

1 TO 4
CAN PLAY

MR. &
MRS.

PAC-MAN PINBALL

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 1,200,000 POINTS.

1 REPLAY FOR EACH SCORE OF 2,000,000 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-1508-108-A

1 TO 4
CAN PLAY

MR. &
MRS.

PAC-MAN PINBALL

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 900,000 POINTS.

1 REPLAY FOR EACH SCORE OF 1,400,000 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-1508-108-B

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ DROPPING TOP 3 TARGETS TWICE OPENS GATE.
- ★ **PAC-MAZE FEATURE:**
BALL IN SAUCER WHEN QUALIFIED STARTS PAC-MAZE PLAY — 6 MOVES OR MORE TO QUALIFY.
WHEN PAC-MAZE IS PLAYED:
RIGHT FLIPPER BUTTON MOVES THE YELLOW PAC-MAN.
LEFT FLIPPER BUTTON MOVES THE DIRECTIONAL ARROWS CLOCKWISE.
- ★ PAC-MAN AGGRESSIVE:
WHEN LIT, PAC-MAN EATS RED MONSTER LITE FOR 50,000 POINTS.
WHEN NOT LIT, MONSTER EATS AND SUBTRACTS ONE PAC-MAN.
- ★ SPECIALS: 1 REPLAY FOR P-A-C-M-A-N TARGETS WHEN SPECIAL LITE IS LIT. (5 PAC-MEN)
1 REPLAY FOR BEATING THE TIME LIMIT TO COMPLETE A MAZE.
- ★ EXTRA BALL: 1 EXTRA BALL FOR BALL IN EITHER SAUCER WHEN LIT.
- ★ BONUS SCORE: 5,000 FOR EACH PAC-MAZE LITE.
- ★ ADDITIONAL BONUS SCORE: 50,000 FOR EACH LIT PAC-MAN AT END OF GAME.
250,000 FOR EACH COMPLETED PAC-MAZE AT END OF GAME.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-108-E

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ DROPPING TOP 3 TARGETS TWICE OPENS GATE.
- ★ **PAC-MAZE FEATURE:**
BALL IN SAUCER WHEN QUALIFIED STARTS PAC-MAZE PLAY — 6 MOVES OR MORE TO QUALIFY.
WHEN PAC-MAZE IS PLAYED:
RIGHT FLIPPER BUTTON MOVES THE YELLOW PAC-MAN.
LEFT FLIPPER BUTTON MOVES THE DIRECTIONAL ARROWS CLOCKWISE.
- ★ PAC-MAN AGGRESSIVE:
WHEN LIT, PAC-MAN EATS RED MONSTER LITE FOR 50,000 POINTS.
WHEN NOT LIT, MONSTER EATS AND SUBTRACTS ONE PAC-MAN.
- ★ SPECIALS: 1 EXTRA BALL OR 50,000 POINTS FOR P-A-C-M-A-N TARGETS WHEN SPECIAL LITE IS LIT. (5 PAC-MEN)
1 EXTRA BALL OR 50,000 POINTS FOR BEATING THE TIME LIMIT TO COMPLETE A MAZE.
- ★ EXTRA BALL: 1 EXTRA BALL OR 25,000 POINTS FOR BALL IN EITHER SAUCER WHEN LIT.
- ★ BONUS SCORE: 5,000 FOR EACH PAC-MAZE LITE.
- ★ ADDITIONAL BONUS SCORE: 50,000 FOR EACH LIT PAC-MAN AT END OF GAME.
250,000 FOR EACH COMPLETED PAC-MAZE AT END OF GAME.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-108-F

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ DROPPING TOP 3 TARGETS TWICE OPENS GATE.
- ★ **PAC-MAZE FEATURE:**
BALL IN SAUCER WHEN QUALIFIED STARTS PAC-MAZE PLAY — 6 MOVES OR MORE TO QUALIFY.
WHEN PAC-MAZE IS PLAYED:
RIGHT FLIPPER BUTTON MOVES THE YELLOW PAC-MAN.
LEFT FLIPPER BUTTON MOVES THE DIRECTIONAL ARROWS CLOCKWISE.
- ★ PAC-MAN AGGRESSIVE:
WHEN LIT, PAC-MAN EATS RED MONSTER LITE FOR 50,000 POINTS.
WHEN NOT LIT, MONSTER EATS AND SUBTRACTS ONE PAC-MAN.
- ★ 50,000 POINTS FOR P-A-C-M-A-N TARGETS WHEN SPECIAL LITE IS LIT. (5 PAC-MEN)
- ★ 50,000 POINTS FOR BEATING THE TIME LIMIT TO COMPLETE A MAZE.
- ★ 25,000 POINTS FOR BALL IN EITHER SAUCER WHEN LIT FOR EXTRA BALL.
- ★ BONUS SCORE: 5,000 FOR EACH PAC-MAZE LITE.
- ★ ADDITIONAL BONUS SCORE: 50,000 FOR EACH LIT PAC-MAN AT END OF GAME.
250,000 FOR EACH COMPLETED PAC-MAZE AT END OF GAME.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-108-G

**1 TO 4
CAN PLAY**

**MR. &
MRS. PAC-MAN PINBALL**

**FOR
AMUSEMENT
ONLY**

ALL LIT SPECIALS SCORE 50,000 POINTS.

ALL LIT EXTRA BALLS SCORE 25,000 POINTS.

**5 BALLS
PER
GAME**

**5 BALLS
PER
GAME**

M-1508-108-G-1

**1 TO 4
CAN PLAY**

**MR. &
MRS.**

PAC-MAN PINBALL

**FOR
AMUSEMENT
ONLY**

ALL LIT SPECIALS SCORE 50,000 POINTS.

ALL LIT EXTRA BALLS SCORE 25,000 POINTS.

**3 BALLS
PER
GAME**

**3 BALLS
PER
GAME**

M-1508-108-G-2

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

Cards status: complete

M1508-108-A confirmed.

M1508-108-B confirmed.

M1508-108-E confirmed.

M1508-108-F confirmed.

M1508-108-G confirmed.

M1508-108-G-1 confirmed.

M1508-108-G-2 confirmed.

Recommended "High Score to Date" levels:

(reset periodically)

3 ball 1,600,000 points

5 ball 2,200,000 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