

- ★ Deposit coin, then WAIT until Totalizers reset to zero.
- ★ Lighting all 10 Pins by hitting correspondingly numbered targets scores **1 STRIKE (X)**.

## 5 STRIKES (X) : 1 REPLAY

- ★ Matching last number of score with number which lights on backglass at end of game scores **1 REPLAY**.

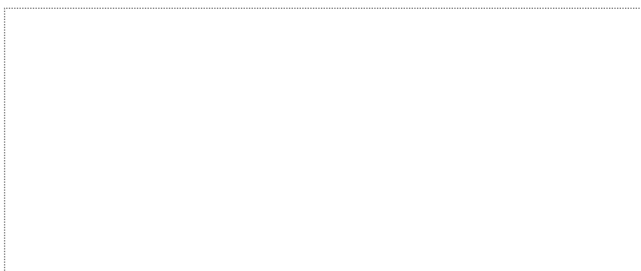


BOWL-5M

Tilt  
disqualifies  
ball in play  
from  
further  
scoring

- ★ Deposit coin, then WAIT until Totalizers reset to zero.
- ★ Lighting all 10 Pins by hitting correspondingly numbered targets scores **1 STRIKE (X)**.

## 5 STRIKES (X) : 1 REPLAY



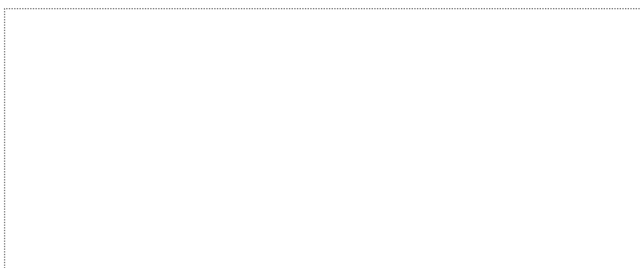
BOWL-5

Tilt  
disqualifies  
ball in play  
from  
further  
scoring

- ★ Deposit coin, then WAIT until Totalizers reset to zero.
- ★ Lighting all 10 Pins by hitting correspondingly numbered targets scores **1 STRIKE (X)**.

## 8 STRIKES (X) : 1 REPLAY

- ★ Matching last number of score with number which lights on backglass at end of game scores **1 REPLAY**.

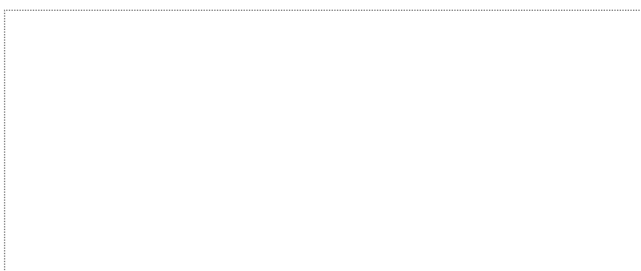


BOWL-8M

Tilt  
disqualifies  
ball in play  
from  
further  
scoring

- ★ Deposit coin, then WAIT until Totalizers reset to zero.
- ★ Lighting all 10 Pins by hitting correspondingly numbered targets scores **1 STRIKE (X)**.

## 8 STRIKES (X) : 1 REPLAY



BOWL-8

Tilt  
disqualifies  
ball in play  
from  
further  
scoring

- ★ Deposit coin, then WAIT until Totalizers reset to zero.
- ★ Lighting all 10 Pins by hitting correspondingly numbered targets scores **1 STRIKE (X)**.

## 10 STRIKES (X) : 1 REPLAY

- ★ Matching last number of score with number which lights on backglass at end of game scores **1 REPLAY**.

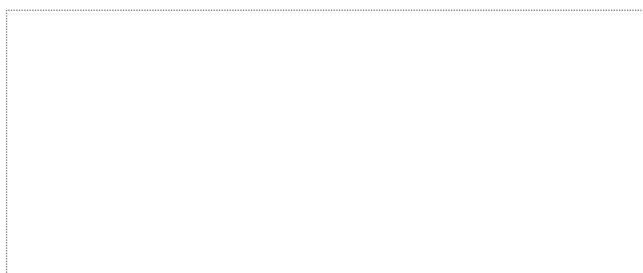


Tilt  
disqualifies  
ball in play  
from  
further  
scoring

BOWL-10M

- ★ Deposit coin, then WAIT until Totalizers reset to zero.
- ★ Lighting all 10 Pins by hitting correspondingly numbered targets scores **1 STRIKE (X)**.

## 10 STRIKES (X) : 1 REPLAY



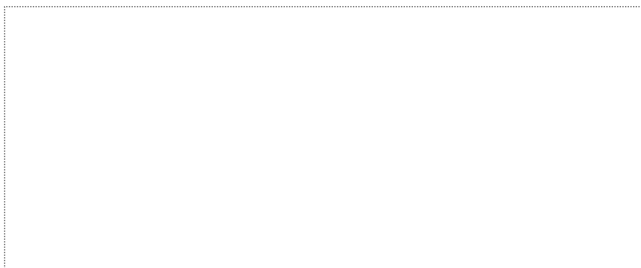
Tilt  
disqualifies  
ball in play  
from  
further  
scoring

BOWL-10

- ★ Deposit coin, then WAIT until Totalizers reset to zero.
- ★ Lighting all 10 Pins by hitting correspondingly numbered targets scores **1 STRIKE (X)**.

## 14 STRIKES (X) : 1 REPLAY

- ★ Matching last number of score with number which lights on backglass at end of game scores **1 REPLAY**.

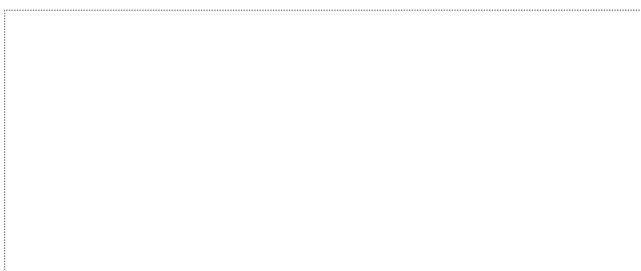


BOWL-14M

Tilt  
disqualifies  
ball in play  
from  
further  
scoring

- ★ Deposit coin, then WAIT until Totalizers reset to zero.
- ★ Lighting all 10 Pins by hitting correspondingly numbered targets scores **1 STRIKE (X)**.

## 14 STRIKES (X) : 1 REPLAY



BOWL-14

Tilt  
disqualifies  
ball in play  
from  
further  
scoring

- ★ Deposit coin, then WAIT until Totalizers reset to zero.
- ★ Lighting all 10 Pins by hitting correspondingly numbered targets scores **1 STRIKE (X)**.

## 18 STRIKES (X) : 1 REPLAY

- ★ Matching last number of score with number which lights on backglass at end of game scores **1 REPLAY**.

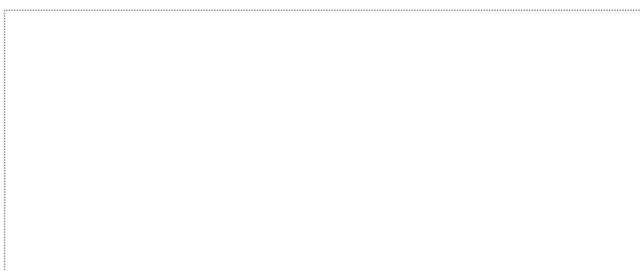


BOWL-18M

Tilt  
disqualifies  
ball in play  
from  
further  
scoring

- ★ Deposit coin, then WAIT until Totalizers reset to zero.
- ★ Lighting all 10 Pins by hitting correspondingly numbered targets scores **1 STRIKE (X)**.

## 18 STRIKES (X) : 1 REPLAY



BOWL-18

Tilt  
disqualifies  
ball in play  
from  
further  
scoring

<div>1 Replay for each score of ..... Points</div> <div>1 Replay for each score of ..... Points</div> <div>1 Replay for each score of ..... Points</div> <div>1 Replay for each score of ..... Points</div>	<div>BOWL (5 BALLS) 50-74</div> <div>1 Replay for each score of 50,000 Points</div> <div>1 Replay for each score of 58,000 Points</div> <div>1 Replay for each score of 66,000 Points</div> <div>1 Replay for each score of 74,000 Points</div> <div>BOWL (5 BALLS) 48-72</div> <div>1 Replay for each score of 48,000 Points</div> <div>1 Replay for each score of 56,000 Points</div> <div>1 Replay for each score of 64,000 Points</div> <div>1 Replay for each score of 72,000 Points</div>
---	---

Fonts used: Wingdings, News Gothic MT Std, NewsGoth Cn BT, News Gothic MT Std Condensed.  
Card size: 96x140mm

**Cards status:**

BOWL-5M & 5 instruction card needed to verify.  
BOWL-8M & 8 instruction card confirmed.  
BOWL-10M & 10 instruction card needed to verify.  
BOWL-14M & 14 instruction card needed to verify.  
BOWL-18M & 18 instruction card needed to verify.  
BOWL (5-BALLS) score card confirmed.

M1509- (coins & balls per game) cards are available in a separate file called: "Balls Per Game cards" 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](http://www.inkochnito.nl)

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