

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ Roll-over buttons, ION-GENERATOR Targets and Tube Shot Advance Cybernaut Bonus.
- ★ 1 REPLAY for lighting top roll-over button lights when lit for special.
- ★ 1 REPLAY for lighting ION-GENERATOR ramp lights when lit for special.
- ★ 1 REPLAY for lighting all ION-GENERATOR ramp lights when ION-GENERATOR value is lit for special.
- ★ 1 REPLAY for ball through the tube when lit for special.
- ★ 1 REPLAY for lighting “B-L-A-S-T” when lit for special.
- ★ 1 REPLAY for advancing Cybernaut bonus when lit for special.
- ★ 1 EXTRA BALL for lighting ION-GENERATOR ramp lights when lit for extra ball.
- ★ MAXIMUM — 1 extra ball per ball-in-play.
- ★ TILT PENALTY — ball-in-play.

M051-00B42-A030

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ Roll-over buttons, ION-GENERATOR Targets and Tube Shot Advance Cybernaut Bonus.
- ★ 1 REPLAY for lighting ION-GENERATOR ramp lights when lit for special.
- ★ 1 REPLAY for lighting all ION-GENERATOR ramp lights when ION-GENERATOR value is lit for special.
- ★ 1 REPLAY for ball through the tube when lit for special.
- ★ 1 REPLAY for lighting “B-L-A-S-T” when lit for special.
- ★ 1 REPLAY for advancing Cybernaut bonus when lit for special.
- ★ 1 EXTRA BALL for lighting ION-GENERATOR ramp lights when lit for extra ball.
- ★ MAXIMUM — 1 extra ball per ball-in-play.
- ★ TILT PENALTY — ball-in-play.

M051-00B42-A031

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ Roll-over buttons, ION-GENERATOR Targets and Tube Shot Advance Cybernaut Bonus.
- ★ 1 EXTRA BALL or 50.000 points for lighting top roll-over button lights when lit for special.
- ★ 1 EXTRA BALL or 50.000 points for lighting ION-GENERATOR ramp lights when lit for special.
- ★ 1 EXTRA BALL or 50.000 points for ball through the tube when lit for special.
- ★ 1 EXTRA BALL or 50.000 points for lighting “B-L-A-S-T” when lit for special.
- ★ 1 EXTRA BALL or 50.000 points for advancing Cybernaut bonus when lit for special.
- ★ 50.000 points for lighting all ION-GENERATOR ramp lights when ION-GENERATOR value is lit for special.
- ★ 1 EXTRA BALL or 25.000 points for lighting ION-GENERATOR ramp lights when lit for extra ball.
- ★ MAXIMUM — 1 extra ball per ball-in-play.
- ★ TILT PENALTY — ball-in-play.

M051-00B42-A032

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ Roll-over buttons, ION-GENERATOR Targets and Tube Shot Advance Cybernaut Bonus.
- ★ 1 EXTRA BALL or 50.000 points for lighting ION-GENERATOR ramp lights when lit for special.
- ★ 1 EXTRA BALL or 50.000 points for ball through the tube when lit for special.
- ★ 1 EXTRA BALL or 50.000 points for lighting “B-L-A-S-T” when lit for special.
- ★ 1 EXTRA BALL or 50.000 points for advancing Cybernaut bonus when lit for special.
- ★ 50.000 points for lighting all ION-GENERATOR ramp lights when ION-GENERATOR value is lit for special.
- ★ 1 EXTRA BALL or 25.000 points for lighting ION-GENERATOR ramp lights when lit for extra ball.
- ★ MAXIMUM — 1 extra ball per ball-in-play.
- ★ TILT PENALTY — ball-in-play.

M051-00B42-A033

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ Roll-over buttons, ION-GENERATOR Targets and Tube Shot Advance Cybernaut Bonus.
- ★ 50.000 points for lighting top roll-over button lights when lit for special.
- ★ 50.000 points for lighting ION-GENERATOR ramp lights when lit for special.
- ★ 50.000 points for lighting all ION-GENERATOR ramp lights when ION-GENERATOR value is lit for special.
- ★ 50.000 points for ball through the tube when lit for special.
- ★ 50.000 points for lighting “B-L-A-S-T” when lit for special.
- ★ 50.000 points for advancing Cybernaut bonus when lit for special.
- ★ 25.000 points for lighting ION-GENERATOR ramp lights when lit for extra ball.
- ★ TILT PENALTY — ball-in-play.

M051-00B42-A034

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ Roll-over buttons, ION-GENERATOR Targets and Tube Shot Advance Cybernaut Bonus.
- ★ 50.000 points for lighting ION-GENERATOR ramp lights when lit for special.
- ★ 50.000 points for lighting all ION-GENERATOR ramp lights when ION-GENERATOR value is lit for special.
- ★ 50.000 points for ball through the tube when lit for special.
- ★ 50.000 points for lighting “B-L-A-S-T” when lit for special.
- ★ 50.000 points for advancing Cybernaut bonus when lit for special.
- ★ 25.000 points for lighting ION-GENERATOR ramp lights when lit for extra ball.
- ★ TILT PENALTY — ball-in-play.

M051-00B42-A035

**1 TO 4
CAN PLAY**

CYBERNAUT

**FOR
AMUSEMENT
ONLY**

ALL LIT SPECIALS SCORE 50,000 POINTS.

ALL LIT EXTRA BALLS SCORE 25,000 POINTS.

**3 BALLS
PER
GAME**

**3 BALLS
PER
GAME**

M051-00B42-A036

**1 TO 4
CAN PLAY**

CYBERNAUT

**FOR
AMUSEMENT
ONLY**

ALL LIT SPECIALS SCORE 50,000 POINTS.

ALL LIT EXTRA BALLS SCORE 25,000 POINTS.

**5 BALLS
PER
GAME**

**5 BALLS
PER
GAME**

M051-00B42-A037

1 TO 4
CAN PLAY

CYBERNAUT

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 1,500,000 POINTS.

1 REPLAY FOR EACH SCORE OF 3,900,000 POINTS.

3 BALLS
PER
GAME

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.
1 REPLAY FOR MATCHING LAST TWO SCORE
NUMBERS WITH MATCH NUMBERS.

3 BALLS
PER
GAME

M051-OOB42-A038

1 TO 4
CAN PLAY

CYBERNAUT

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 2,000,000 POINTS.

1 REPLAY FOR EACH SCORE OF 4,500,000 POINTS.

5 BALLS
PER
GAME

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.
1 REPLAY FOR MATCHING LAST TWO SCORE
NUMBERS WITH MATCH NUMBERS.

5 BALLS
PER
GAME

M051-OOB42-A039

1 TO 4
CAN PLAY

CYBERNAUT

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 1,500,000 POINTS.

1 REPLAY FOR EACH SCORE OF 3,900,000 POINTS.

3 BALLS
PER
GAME

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.
1 REPLAY FOR MATCHING LAST TWO SCORE
NUMBERS WITH MATCH NUMBERS.

3 BALLS
PER
GAME

1 TO 4
CAN PLAY

CYBERNAUT

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 2,000,000 POINTS.

1 REPLAY FOR EACH SCORE OF 4,500,000 POINTS.

5 BALLS
PER
GAME

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.
1 REPLAY FOR MATCHING LAST TWO SCORE
NUMBERS WITH MATCH NUMBERS.

5 BALLS
PER
GAME

Es können 1 - 4 Spieler spielen.

Cybernaut

1 Freispiel wenn alle oberen Überrollknöpfe betätigt werden und „Special“ leuchtet.

1 Extra-Ball wenn „ION-GENERATOR Ramp“ Lampen und „ION_GENERATOR VALUE“ – „Extra Ball“ leuchtet.

1 Freispiel wenn alle „ION-GENERATOR Ramp“ Lampen und „ION_GENERATOR VALUE“ – „Special“ leuchtet.

1 Freispiel wenn alle „ION-GENERATOR Ramp“ Lampen und „Special“ leuchtet.

1 Freispiel wenn die Kugel durch die Röhre rollt und „Special“ leuchtet.

1 Freispiel wenn „B-L-A-S-T“ beleuchtet wird und „Special“ leuchtet.

1 Freispiel für das Erreichen des „Cybernaut Bonus“ und wenn „Special“ leuchtet.

X-00.000.868

1 to 4 can play

Cybernaut

Roll-Over buttons, ION-GENERATOR Targets and Tube Shot Advance Cybernaut Bonus.

1 Replay for lighting top Roll-Over Buttons when lit for **Special**.

1 Replay for lighting **ION-GENERATOR Ramp** Lights when lit for **Special**.

1 Replay for lighting all **ION-GENERATOR Ramp** Lights when **ION-GENERATOR VALUE** is lit for **Special**.

1 Replay for ball through the tube when lit for **Special**.

1 Replay for lighting „B-L-A-S-T“ when lit for **Special**.

1 Replay for advancing **Cybernaut Bonus** when lit for **Special**.

1 Extra Ball for lighting **ION-GENERATOR Ramp** Lights when lit for **Extra Ball**.

Maximum 1 Extra Ball per **Ball-in-Play**.

Tilt Penalty — Ball-in-Play.

X-00.000.870

Fonts used: News Gothic MT Std, News Gothic MT Std Condensed, Wingdings, Helvetica, HelveticaNeueLT Std Blk Cn.

Cards status: complete

M051-00B42-A030 confirmed.
M051-00B42-A031 confirmed.
M051-00B42-A032 confirmed.
M051-00B42-A033 confirmed.
M051-00B42-A034 confirmed.
M051-00B42-A035 confirmed.
M051-00B42-A036 confirmed.
M051-00B42-A037 confirmed.
M051-00B42-A038 confirmed.
M051-00B42-A039 confirmed.
X 00.000.0868 confirmed.
X 00.000.0870 confirmed.

Recommended "High Score to Date" levels:

(reset periodically)

3 ball ??????? points

5 ball ??????? points

The red and blue score cards are based upon the red and blue instruction card.

If you have a real red and blue score card, please send me a picture.

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