 Punkte, wenn die Bonuswertung zum Ergebnis des Spielers hinzuaddiert wird.

3 Freispiele für das Übertreffen von 1.000.000 Punkten oder des bisherigen Höchstergebnisses.

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

1 Freispiel bei 400.000 Punkten

1 Freispiel bei 640.000 Punkten

HOT DOGGIN

„Tilt“
schaltet die Ergebniszählung
automatisch ab.



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

Cards status complete:

M1508-92-A confirmed.
M1508-92-B confirmed.
M1508-92-E confirmed.
M1508-92-F confirmed.
M1508-92-G confirmed.
M1508-92-TT confirmed.

Recommended "High Score to Date" levels:
(reset periodically)
3 ball 720,000 points
5 ball 800,000 points

German version 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