**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

CAP-5M

**Tilt**

**disqualifies**

**ball in play**

**from**

**further**

**scoring**

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

# 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 5 – 1 REPLAY

SUPER BONUS 9 – 1 REPLAY

CAP-5

**Tilt**

**disqualifies**

**ball in play**

**from**

**further**

**scoring**

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

# 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 6 – 1 REPLAY

SUPER BONUS 9 – 1 REPLAY

CAP-6M

**Tilt**

**disqualifies**

**ball in play**

**from**

**further**

**scoring**

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

# 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 6 – 1 REPLAY

SUPER BONUS 9 – 1 REPLAY

CAP-6

**Tilt**

**disqualifies**

**ball in play**

**from**

**further**

**scoring**

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

# 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 7 – 1 REPLAY

SUPER BONUS 9 – 1 REPLAY

CAP-7M

**Tilt**

**disqualifies**

**ball in play**

**from**

**further**

**scoring**

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

# 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

CAP-7

**Tilt**

**disqualifies**

**ball in play**

**from**

**further**

**scoring**

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

# 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 8 – 1 REPLAY

SUPER BONUS 9 – 1 REPLAY

CAP-8M

**Tilt**

**disqualifies**

**ball in play**

**from**

**further**

**scoring**

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

# 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

CAP-8

**Tilt**

**disqualifies**

**ball in play**

**from**

**further**

**scoring**

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

# 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 9 – 1 REPLAY

CAP-9M

**Tilt**

**disqualifies**

**ball in play**

**from**

**further**

**scoring**

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

# 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 9 – 1 REPLAY

CAP-9

**Tilt**

**disqualifies**

**ball in play**

**from**

**further**

**scoring**

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

# 1, 2, 3 OR 4 CAN PLAY

**CAPERSVILLE #797** HIGH SCORE ADJUSTMENT CHART

2000

3200

3800

4400

100’S

ADJ.

1000’S

ADJ.

1800

3000

3600

4200

100’S

ADJ.

1000’S

ADJ.

●

●

●

●

●

●

●

●

7

6

5

4

3

2

1

10

8

6

4

2

2200

3400

4000

4600

100’S

ADJ.

1000’S

ADJ.

●

●

●

●

●

●

●

●

●

●

●

●

●

●

RED

RED-WHITE

RED

RED

WHITE

WHITE-BROWN

RED-WHITE

WHITE

RED-WHITE

WHITE

2800

4000

4600

5200

100’S

ADJ.

1000’S

ADJ.

2600

3800

4400

5000

100’S

ADJ.

1000’S

ADJ.

2400

3600

4200

4800

100’S

ADJ.

1000’S

ADJ.

SUGGESTED  
3 BALL SCORE  
CARD

7

6

5

4

3

2

1

●

●

●

●

●

●

●

●

●

●

●

●

●

●

RED

WHITE

10

8

6

4

2

●

●

●

●

●

●

●

●

●

●

●

●

RED-WHITE

WHITE

RED

RED

RED-WHITE

RED-WHITE

WHITE-BROWN

WHITE

3400

4600

5200

5800

100’S

ADJ.

1000’S

ADJ.

3200

4400

5000

5600

100’S

ADJ.

1000’S

ADJ.

3000

4200

4800

5400

100’S

ADJ.

1000’S

ADJ.

7

6

5

4

3

2

1

●

●

●

●

●

●

●

●

●

10

8

6

4

2

●

●

●

●

●

●

●

●

RED

●

●

●

●

WHITE

RED

RED-WHITE

RED

WHITE

RED-WHITE

RED-WHITE

WHITE

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

4000

5200

5800

6400

100’S

ADJ.

1000’S

ADJ.

3800

5000

5600

6200

100’S

ADJ.

1000’S

ADJ.

3600

4800

5400

6000

100’S

ADJ.

1000’S

ADJ.

WHITE

WHITE-BROWN

7

6

5

4

3

2

1

●

●

●

●

●

●

●

●

●

●

10

8

6

4

2

●

●

●

●

RED

●

●

●

●

●

●

●

●

WHITE

RED

RED

RED-WHITE

RED-WHITE

RED-WHITE

WHITE

SUGGESTED  
5 BALL SCORE  
CARD

4600

5800

6400

7000

100’S

ADJ.

1000’S

ADJ.

4400

5600

6200

6800

100’S

ADJ.

1000’S

ADJ.

4200

5400

6000

6600

100’S

ADJ.

1000’S

ADJ.

●

●

●

●

●

●

7

6

5

4

3

2

1

●

●

●

WHITE

●

●

●

●

WHITE

●

●

●

●

RED

10

8

6

4

2

●

●

●

●

RED

RED

WHITE

RED-WHITE

RED-WHITE

RED-WHITE

4800

6000

6600

7200

100’S

ADJ.

1000’S

ADJ.

WHITE-BROWN

●

●

●

●

RED

●

●

●

●

RED-WHITE

WHITE

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](http://www.inkochnito.nl)

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