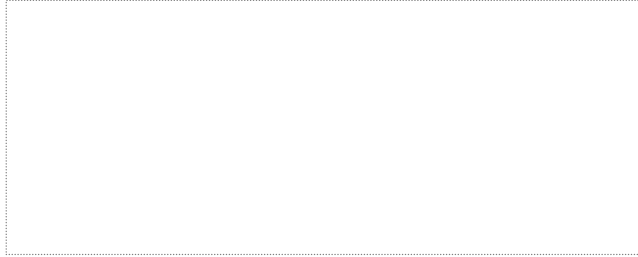


Next letter of D-I-X-I-E-L-A-N-D lights  
when 500 points are scored as Clarinet Bonus.

## Lighting DIXIELAND: 1 Replay

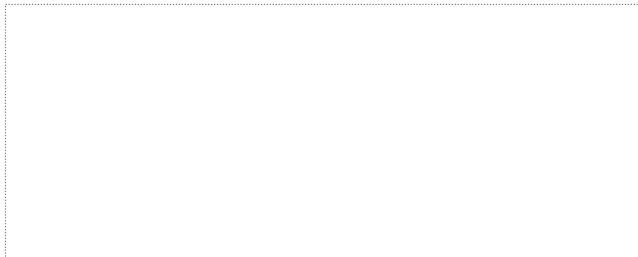
★ Matching last number of score with number which lights on backglass at  
end of game scores 1 Replay.



DIX-1M

Next letter of D-I-X-I-E-L-A-N-D lights  
when 500 points are scored as Clarinet Bonus.

## Lighting DIXIELAND: 1 Replay



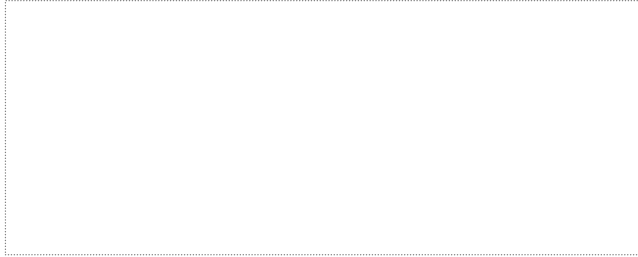
DIX-1

Next letter of D-I-X-I-E-L-A-N-D lights  
when 500 points are scored as Clarinet Bonus.

**Lighting DIXIE: 1 Replay**

**Lighting DIXIELAND: 1 Replay**

★ Matching last number of score with number which lights on backglass at  
end of game scores 1 Replay.

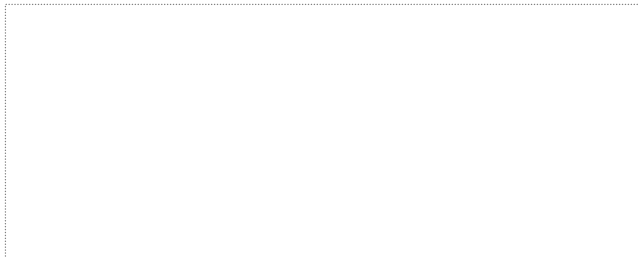


DIX-2M

Next letter of D-I-X-I-E-L-A-N-D lights  
when 500 points are scored as Clarinet Bonus.

**Lighting DIXIE: 1 Replay**

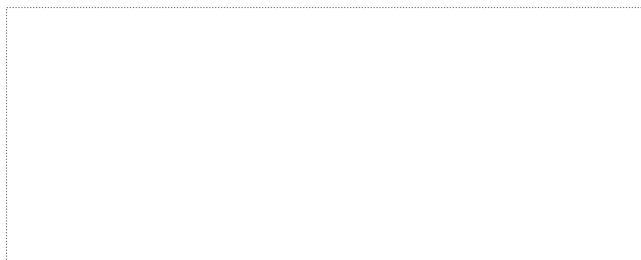
**Lighting DIXIELAND: 1 Replay**



DIX-2

Next letter of D-I-X-I-E-L-A-N-D lights  
when 500 points are scored as Clarinet Bonus.

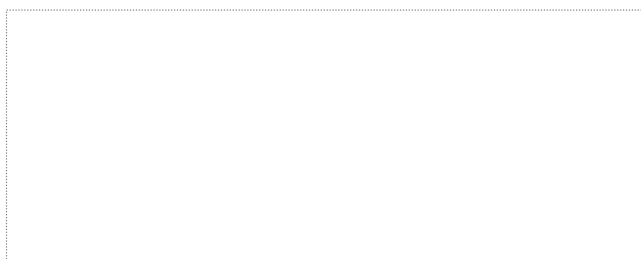
**Lighting DIXIELAND: 1 Added Ball**



DIX-ADD 1

Next letter of D-I-X-I-E-L-A-N-D lights  
when 500 points are scored as Clarinet Bonus.

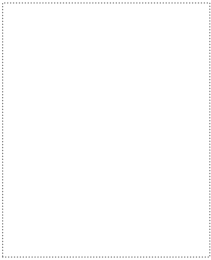
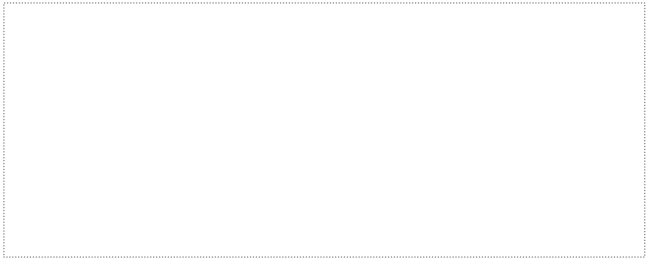
**Lighting DIXIE: 1 Added Ball**  
**Lighting DIXIELAND: 1 Added Ball**



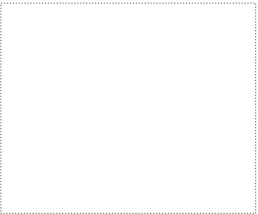
DIX-ADD 2

Next letter of D-I-X-I-E-L-A-N-D lights  
when 500 points are scored as Clarinet Bonus.

Lighting DIXIELAND: SUPER



DIX-R



ADD-16-28

**1 Added Ball for each score of 1600**  
**1 Added Ball for each score of 2800**



ADD-22-34

**1 Added Ball for each score of 2200**  
**1 Added Ball for each score of 3400**



ADD-24-32 (3 BALLS)

**1 Added Ball for each score of 2400**  
**1 Added Ball for each score of 3200**



ADD-28-36 (3 BALLS)

**1 Added Ball for each score of 2800**  
**1 Added Ball for each score of 3600**

ADD-34-46

1 Added Ball for each score of 3400

1 Added Ball for each score of 4600

ADD-28-40

1 Added Ball for each score of 2800

1 Added Ball for each score of 4000

ADD-36-44 (3 BALLS)

1 Added Ball for each score of 3600

1 Added Ball for each score of 4400

ADD-32-40 (3 BALLS)

1 Added Ball for each score of 3200

1 Added Ball for each score of 4000

ADD-40-48 (7 BALLS)

1 Added Ball for each score of 4000  
1 Added Ball for each score of 4800

ADD-44-52 (7 BALLS)

1 Added Ball for each score of 4400  
1 Added Ball for each score of 5200

ADD-46-58

1 Added Ball for each score of 4600  
1 Added Ball for each score of 5800

ADD-40-52

1 Added Ball for each score of 4000  
1 Added Ball for each score of 5200

# TILT ENDS GAME

Tilt disqualifies  
ball in play from  
further scoring

1 Added Ball for each score of \_\_\_\_  
1 Added Ball for each score of \_\_\_\_

ADD-BLANK (B)

1 Added Ball for each score of \_\_\_\_  
1 Added Ball for each score of \_\_\_\_

ADD-BLANK (A)





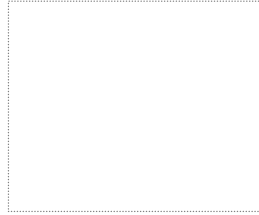
D-18-36 (3 BALLS)

- 1 Replay for each score of 1800 Points
- 1 Replay for each score of 2400 Points
- 1 Replay for each score of 3000 Points
- 1 Replay for each score of 3600 Points



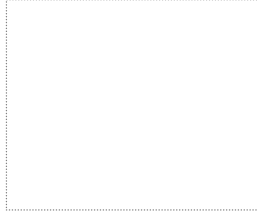
D-20-38 (3 BALLS)

- 1 Replay for each score of 2000 Points
- 1 Replay for each score of 2600 Points
- 1 Replay for each score of 3200 Points
- 1 Replay for each score of 3800 Points



D-22-40 (3 BALLS)

- 1 Replay for each score of 2200 Points
- 1 Replay for each score of 2800 Points
- 1 Replay for each score of 3400 Points
- 1 Replay for each score of 4000 Points



D-24-42 (3 BALLS)

- 1 Replay for each score of 2400 Points
- 1 Replay for each score of 3000 Points
- 1 Replay for each score of 3600 Points
- 1 Replay for each score of 4200 Points

D-28-46 (3 BALLS)

1 Replay for each score of 2600 Points  
1 Replay for each score of 3200 Points  
1 Replay for each score of 3800 Points  
1 Replay for each score of 4400 Points

D-26-44 (3 BALLS)

D-34-56 (5 BALLS)

1 Replay for each score of 3000 Points  
1 Replay for each score of 3800 Points  
1 Replay for each score of 4600 Points  
1 Replay for each score of 5200 Points

D-30-52 (5 BALLS)

D-34-56 (5 BALLS)

1 Replay for each score of 3400 Points  
1 Replay for each score of 4200 Points  
1 Replay for each score of 5000 Points  
1 Replay for each score of 5600 Points

D-38-60 (5 BALLS)

1 Replay for each score of 3800 Points  
1 Replay for each score of 4600 Points  
1 Replay for each score of 5400 Points  
1 Replay for each score of 6000 Points

D-42-64 (5 BALLS)

1 Replay for each score of 4200 Points  
1 Replay for each score of 5000 Points  
1 Replay for each score of 5800 Points  
1 Replay for each score of 6400 Points

D-46-68 (5 BALLS)

1 Replay for each score of 4600 Points  
1 Replay for each score of 5400 Points  
1 Replay for each score of 6700 Points  
1 Replay for each score of 6800 Points

D-50-72 (5 BALLS)

1 Replay for each score of 5000 Points  
1 Replay for each score of 5800 Points  
1 Replay for each score of 6600 Points  
1 Replay for each score of 7200 Points

D-50-72 (5 BALLS)

1 Replay for each score of 5000 Points  
1 Replay for each score of 5800 Points  
1 Replay for each score of 6600 Points  
1 Replay for each score of 7200 Points

D-46-68 (5 BALLS)

1 Replay for each score of 4600 Points  
1 Replay for each score of 5400 Points  
1 Replay for each score of 6200 Points  
1 Replay for each score of 6800 Points

D-58-80 (5 BALLS)

1 Replay for each score of 5800 Points  
1 Replay for each score of 6600 Points  
1 Replay for each score of 7400 Points  
1 Replay for each score of 8000 Points

D-54-76 (5 BALLS)

1 Replay for each score of 5400 Points  
1 Replay for each score of 6200 Points  
1 Replay for each score of 7000 Points  
1 Replay for each score of 7600 Points

1 Replay for each score of \_\_\_\_\_ Points

1 Replay for each score of \_\_\_\_\_ Points

1 Replay for each score of \_\_\_\_\_ Points

1 Replay for each score of \_\_\_\_\_ Points

D-BLANK (A)

D-BLANK (B)

1 Replay for each score of \_\_\_\_\_ Points

1 Replay for each score of \_\_\_\_\_ Points

1 Replay for each score of \_\_\_\_\_ Points

1 Replay for each score of \_\_\_\_\_ Points

D-R (5 BALLS)

USE UNDER DIX-R

Score of 2200 Points — FAIR

Score of 2800 Points — GOOD

Score of 3400 Points — EXCELLENT

Score of 3800 Points — SUPER

D-R (3 BALLS)

Score of 4200 Points — FAIR

Score of 5000 Points — GOOD

Score of 5800 Points — EXCELLENT

Score of 6600 Points — SUPER

Fonts used: News Gothic MT Std, News Gothic MT Std Condensed, Wingdings.  
Cards size: 141x96mm

**Cards status:**

DIX-1M instruction card confirmed.  
DIX-1 instruction card confirmed.  
DIX-2M instruction card confirmed.  
DIX-2 instruction card confirmed.  
DIX-ADD-1 instruction card confirmed.  
DIX-ADD-2 instruction card confirmed.  
DIX-R instruction card confirmed.  
ADD-16-28 & ADD-22-34 score card confirmed.  
ADD-24-32 & ADD-28-36 score card confirmed.  
ADD-28-40 & ADD-34-46 score card confirmed.  
ADD-32-40 & ADD-36-44 score card confirmed.  
ADD-40-48 & ADD-44-52 score card confirmed.  
ADD-40-52 & ADD-46-58 score card confirmed.  
ADD-BLANK score card confirmed.  
D-18-36 & D-20-38 score card confirmed.  
D-22-40 & D-24-42 score card confirmed.  
D-26-44 & D-28-46 score card confirmed.  
D-30-52 & D-34-56 score card confirmed.  
D-38-60 & D-42-64 score card confirmed.  
D-46-68 & D-50-72 score card confirmed.  
D-54-76 & D-58-72 score card confirmed.  
D-BLANK score card confirmed.  
D-R (DIX-R) rules card confirmed.  
TILT-E Tilt card confirmed.

M1509- (coins & balls per game) cards are available in a separate file called: Balls\_per\_Game\_cards.zip 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)

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