

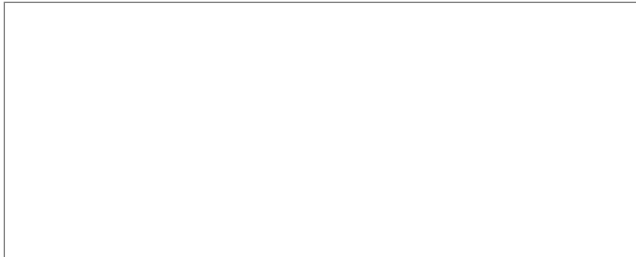
**Tilt
disqualifies
ball in play
from
further
scoring**

1, 2, 3 OR 4 CAN PLAY

★Deposit one coin, then WAIT until Totalizers reset to zero before depositing coins for other players. ★ Matching last number of Score with number lit on Backglass at end of game scores 1 Replay.

SUPER BONUS 5 – 1 REPLAY

SUPER BONUS 9 – 1 REPLAY



**KICKBACK BALL
SCORES POINTS
INDICATED BY CODE
MATCHED WITH
MATCH-WHEEL**

CAP-5M

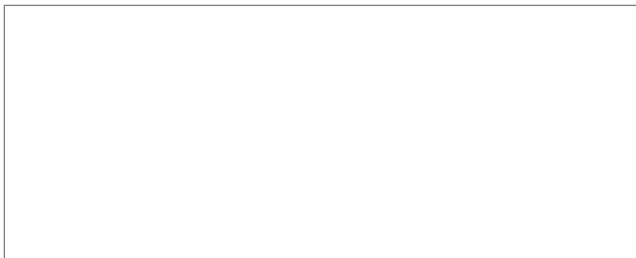
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SUPER BONUS 9 – 1 REPLAY



**KICKBACK BALL
SCORES POINTS
INDICATED BY CODE
MATCHED WITH
MATCH-WHEEL**

CAP-5

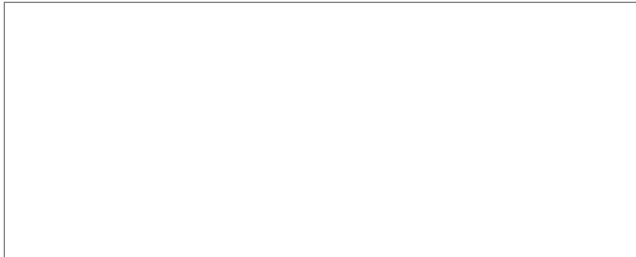
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SUPER BONUS 6 – 1 REPLAY

SUPER BONUS 9 – 1 REPLAY



**KICKBACK BALL
SCORES POINTS
INDICATED BY CODE
MATCHED WITH
MATCH-WHEEL**

CAP-6M

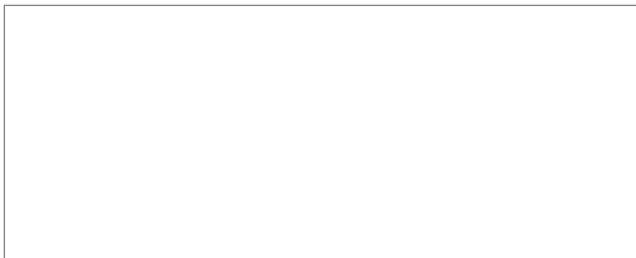
**Tilt
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ball in play
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further
scoring**

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★Deposit one coin, then WAIT until Totalizers reset to zero before depositing coins for other players.

SUPER BONUS 6 – 1 REPLAY

SUPER BONUS 9 – 1 REPLAY



**KICKBACK BALL
SCORES POINTS
INDICATED BY CODE
MATCHED WITH
MATCH-WHEEL**

CAP-6

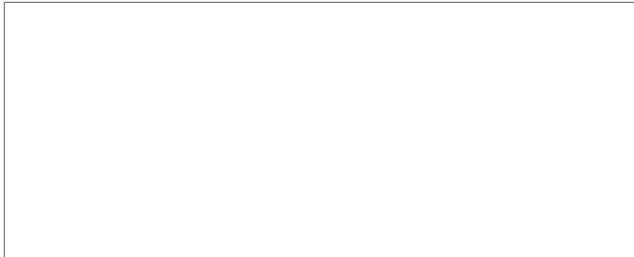
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SUPER BONUS 7 – 1 REPLAY

SUPER BONUS 9 – 1 REPLAY



**KICKBACK BALL
SCORES POINTS
INDICATED BY CODE
MATCHED WITH
MATCH-WHEEL**

CAP-7M

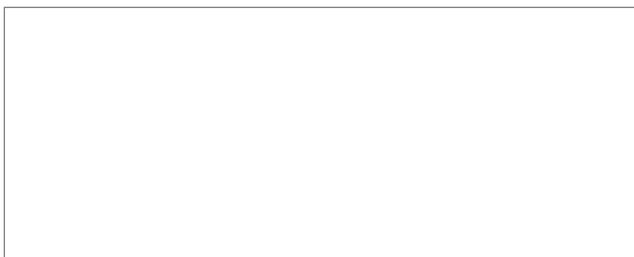
**Tilt
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further
scoring**

1, 2, 3 OR 4 CAN PLAY

★Deposit one coin, then WAIT until Totalizers reset to zero before depositing coins for other players.

SUPER BONUS 7 – 1 REPLAY

SUPER BONUS 9 – 1 REPLAY



**KICKBACK BALL
SCORES POINTS
INDICATED BY CODE
MATCHED WITH
MATCH-WHEEL**

CAP-7

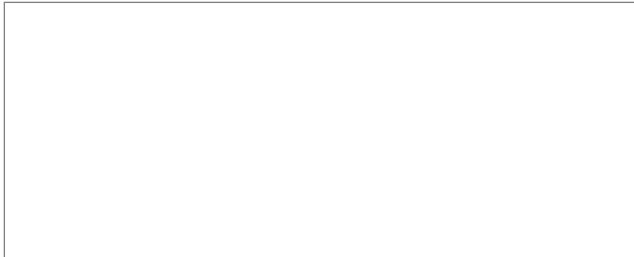
**Tilt
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SUPER BONUS 8 – 1 REPLAY

SUPER BONUS 9 – 1 REPLAY



**KICKBACK BALL
SCORES POINTS
INDICATED BY CODE
MATCHED WITH
MATCH-WHEEL**

CAP-8M

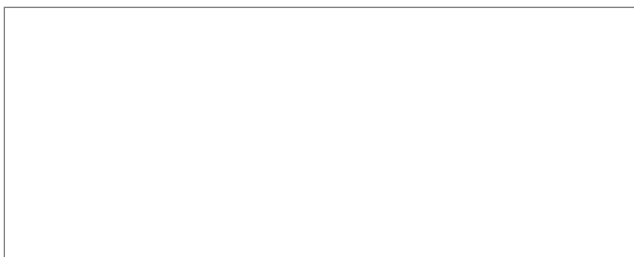
**Tilt
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1, 2, 3 OR 4 CAN PLAY

★Deposit one coin, then WAIT until Totalizers reset to zero before depositing coins for other players.

SUPER BONUS 8 – 1 REPLAY

SUPER BONUS 9 – 1 REPLAY



**KICKBACK BALL
SCORES POINTS
INDICATED BY CODE
MATCHED WITH
MATCH-WHEEL**

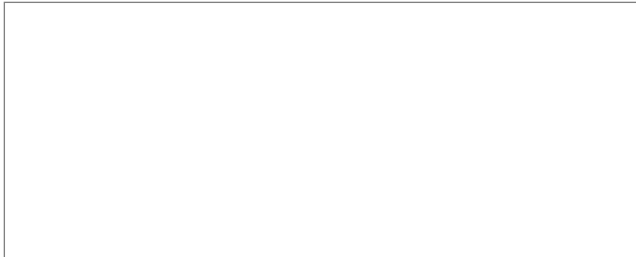
CAP-8

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SUPER BONUS 9 – 1 REPLAY



**KICKBACK BALL
SCORES POINTS
INDICATED BY CODE
MATCHED WITH
MATCH-WHEEL**

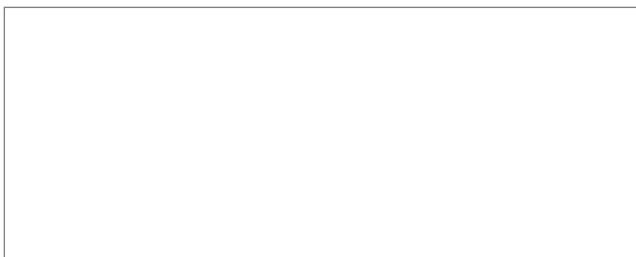
CAP-9M

**Tilt
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further
scoring**

1, 2, 3 OR 4 CAN PLAY

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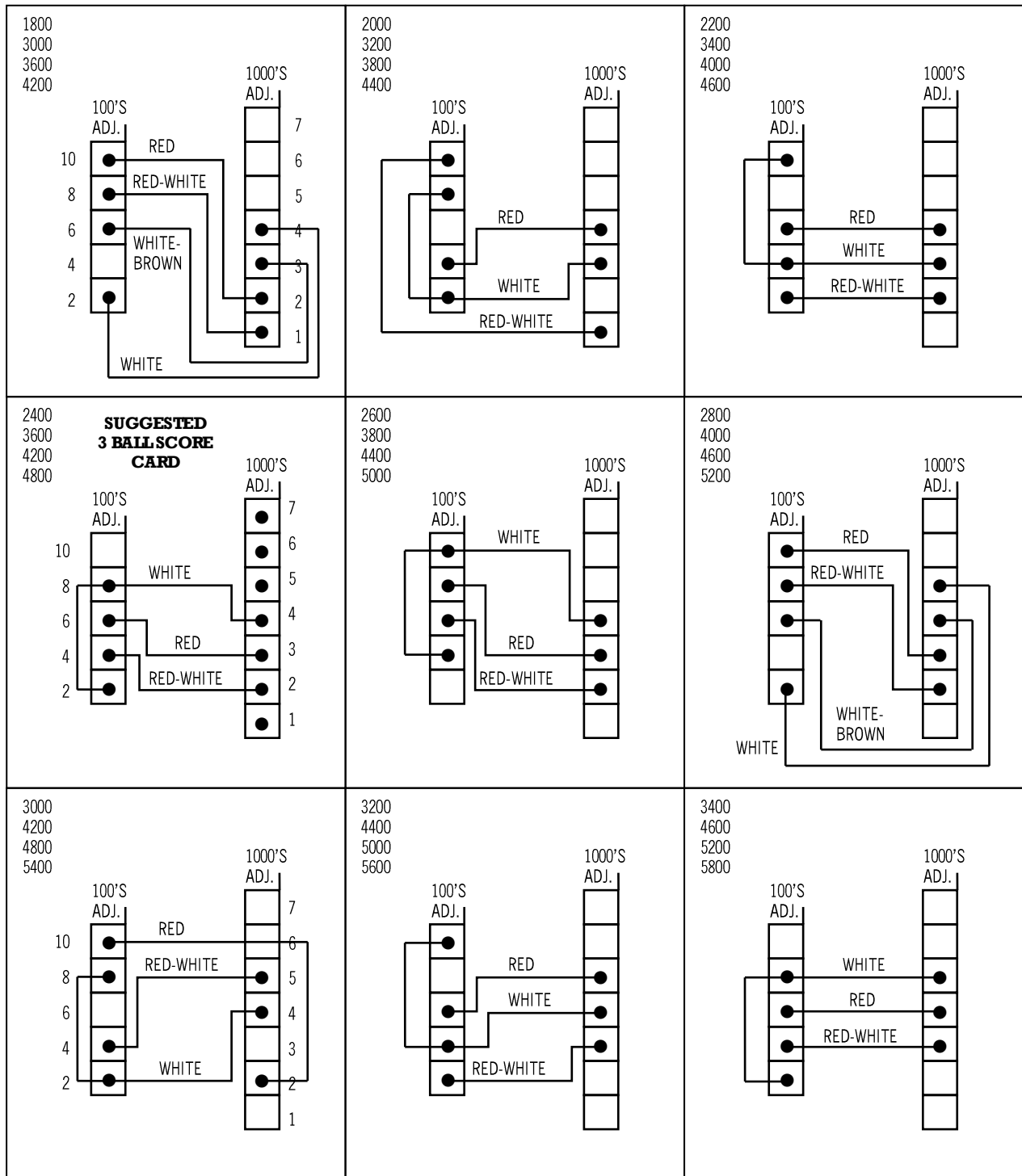
SUPER BONUS 9 – 1 REPLAY



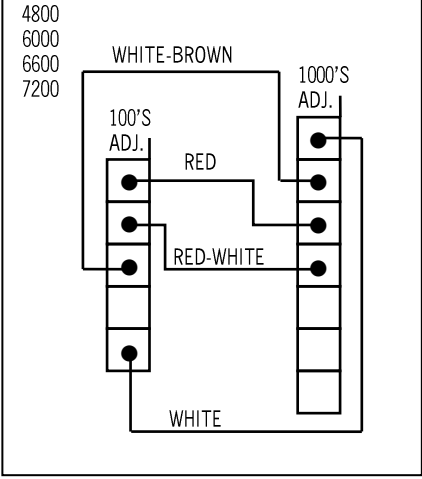
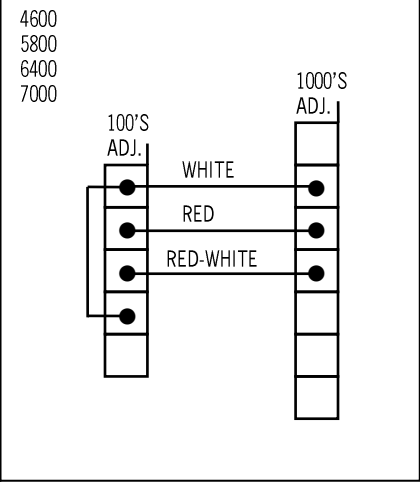
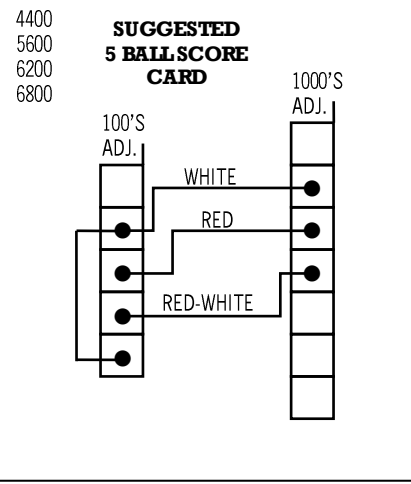
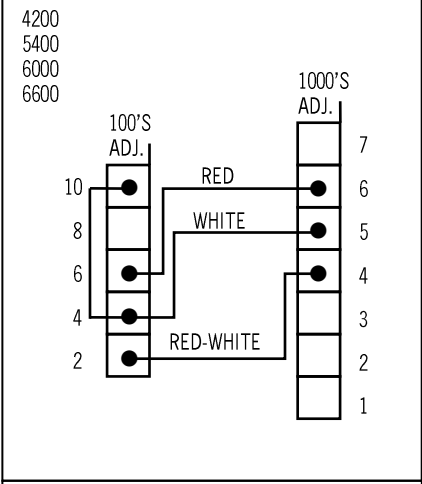
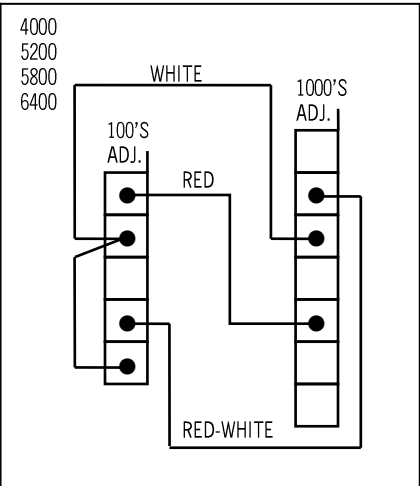
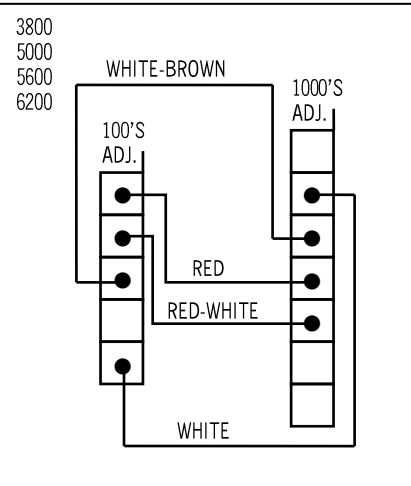
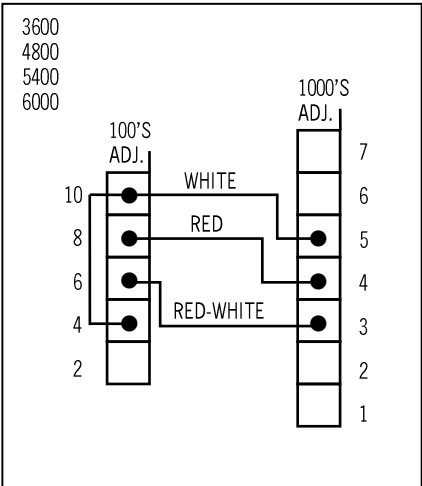
**KICKBACK BALL
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INDICATED BY CODE
MATCHED WITH
MATCH-WHEEL**

CAP-9

CAPERSVILLE #797 HIGH SCORE ADJUSTMENT CHART



Score cards are available in a separate file called "Score cards (1968)" in the Bally section on my website.



Fonts used: Arial, News Gothic MT Std, News Gothic MT Std Condensed, Futura Medium, Futura-Condensed-Normal.
Card size: 96x140mm

Cards status:

CAP-5M instruction card needed to verify.
CAP-5 instruction card needed to verify.
CAP-6M instruction card needed to verify.
CAP-6 instruction card needed to verify.
CAP-7M instruction card needed to verify.
CAP-7 instruction card needed to verify.
CAP-8M instruction card needed to verify.
CAP-8 instruction card needed to verify.
CAP-9M instruction card confirmed.
CAP-9 instruction card needed to verify.
Capersville High Score adjustment chart confirmed.

Score cards are available in a separate file called "Score cards (1968)" in the Bally section on my website.

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

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