 INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR  
 NEXT PLAYER.

 KNOCKING ALL TARGETS DOWN LITES BALL RETURN LANE TO SCORE 1 EXTRA BALL.

 KNOCKING ALL TARGETS DOWN 2nd TIME LITES LEFT OUT LANE TO SCORE SPECIAL.

 KNOCKING ALL TARGETS DOWN 3rd AND EACH ADDITIONAL TIME SCORES SPECIAL.

 1 REPLAY FOR BALL THRU LEFT OUT LANE WHEN LIT FOR SPECIAL.

 1 REPLAY FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.

 1 EXTRA BALL FOR BALL THRU BALL RETURN LANE WHEN LIT.

 LIT BUMPERS SCORE **100 POINTS.**

 MAKING 'A' AND 'B' LITES **DOUBLE BONUS.**

 MAXIMUM — **1 EXTRA BALL** PER BALL IN PLAY.  
 TILT PENALTY — BALL IN PLAY.

 **1 REPLAY** FOR EACH PLAYER MATCHING LAST TWO NUMBERS ON SCORE REELS WITH  
 NUMBER WHICH LITES ON BACK GLASS AT END OF GAME.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

M-1508-55-A

 INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR  
 NEXT PLAYER.

 KNOCKING ALL TARGETS DOWN LITES BALL RETURN LANE TO SCORE 1 EXTRA BALL.

 KNOCKING ALL TARGETS DOWN 2nd TIME LITES LEFT OUT LANE TO SCORE SPECIAL.

 KNOCKING ALL TARGETS DOWN 3rd AND EACH ADDITIONAL TIME SCORES SPECIAL.

 1 REPLAY FOR BALL THRU LEFT OUT LANE WHEN LIT FOR SPECIAL.

 1 REPLAY FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.

 1 EXTRA BALL FOR BALL THRU BALL RETURN LANE WHEN LIT.

 LIT BUMPERS SCORE **100 POINTS.**

 MAKING 'A' AND 'B' LITES **DOUBLE BONUS.**

 MAXIMUM — **1 EXTRA BALL** PER BALL IN PLAY.  
 TILT PENALTY — BALL IN PLAY.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

M-1508-55-B

 INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR  
 NEXT PLAYER.

 KNOCKING ALL TARGETS DOWN, ALTERNATELY LITES BALL RETURN LANE TO  
 SCORE 1 EXTRA BALL.

 KNOCKING ALL TARGETS DOWN 2nd TIME, ALTERNATELY LITES LEFT OUT LANE  
 TO SCORE SPECIAL.

 KNOCKING ALL TARGETS DOWN 3rd AND EACH ADDITIONAL TIME SCORES SPECIAL.

 1 REPLAY FOR BALL THRU LEFT OUT LANE WHEN LIT FOR SPECIAL.

 1 REPLAY FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.

 1 EXTRA BALL FOR BALL THRU BALL RETURN LANE WHEN LIT.

 LIT BUMPERS SCORE **100 POINTS.**

 MAKING 'A' AND 'B' LITES **DOUBLE BONUS.**

TILT PENALTY — BALL IN PLAY.

 **1 REPLAY** FOR EACH PLAYER MATCHING LAST TWO NUMBERS ON SCORE REELS WITH  
 NUMBER WHICH LITES ON BACK GLASS AT END OF GAME.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

M-1508-55-C

 INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR  
 NEXT PLAYER.

 KNOCKING ALL TARGETS DOWN, ALTERNATELY LITES BALL RETURN LANE TO  
 SCORE 1 EXTRA BALL.

 KNOCKING ALL TARGETS DOWN 2nd TIME, ALTERNATELY LITES LEFT OUT LANE  
 TO SCORE SPECIAL.

 KNOCKING ALL TARGETS DOWN 3rd AND EACH ADDITIONAL TIME SCORES SPECIAL.

 1 REPLAY FOR BALL THRU LEFT OUT LANE WHEN LIT FOR SPECIAL.

 1 REPLAY FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.

 1 EXTRA BALL FOR BALL THRU BALL RETURN LANE WHEN LIT.

 LIT BUMPERS SCORE **100 POINTS.**

 MAKING 'A' AND 'B' LITES **DOUBLE BONUS.**

TILT PENALTY — BALL IN PLAY.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

M-1508-55-D

 INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR  
 NEXT PLAYER.

 KNOCKING ALL TARGETS DOWN LITES BALL RETURN LANE TO SCORE 1 EXTRA BALL.

 KNOCKING ALL TARGETS DOWN 2nd TIME LITES LEFT OUT LANE AND DROP TARGET  
 SPECIAL LITES.

 KNOCKING ALL TARGETS DOWN 3rd TIME SCORES EXTRA BALL.

 1 EXTRA BALL FOR BALL THRU LEFT OUT LANE WHEN LIT FOR SPECIAL.

 1 EXTRA BALL FOR BALL THRU BALL RETURN LANE WHEN LIT.

 LIT BUMPERS SCORE **100 POINTS.**

 MAKING 'A' AND 'B' LITES **DOUBLE BONUS.**

 MAXIMUM — **1 EXTRA BALL** PER BALL IN PLAY.  
 TILT PENALTY — BALL IN PLAY.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

M-1508-55-E

 INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR  
 NEXT PLAYER.

 KNOCKING ALL TARGETS DOWN, ALTERNATELY LITES BALL RETURN LANE TO  
 SCORE 1 EXTRA BALL.

 KNOCKING ALL TARGETS DOWN 2nd TIME, ALTERNATELY LITES LEFT OUT LANE,  
 AND DROP TARGET SPECIAL LITES.

 KNOCKING ALL TARGETS DOWN 3rd SCORES EXTRA BALL.

 1 EXTRA BALL FOR BALL THRU LEFT OUT LANE WHEN LIT FOR SPECIAL.

 1 EXTRA BALL FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.

 1 EXTRA BALL FOR BALL THRU BALL RETURN LANE WHEN LIT.

 LIT BUMPERS SCORE **100 POINTS.**

 MAKING 'A' AND 'B' LITES **DOUBLE BONUS.**

 MAXIMUM — **1 EXTRA BALL** PER BALL IN PLAY.  
 TILT PENALTY — BALL IN PLAY.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

M-1508-55-F

 INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR  
 NEXT PLAYER.

 KNOCKING ALL TARGETS DOWN LITES BALL RETURN LANE TO SCORE EXTRA BALL,  
 LITES LEFT OUT LANE AND DROP TARGET SPECIAL LITES.

 KNOCKING ALL TARGETS DOWN 2nd TIME SCORES 1 EXTRA BALL.

 1 EXTRA BALL FOR BALL THRU LEFT OUT LANE WHEN LIT.

 1 EXTRA BALL FOR BALL THRU BALL RETURN LANE WHEN LIT.

 LIT BUMPERS SCORE **100 POINTS.**

 MAKING 'A' AND 'B' LITES **DOUBLE BONUS.**

 MAXIMUM — **1 EXTRA BALL** PER BALL IN PLAY.  
 TILT PENALTY — BALL IN PLAY.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

M-1508-55-WZ

 INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR  
 NEXT PLAYER.

 KNOCKING ALL TARGETS DOWN LITES BALL RETURN LANE TO SCORE EXTRA BALL,  
 LITES LEFT OUT LANE AND DROP TARGET SPECIAL LITES.

 KNOCKING ALL TARGETS DOWN 2nd AND EACH ADDITIONAL TIME SCORES 1 REPLAY.

 1 REPLAY FOR BALL THRU LEFT OUT LANE WHEN LIT FOR SPECIAL.

 1 EXTRA BALL FOR BALL THRU BALL RETURN LANE WHEN LIT.

 LIT BUMPERS SCORE **100 POINTS.**

 MAKING 'A' AND 'B' LITES **DOUBLE BONUS.**

 MAXIMUM — **1 EXTRA BALL** PER BALL IN PLAY.  
 TILT PENALTY — BALL IN PLAY.

 **1 REPLAY** FOR EACH PLAYER MATCHING LAST TWO NUMBERS ON SCORE REELS WITH  
 NUMBER WHICH LITES ON BACK GLASS AT END OF GAME.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

M-1508-55-XZ

 INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR  
 NEXT PLAYER.

 KNOCKING ALL TARGETS DOWN LITES BALL RETURN LANE TO SCORE EXTRA BALL,  
 LITES LEFT OUT LANE AND DROP TARGET SPECIAL LITES.

 KNOCKING ALL TARGETS DOWN 2nd AND EACH ADDITIONAL TIME SCORES 1 REPLAY.

 1 REPLAY FOR BALL THRU LEFT OUT LANE WHEN LIT FOR SPECIAL.

 1 EXTRA BALL FOR BALL THRU BALL RETURN LANE WHEN LIT.

 LIT BUMPERS SCORE **100 POINTS.**

 MAKING 'A' AND 'B' LITES **DOUBLE BONUS.**

 MAXIMUM — **1 EXTRA BALL** PER BALL IN PLAY.  
 TILT PENALTY — BALL IN PLAY.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

M-1508-55-YZ

**1 REPLAY FOR EACH SCORE OF 80,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 99,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 131,000 POINTS.**

5 BALLS PER GAME

FOR  
AMUSEMENT  
ONLY

FOR  
AMUSEMENT  
ONLY

## CAPT. FANTASTIC

M-1508-55-J

**1 REPLAY FOR EACH SCORE OF 70,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 99,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 131,000 POINTS.**

3 BALLS PER GAME

FOR  
AMUSEMENT  
ONLY

FOR  
AMUSEMENT  
ONLY

## CAPT. FANTASTIC

M-1508-55-K

###### SCORE ADJUSTMENT

PLUG IN  
FOR SCORES

WHITE WIRE

41,000 TO 50,000

BROWN WIRE

51,000 TO 60,000

ORANGE WIRE

61,000 TO 70,000

1000 O O 6000

2000 O O 7000

3000 O O 8000

4000 O O 9000

5000 O O 0000

BLACK WIRE

71,000 TO 80,000

GRAY WIRE

81,000 TO 90,000

RED WIRE

91,000 TO 100,000

BLUE WIRE

111,000 TO 120,000

ORANGE-BLACK WIRE

131,000 TO 140,000

EXAMPLE: DESIRED SCORE 50,000 PLUG WHITE WIRE INTO  
 0000 SOCKET.

DESIRED SCORE 115,000 PLUG BLUE WIRE INTO  
 5000 SOCKET.

**1 REPLAY FOR EACH SCORE OF 58,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 99,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 117,000 POINTS.**

M-1508-55-L

**1 REPLAY FOR EACH SCORE OF 64,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 99,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 118,000 POINTS.**

M-1508-55-M

**1 REPLAY FOR EACH SCORE OF 76,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 99,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 131,000 POINTS.**

M-1508-55-N

**1 REPLAY FOR EACH SCORE OF 88,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 131,000 POINTS.**

M-1508-55-U

**1 REPLAY FOR EACH SCORE OF 86,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 99,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 131,000 POINTS.**

M-1508-55-O

**1 REPLAY FOR EACH SCORE OF 58,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 111,000 POINTS.**

M-1508-55-P

**1 REPLAY FOR EACH SCORE OF 64,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 111,000 POINTS.**

M-1508-55-Q

**1 REPLAY FOR EACH SCORE OF 70,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 111,000 POINTS.**

M-1508-55-R

**1 REPLAY FOR EACH SCORE OF 82,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 118,000 POINTS.**

M-1508-55-S

**1 REPLAY FOR EACH SCORE OF . . . . . . POINTS.  
1 REPLAY FOR EACH SCORE OF . . . . . . POINTS.  
1 REPLAY FOR EACH SCORE OF . . . . . . POINTS.**

M-1508-55-V

**1 REPLAY FOR EACH SCORE OF . . . . . . POINTS.  
1 REPLAY FOR EACH SCORE OF . . . . . . POINTS.**

M-1508-55-W

**1 EXTRA BALL FOR EACH SCORE OF . . . . . . POINTS.  
1 EXTRA BALL FOR EACH SCORE OF . . . . . . POINTS.**

M-1508-55-X

**1 EXTRA BALL FOR EACH SCORE OF 60,000 POINTS.  
1 EXTRA BALL FOR EACH SCORE OF 81,000 POINTS.**

M-1508-55-Y

**1 EXTRA BALL FOR EACH SCORE OF 70,000 POINTS.  
1 EXTRA BALL FOR EACH SCORE OF 99,000 POINTS.**

M-1508-55-Z

**1 EXTRA BALL FOR EACH SCORE OF 76,000 POINTS.  
1 EXTRA BALL FOR EACH SCORE OF 111,000 POINTS.**

M-1508-55-AA

**1 EXTRA BALL FOR EACH SCORE OF 54,000 POINTS.  
1 EXTRA BALL FOR EACH SCORE OF 78,000 POINTS.**

M-1508-55-AB

###### 50 V.

###### 10 A.

###### 6 V.

###### 15 A.

###### 6 V.

###### 15 A.

###### -15

###### ADJUSTMENTS

2nd & 3rd   
COIN CHUTE

2

3

4

5

6

BALLS

PER

GAME

5 3

MATCH  
FEATURE

OFF ON

HI-SCORE  
FEATURE

SHOOT  
AGAIN

REPLAY

###### SCORE MOTOR CAMS

###### 11 10 9 8 7 6 5 4 3 2 1

###### -12

836

###### 300 AND 3 BOTTOM

###### ADVANCE LANE ‘A’

###### GATE 300

###### OVER

###### ‘B’ 500 THE TOP

###### DELAY

836

LANE

ADJUSTMENT

1062 PANEL

53-1 57

W-Y W-O

31-8 78-1

Y-R O-B

50 13-3

-W- R-Y

50 65-4

-W- BR-W

LIB. CONS.

MATCH  
FEATURE

13-4

R-Y

25-6

BLU-W

OFF ON

HI-SCORE  
FEATURE

85-2 53-1

B-W W-Y

85-2 53-1

B-W W-Y

CREDIT X-BALL

1062 BACK CABINET

GAME ADJUSTMENT PLUGS

1062 PANEL

DROP TARGETS SPECIAL

ADJUSTMENT

LIB. CONS.

91-7

1062 PANEL

TOP TARGETS

ADJUSTMENT

LIB.

81-1

90-1

CONS.

TARGETS

DOWN

RELAY

DROP

TARGET

UNIT

**COIN**

**UNIT**

**–3**

**BOTTOM**

**GATE**

**ASSEMBLY**

**–14**

**BALL**

**COUNT**

**UNIT**

**–1**

TARGET 2

SEQUENCE

RELAY

TARGET 1

SEQUENCE

RELAY

**SLING-SHOT**

**ASSEMBLY**

**–17**

**SLING-SHOT**

**ASSEMBLY**

**–17**

**GAME OVER**

**INTERLOCK**

**RELAY**

**–27**

ALTERNATOR

RELAY

**THUMPER**

**BUMPER**

**ASSEMBLY**

**–18**

**THUMPER**

**BUMPER**

**ASSEMBLY**

**–18**

**THUMPER**

**BUMPER**

**ASSEMBLY**

**–18**

2 COIN

3 PLAY

10-4 21-6

-R- BLU-R

93-6 48-6

GRAY-Y G-B

52-7

W-BLU

71-6 48-6

O-R G-B

60-7

-BR-

#1062 MOUNTING BOARD GAME  
ADJUSTMENT PLUGS

COIN

CREDIT

15-4 25-5

R-W 1 6 BLU-W

70-2 31-2

-O- 2 7 Y-R

51-2

W-R 3

45-4 18-7

G-W 4 10 R-B

43-1 48-7

G-Y 5 12 G-B

2nd COIN

CHUTE

52-7

W-BLU 1

10-4

-R- 2

95-10

GRAY-W 3

BALLS

PER

GAME

38-1

Y-B

81-1 90-1

B-R GRAY

3 5

1st COIN

CHUTE

15-9

1 R-W

85-2 72-1

B-W 2 O-BLU

###### EXTRA BONUS PLAYER

###### TILT BALL SCORE RESET

###### BALL

###### LOCK RESET DELAY OUTHOLE INDEX

###### 2 COINS 3rd 2nd

###### 3 PLAYS COIN COIN COIN CREDIT

###### CHUTE CHUTE

837

###### 4th PLAYER 3rd PLAYER 2nd PLAYER 1st PLAYER

###### 100,000 100,000 100,000 100,000

851

837

Fonts used: News Gothic MT Std, News Gothic MT Std Condensed, Wingdings, NewsGoth BdXCn BT,

Alternate Gothic No.2, Helvetica Condensed

**Cards status:**

M1508-55-A confirmed.

M1508-55-B confirmed.

M1508-55-C confirmed.

M1508-55-D confirmed.

M1508-55-E confirmed.

M1508-55-F confirmed.

M1508-55-G NEEDED.

M1508-55-H NEEDED.

M1508-55-I NEEDED.

M1508-55-J confirmed.

M1508-55-K confirmed.

M1508-55-L confirmed.

M1508-55-M confirmed.

M1508-55-N confirmed.

M1508-55-O confirmed.

M1508-55-P confirmed.

M1508-55-Q confirmed.

M1508-55-R confirmed.

M1508-55-T confirmed.

M1508-55-U confirmed.

M1508-55-V confirmed.

M1508-55-W confirmed.

M1508-55-X confirmed.

M1508-55-Y confirmed.

M1508-55-Z confirmed.

M1508-55-AA confirmed.

M1508-55-AB confirmed.

M1508-55-WZ confirmed.

M1508-55-XZ confirmed.

M1508-55-YZ confirmed.

Score Adjustment card confirmed. (87x156mm)

Adjustment card confirmed, but size needed.

Score Motor Cams label confirmed. (19x152mm)

Relay label 836 confirmed (made in two parts, 19x330mm)

Relay label “tilt, extra ball, ect.” confirmed. (16x210mm)

Relay label “lock, reset, delay, ect.” confirmed. (16x256mm)

Relay label 837 confirmed (19x256mm)

Relay label 851 confirmed (13x218mm)

#1062 Mounting Board Adjustment Plugs card confirmed. (83x222mm)

#1062 Back Cabinet Game Adjustment Plugs confirmed (54x97mm)

#1062 Panel Drop Targets Special Adjustment confirmed (62x51mm)

#1062 Panel Lane Adjustment confirmed (55x75mm)

#1062 Panel Top Targets Adjustment confirmed (62x51mm)

Fuse strip -15 confirmed (20x90mm)

Various assembly/relay labels confirmed (29x19mm)

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.