 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.**

**CACTUS JUICE SCORE 3 — 1 REPLAY**

**CACTUS JUICE SCORE 9 — 1 REPLAY**

# 1, 2, 3 OR 4 CAN PLAY

DO-3M

**Tilt**

**Disqualifies  
ball in play  
from  
further  
scoring**

 Deposit one coin, then WAIT until Totalizers reset to zero before depositing coins for other players

**CACTUS JUICE SCORE 3 — 1 REPLAY**

**CACTUS JUICE SCORE 9 — 1 REPLAY**

# 1, 2, 3 OR 4 CAN PLAY

DO-3

**Tilt**

**Disqualifies  
ball in play  
from  
further  
scoring**

 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.**

**CACTUS JUICE SCORE 4 — 1 REPLAY**

**CACTUS JUICE SCORE 9 — 1 REPLAY**

# 1, 2, 3 OR 4 CAN PLAY

DO-4M

**Tilt**

**Disqualifies  
ball in play  
from  
further  
scoring**

 Deposit one coin, then WAIT until Totalizers reset to zero before depositing coins for other players

**CACTUS JUICE SCORE 4 — 1 REPLAY**

**CACTUS JUICE SCORE 9 — 1 REPLAY**

# 1, 2, 3 OR 4 CAN PLAY

DO-4

**Tilt**

**Disqualifies  
ball in play  
from  
further  
scoring**

 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.**

**CACTUS JUICE SCORE 5 — 1 REPLAY**

**CACTUS JUICE SCORE 9 — 1 REPLAY**

# 1, 2, 3 OR 4 CAN PLAY

DO-5M

**Tilt**

**Disqualifies  
ball in play  
from  
further  
scoring**

 Deposit one coin, then WAIT until Totalizers reset to zero before depositing coins for other players

**CACTUS JUICE SCORE 5 — 1 REPLAY**

**CACTUS JUICE SCORE 9 — 1 REPLAY**

# 1, 2, 3 OR 4 CAN PLAY

DO-5

**Tilt**

**Disqualifies  
ball in play  
from  
further  
scoring**

 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.**

**CACTUS JUICE SCORE 6 — 1 REPLAY**

**CACTUS JUICE SCORE 9 — 1 REPLAY**

# 1, 2, 3 OR 4 CAN PLAY

DO-6M

**Tilt**

**Disqualifies  
ball in play  
from  
further  
scoring**

 Deposit one coin, then WAIT until Totalizers reset to zero before depositing coins for other players

**CACTUS JUICE SCORE 6 — 1 REPLAY**

**CACTUS JUICE SCORE 9 — 1 REPLAY**

# 1, 2, 3 OR 4 CAN PLAY

DO-6

**Tilt**

**Disqualifies  
ball in play  
from  
further  
scoring**

 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.**

**CACTUS JUICE SCORE 7 — 1 REPLAY**

**CACTUS JUICE SCORE 9 — 1 REPLAY**

# 1, 2, 3 OR 4 CAN PLAY

DO-7M

**Tilt**

**Disqualifies  
ball in play  
from  
further  
scoring**

 Deposit one coin, then WAIT until Totalizers reset to zero before depositing coins for other players

**CACTUS JUICE SCORE 7 — 1 REPLAY**

**CACTUS JUICE SCORE 9 — 1 REPLAY**

# 1, 2, 3 OR 4 CAN PLAY

DO-7

**Tilt**

**Disqualifies  
ball in play  
from  
further  
scoring**

 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.**

**CACTUS JUICE SCORE 8 — 1 REPLAY**

**CACTUS JUICE SCORE 9 — 1 REPLAY**

# 1, 2, 3 OR 4 CAN PLAY

DO-8M

**Tilt**

**Disqualifies  
ball in play  
from  
further  
scoring**

 Deposit one coin, then WAIT until Totalizers reset to zero before depositing coins for other players

**CACTUS JUICE SCORE 8 — 1 REPLAY**

**CACTUS JUICE SCORE 9 — 1 REPLAY**

# 1, 2, 3 OR 4 CAN PLAY

DO-8

**Tilt**

**Disqualifies  
ball in play  
from  
further  
scoring**

 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.**

**CACTUS JUICE SCORE 9 — 1 REPLAY**

# 1, 2, 3 OR 4 CAN PLAY

DO-9M

**Tilt**

**Disqualifies  
ball in play  
from  
further  
scoring**

 Deposit one coin, then WAIT until Totalizers reset to zero before depositing coins for other players

**CACTUS JUICE SCORE 9 — 1 REPLAY**

# 1, 2, 3 OR 4 CAN PLAY

DO-9

**Tilt**

**Disqualifies  
ball in play  
from  
further  
scoring**

Einwurf: 1 Münze = 1 Spiel, 2 Münzen = 2 Spiele. Nullstellung der Zählwerke abwarten.

Erst dann weitere Münzen einwerfen.

\_\_\_\_\_ Punkte im Extra Bonus = 1. Freispiel  
\_\_\_\_\_ Punkte im Extra Bonus = 2. Freispiel  
\_\_\_\_\_ Punkte im Extra Bonus = 3. Freispiel

**\_\_\_\_\_\_\_\_ Punkte — 1. Freispiel  
\_\_\_\_\_\_\_\_ Punkte — 2. Freispiel  
\_\_\_\_\_\_\_\_ Punkte — 3. Freispiel  
\_\_\_\_\_\_\_\_ Punkte — 4. Freispiel**

Durch Kippen wird die im Spiel befindliche Kugel disqualifiziert. (Punkte werden nicht gezählt.)

Nach jedem Spielende leuchtet in der Transparentscheibe willkürlich eine Zahl auf. Stimmt  
eine Endzahl der Spielergebnisse damit überein, so gibt es ein Freispiel.

# Spielanleitung »DOGIES«

# für 1 - 4 Spieler

Einwurf: 1 Münze = 1 Spiel, 2 Münzen = 2 Spiele. Nullstellung der Zählwerke abwarten.

Erst dann weitere Münzen einwerfen.

5 Punkte im Extra Bonus = 1. Freispiel  
7 Punkte im Extra Bonus = 2. Freispiel  
9 Punkte im Extra Bonus = 3. Freispiel

**3600 Punkte — 1. Freispiel  
4800 Punkte — 2. Freispiel  
5400 Punkte — 3. Freispiel  
6000 Punkte — 4. Freispiel**

Durch Kippen wird die im Spiel befindliche Kugel disqualifiziert. (Punkte werden nicht gezählt.)

Nach jedem Spielende leuchtet in der Transparentscheibe willkürlich eine Zahl auf. Stimmt  
eine Endzahl der Spielergebnisse damit überein, so gibt es ein Freispiel.

# Spielanleitung »DOGIES«

# für 1 - 4 Spieler

**"DOGIES" #814**  - HI-SCORE ADJUSTMENT CHART

2200

3400

4000

4600

100’S

ADJ.

1000’S

ADJ.

8

7

6

5

4

3

2

RED-WHITE

WHITE-BROWN

●

●

●

●

10

8

6

4

2

WHITE

●

●

●

●

2400

3600

4200

4400

100’S

ADJ.

1000’S

ADJ.

2600

3800

4400

5000

100’S

ADJ.

1000’S

ADJ.

●

●

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●

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WHITE

●

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●

●

●

●

●

RED-WHITE

WHITE

RED-WHITE

WHITE-  
BROWN

WHITE-  
BROWN

3400

4600

5200

5800

100’S

ADJ.

1000’S

ADJ.

3200

4400

5000

5600

100’S

ADJ.

1000’S

ADJ.

2800

4000

4600

5200

100’S

ADJ.

1000’S

ADJ.

SUGGESTED  
3 BALL SCORE  
CARD

●

●

●

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●

●

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●

●

●

WHITE-BROWN

8

7

6

5

4

3

2

RED-WHITE

10

8

6

4

2

●

●

●

●

●

●

●

●

●

●

●

●

WHITE

RED-WHITE

RED-WHITE

WHITE

WHITE-BROWN

WHITE-BROWN

WHITE

RED

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.

RED-WHITE

WHITE

RED-WHITE

WHITE-  
BROWN

8

7

6

5

4

3

2

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WHITE

10

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WHITE-BROWN

RED-WHITE

WHITE-BROWN

WHITE

RED

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.

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8

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WHITE

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10

8

6

4

2

●

●

●

●

WHITE

RED-WHITE

RED-WHITE

RED-WHITE

WHITE

WHITE-BROWN

WHITE-BROWN

WHITE-BROWN

5200

6400

7000

7600

100’S

ADJ.

1000’S

ADJ.

5000

6400

7000

7600

100’S

ADJ.

1000’S

ADJ.

4800

6000

6600

7200

100’S

ADJ.

1000’S

ADJ.

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RED-WHITE

WHITE

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RED-WHITE

WHITE

RED-WHITE

WHITE-BROWN

WHITE

WHITE-BROWN

WHITE-BROWN

5600

6800

7400

8000

100’S

ADJ.

1000’S

ADJ.

5400

6600

7200

7800

100’S

ADJ.

1000’S

ADJ.

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WHITE

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10

8

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4

2

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RED-WHITE

WHITE

WHITE-BROWN

RED-WHITE

WHITE-BROWN

Fonts used: News Gothic MT Std, News Gothic MT Std Condensed, Futura Medium, Futura-Condensed-Normal.

Card size: 96x140mm

**Cards status:**

DO-5M & DO-5 instruction card needed to verify.

DO-6M instruction card confirmed.

DO-6 instruction card needed to verify.

DO-7M instruction card needed to verify.

DO-7 instruction card confirmed.

DO-8M instruction card confirmed.

DO-8 instruction card needed to verify.

DO-9M & DO-9 instruction card needed to verify.

DO-German instruction card (both) confirmed.

Hi-score adjustments 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 me send a donation via Paypal.