

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ 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.

M-1508-55-A

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
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- ★ 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.

M-1508-55-B

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ 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.

M-1508-55-C

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ 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.

M-1508-55-D

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ 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.

M-1508-55-E

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ 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.

M-1508-55-F

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ 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.

M-1508-55-WZ

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ 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.

M-1508-55-XZ

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ 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.

M-1508-55-YZ

FOR
AMUSEMENT
ONLY

CAPT. FANTASTIC

FOR
AMUSEMENT
ONLY

- 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

M-1508-55-J

FOR
AMUSEMENT
ONLY

CAPT. FANTASTIC

FOR
AMUSEMENT
ONLY

- 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

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

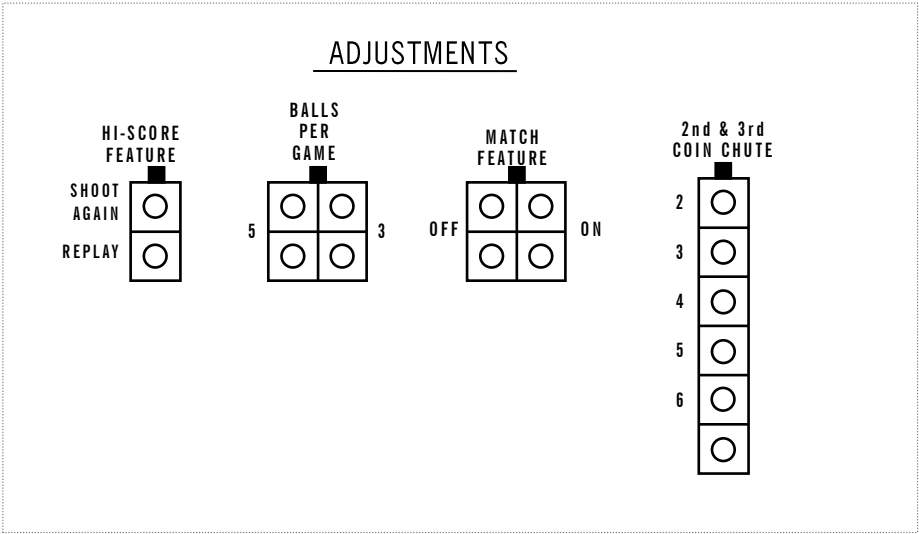
1000	O	O	6000
2000	O	O	7000
3000	O	O	8000
4000	O	O	9000
5000	O	O	0000

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 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 88,000 POINTS. 1 REPLAY FOR EACH SCORE OF 131,000 POINTS.	M-1508-55-U
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

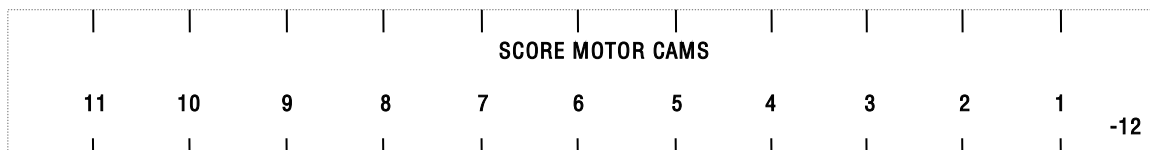
<p>1 REPLAY FOR EACH SCORE OF POINTS.</p> <p>1 REPLAY FOR EACH SCORE OF POINTS.</p>	M-1508-55-W
<p>1 EXTRA BALL FOR EACH SCORE OF POINTS.</p> <p>1 EXTRA BALL FOR EACH SCORE OF POINTS.</p>	M-1508-55-X
<p>1 EXTRA BALL FOR EACH SCORE OF 60,000 POINTS.</p> <p>1 EXTRA BALL FOR EACH SCORE OF 81,000 POINTS.</p>	M-1508-55-Y
<p>1 EXTRA BALL FOR EACH SCORE OF 70,000 POINTS.</p> <p>1 EXTRA BALL FOR EACH SCORE OF 99,000 POINTS.</p>	M-1508-55-Z
<p>1 EXTRA BALL FOR EACH SCORE OF 76,000 POINTS.</p> <p>1 EXTRA BALL FOR EACH SCORE OF 111,000 POINTS.</p>	M-1508-55-AA
<p>1 EXTRA BALL FOR EACH SCORE OF 54,000 POINTS.</p> <p>1 EXTRA BALL FOR EACH SCORE OF 78,000 POINTS.</p>	M-1508-55-AB



50 V.
10 A.

6 V.
15 A.

6 V.
15 A.



300 AND 3
ADVANCE

BOTTOM
LANE
GATE 300

'A'

836

'B'

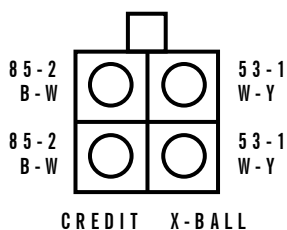
500

OVER
THE TOP
DELAY

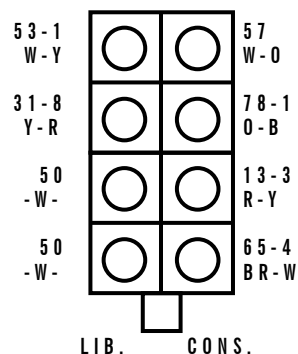
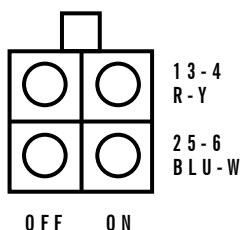
836

1062 BACK CABINET GAME ADJUSTMENT PLUGS

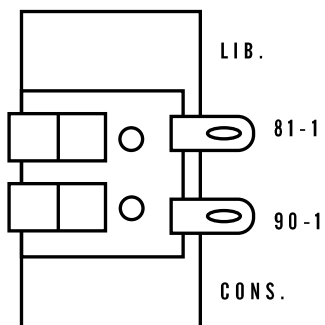
HI-SCORE
FEATURE



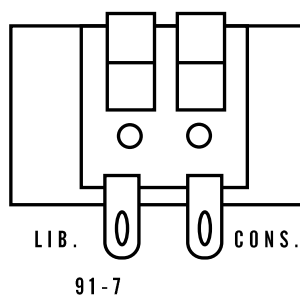
MATCH
FEATURE



1062 PANEL TOP TARGETS ADJUSTMENT

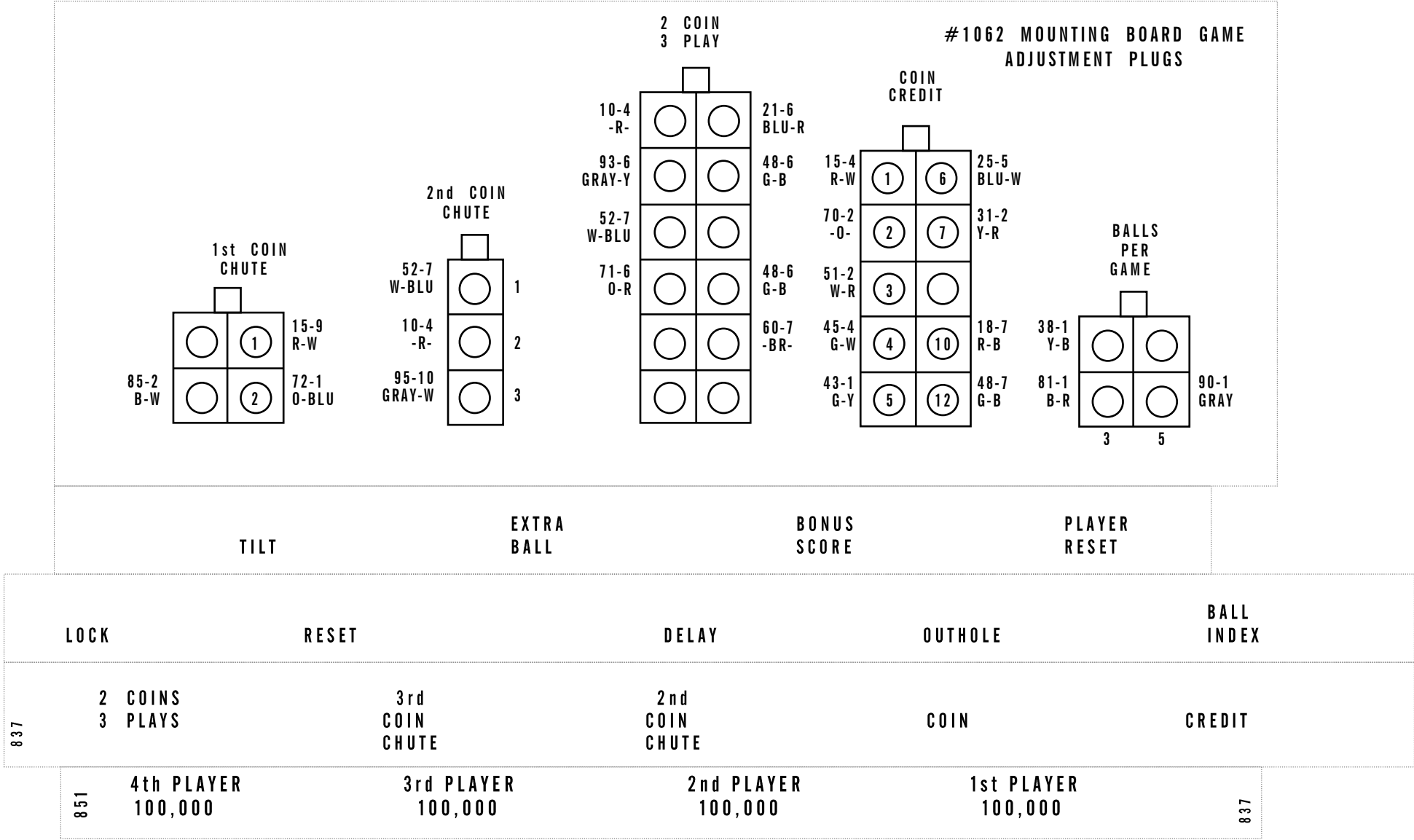


1062 PANEL DROP TARGETS SPECIAL ADJUSTMENT



LANE ADJUSTMENT 1062 PANEL

BALL COUNT UNIT -1	BOTTOM GATE ASSEMBLY -14	COIN UNIT -3	DROP TARGET UNIT	TARGETS DOWN RELAY
GAME OVER INTERLOCK RELAY -27	SLING-SHOT ASSEMBLY -17	SLING-SHOT ASSEMBLY -17	TARGET 1 SEQUENCE RELAY	TARGET 2 SEQUENCE RELAY
THUMPER BUMPER ASSEMBLY -18	THUMPER BUMPER ASSEMBLY -18	THUMPER BUMPER ASSEMBLY -18	ALTERNATOR RELAY	



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

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