

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ **1 EXTRA BALL** AND 5000 POINTS FOR KNOCKING ALL TARGETS DOWN.
- ★ **1 REPLAY** FOR EACH ADDITIONAL TIME TARGETS ARE KNOCKED DOWN.
- ★ TWO SAUCERS AND TWO BOTTOM OUTLANES SCORE WHEEL VALUE
- ★ SPINNERS SCORE 100 POINTS WHEN LIT.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ MAXIMUM — **1 EXTRA BALL** PER BALL IN PLAY.
- ★ **1 REPLAY** FOR EACH PLAYER MATCHING LAST TWO NUMBERS ON SCORE REEL WITH NUMBER WHICH APPEARS ON BACKGLASS AT END OF GAME.

M-1508-58-A

**1 TO 4
CAN PLAY**

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- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ **1 EXTRA BALL** AND 5000 POINTS FOR KNOCKING ALL TARGETS DOWN.
- ★ **1 REPLAY** FOR EACH ADDITIONAL TIME TARGETS ARE KNOCKED DOWN.
- ★ TWO SAUCERS AND TWO BOTTOM OUTLANES SCORE WHEEL VALUE
- ★ SPINNERS SCORE 100 POINTS WHEN LIT.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ MAXIMUM — **1 EXTRA BALL** PER BALL IN PLAY.

M-1508-58-B

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
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ONLY**

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ **1 EXTRA BALL** AND 5000 POINTS FOR KNOCKING ALL TARGETS DOWN.
- ★ **1 REPLAY** FOR EACH ADDITIONAL TIME TARGETS ARE KNOCKED DOWN.
- ★ TWO SAUCERS AND TWO BOTTOM OUTLANES SCORE WHEEL VALUE
- ★ SPINNERS SCORE 1000 POINTS WHEN LIT.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ MAXIMUM — **1 EXTRA BALL** PER BALL IN PLAY.
- ★ **1 REPLAY** FOR EACH PLAYER MATCHING LAST TWO NUMBERS ON SCORE REEL WITH NUMBER WHICH APPEARS ON BACKGLASS AT END OF GAME.

M-1508-58-C

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ **1 EXTRA BALL** AND 5000 POINTS FOR KNOCKING ALL TARGETS DOWN.
- ★ **1 REPLAY** FOR EACH ADDITIONAL TIME TARGETS ARE KNOCKED DOWN.
- ★ TWO SAUCERS AND TWO BOTTOM OUTLANES SCORE WHEEL VALUE
- ★ SPINNERS SCORE 1000 POINTS WHEN LIT.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ MAXIMUM — **1 EXTRA BALL** PER BALL IN PLAY.

M-1508-58-D

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ **1 EXTRA BALL** AND 5000 POINTS FOR KNOCKING ALL TARGETS DOWN.
- ★ 5000 POINTS FOR EACH ADDITIONAL TIME TARGETS ARE KNOCKED DOWN.
- ★ TWO SAUCERS AND TWO BOTTOM OUTLANES SCORE WHEEL VALUE
- ★ SPINNERS SCORE 100 POINTS WHEN LIT.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ MAXIMUM — **1 EXTRA BALL** PER BALL IN PLAY.

M-1508-58-E

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ **1 EXTRA BALL** AND 5000 POINTS FOR KNOCKING ALL TARGETS DOWN.
- ★ 5000 POINTS FOR EACH ADDITIONAL TIME TARGETS ARE KNOCKED DOWN.
- ★ TWO SAUCERS AND TWO BOTTOM OUTLANES SCORE WHEEL VALUE
- ★ SPINNERS SCORE 1000 POINTS WHEN SPINNERS ARE LIT.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ MAXIMUM — **1 EXTRA BALL** PER BALL IN PLAY.

M-1508-58-F

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ 5000 POINTS FOR KNOCKING ALL TARGETS DOWN.
- ★ **1 REPLAY AND 1 EXTRA BALL** FOR KNOCKING ALL TARGETS DOWN TWICE.
- ★ **1 REPLAY** FOR EACH ADDITIONAL TIME TARGETS ARE KNOCKED DOWN.
- ★ TWO SAUCERS AND TWO BOTTOM OUTLANES SCORE WHEEL VALUE
- ★ SPINNERS SCORE 100 POINTS WHEN LIT.
- ★ MAXIMUM — **1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.
- ★ **1 REPLAY** FOR EACH PLAYER MATCHING LAST TWO NUMBERS ON SCORE REEL WITH NUMBER WHICH APPEARS ON BACKGLASS AT END OF GAME.

M-1508-58-G

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ 5000 POINTS FOR KNOCKING ALL TARGETS DOWN.
- ★ **1 REPLAY AND 1 EXTRA BALL** FOR KNOCKING ALL TARGETS DOWN TWICE.
- ★ **1 REPLAY** FOR EACH ADDITIONAL TIME TARGETS ARE KNOCKED DOWN.
- ★ TWO SAUCERS AND TWO BOTTOM OUTLANES SCORE WHEEL VALUE
- ★ SPINNERS SCORE 100 POINTS WHEN LIT.
- ★ MAXIMUM — **1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-58-H

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
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- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ 5000 POINTS FOR KNOCKING ALL TARGETS DOWN.
- ★ **1 REPLAY AND 1 EXTRA BALL** FOR KNOCKING ALL TARGETS DOWN TWICE.
- ★ **1 REPLAY** FOR EACH ADDITIONAL TIME TARGETS ARE KNOCKED DOWN.
- ★ TWO SAUCERS AND TWO BOTTOM OUTLANES SCORE WHEEL VALUE
- ★ SPINNERS SCORE 1000 POINTS WHEN LIT.
- ★ MAXIMUM — **1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.
- ★ **1 REPLAY** FOR EACH PLAYER MATCHING LAST TWO NUMBERS ON SCORE REEL WITH NUMBER WHICH APPEARS ON BACKGLASS AT END OF GAME.

M-1508-58-I

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ 5000 POINTS FOR KNOCKING ALL TARGETS DOWN.
- ★ **1 REPLAY AND 1 EXTRA BALL** FOR KNOCKING ALL TARGETS DOWN TWICE.
- ★ **1 REPLAY** FOR EACH ADDITIONAL TIME TARGETS ARE KNOCKED DOWN.
- ★ TWO SAUCERS AND TWO BOTTOM OUTLANES SCORE WHEEL VALUE
- ★ SPINNERS SCORE 1000 POINTS WHEN LIT.
- ★ MAXIMUM — **1 EXTRA BALL** PER BALL IN PLAY.

TILT PENALTY — BALL IN PLAY.

M-1508-58-J

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ 5000 POINTS FOR KNOCKING ALL TARGETS DOWN.
- ★ **1 EXTRA BALL** AND 5000 POINTS FOR KNOCKING ALL TARGETS DOWN TWICE.
- ★ 5000 POINTS FOR EACH ADDITIONAL TIME TARGETS ARE KNOCKED DOWN.
- ★ TWO SAUCERS AND TWO BOTTOM OUTLANES SCORE WHEEL VALUE
- ★ SPINNERS SCORE 100 POINTS WHEN LIT.
- ★ MAXIMUM — **1 EXTRA BALL** PER BALL IN PLAY.

TILT PENALTY — BALL IN PLAY.

M-1508-58-K

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ 5000 POINTS FOR KNOCKING ALL TARGETS DOWN.
- ★ **1 EXTRA BALL** AND 5000 POINTS FOR KNOCKING ALL TARGETS DOWN TWICE.
- ★ 5000 POINTS FOR EACH ADDITIONAL TIME TARGETS ARE KNOCKED DOWN.
- ★ TWO SAUCERS AND TWO BOTTOM OUTLANES SCORE WHEEL VALUE
- ★ SPINNERS SCORE 1000 POINTS WHEN LIT.
- ★ MAXIMUM — **1 EXTRA BALL** PER BALL IN PLAY.

TILT PENALTY — BALL IN PLAY.

M-1508-58-L

FOR
AMUSEMENT
ONLY

FREEDOM

FOR
AMUSEMENT
ONLY

- 1 REPLAY FOR EACH SCORE OF 94,000 POINTS
- 1 REPLAY FOR EACH SCORE OF 132,000 POINTS
- 1 REPLAY FOR EACH SCORE OF 166,000 POINTS

5 BALLS PER GAME

M-1508-58-M

FOR
AMUSEMENT
ONLY

FREEDOM

FOR
AMUSEMENT
ONLY

- 1 REPLAY FOR EACH SCORE OF 80,000 POINTS
- 1 REPLAY FOR EACH SCORE OF 118,000 POINTS
- 1 REPLAY FOR EACH SCORE OF 162,000 POINTS

3 BALLS PER GAME

M-1508-58-N

<p>1 REPLAY FOR EACH SCORE OF 88,000 POINTS</p> <p>1 REPLAY FOR EACH SCORE OF 132,000 POINTS</p>	M-1508-58-O
<p>1 REPLAY FOR EACH SCORE OF 96,000 POINTS</p> <p>1 REPLAY FOR EACH SCORE OF 132,000 POINTS</p>	M-1508-58-P
<p>1 REPLAY FOR EACH SCORE OF 100,000 POINTS</p> <p>1 REPLAY FOR EACH SCORE OF 134,000 POINTS</p>	M-1508-58-Q
<p>1 REPLAY FOR EACH SCORE OF 112,000 POINTS</p> <p>1 REPLAY FOR EACH SCORE OF 140,000 POINTS</p>	M-1508-58-R
<p>1 REPLAY FOR EACH SCORE OF 120,000 POINTS</p> <p>1 REPLAY FOR EACH SCORE OF 138,000 POINTS</p>	M-1508-58-S
<p>1 REPLAY FOR EACH SCORE OF 120,000 POINTS</p> <p>1 REPLAY FOR EACH SCORE OF 162,000 POINTS</p>	M-1508-58-T
<p>1 REPLAY FOR EACH SCORE OF 132,000 POINTS</p> <p>1 REPLAY FOR EACH SCORE OF 164,000 POINTS</p>	M-1508-58-U
<p>1 REPLAY FOR EACH SCORE OF 138,000 POINTS</p> <p>1 REPLAY FOR EACH SCORE OF 170,000 POINTS</p>	M-1508-58-V
<p>1 REPLAY FOR EACH SCORE OF 59,000 POINTS</p> <p>1 REPLAY FOR EACH SCORE OF 114,000 POINTS</p> <p>1 REPLAY FOR EACH SCORE OF 166,000 POINTS</p>	M-1508-58-W

1 REPLAY FOR EACH SCORE OF 88,000 POINTS 1 REPLAY FOR EACH SCORE OF 120,000 POINTS 1 REPLAY FOR EACH SCORE OF 162,000 POINTS	M-1508-58-X
1 REPLAY FOR EACH SCORE OF 59,000 POINTS 1 REPLAY FOR EACH SCORE OF 140,000 POINTS 1 REPLAY FOR EACH SCORE OF 168,000 POINTS	M-1508-58-Y
1 REPLAY FOR EACH SCORE OF 112,000 POINTS 1 REPLAY FOR EACH SCORE OF 134,000 POINTS 1 REPLAY FOR EACH SCORE OF 168,000 POINTS	M-1508-58-Z
1 REPLAY FOR EACH SCORE OF 120,000 POINTS 1 REPLAY FOR EACH SCORE OF 139,000 POINTS 1 REPLAY FOR EACH SCORE OF 168,000 POINTS	M-1508-58-AA
1 EXTRA BALL FOR EACH SCORE OF 84,000 POINTS 1 EXTRA BALL FOR EACH SCORE OF 120,000 POINTS	M-1508-58-AB
1 EXTRA BALL FOR EACH SCORE OF 92,000 POINTS 1 EXTRA BALL FOR EACH SCORE OF 134,000 POINTS	M-1508-58-AC
1 EXTRA BALL FOR EACH SCORE OF 100,000 POINTS 1 EXTRA BALL FOR EACH SCORE OF 136,000 POINTS	M-1508-58-AD
1 EXTRA BALL FOR EACH SCORE OF 116,000 POINTS 1 EXTRA BALL FOR EACH SCORE OF 138,000 POINTS	M-1508-58-AE
1 EXTRA BALL FOR EACH SCORE OF 120,000 POINTS 1 EXTRA BALL FOR EACH SCORE OF 162,000 POINTS	M-1508-58-AF

1 REPLAY FOR EACH SCORE OF POINTS 1 REPLAY FOR EACH SCORE OF POINTS 1 REPLAY FOR EACH SCORE OF POINTS	M-1508-58-AG
1 REPLAY FOR EACH SCORE OF POINTS 1 REPLAY FOR EACH SCORE OF POINTS	M-1508-58-AH
1 EXTRA BALL FOR EACH SCORE OF POINTS 1 EXTRA BALL FOR EACH SCORE OF POINTS	M-1508-58-AI
1 REPLAY FOR EACH SCORE OF 72,000 POINTS 1 REPLAY FOR EACH SCORE OF 118,000 POINTS 1 REPLAY FOR EACH SCORE OF 164,000 POINTS	M-1508-58-AJ
1 REPLAY FOR EACH SCORE OF 116,000 POINTS 1 REPLAY FOR EACH SCORE OF 138,000 POINTS 1 REPLAY FOR EACH SCORE OF 170,000 POINTS	M-1508-58-AK
1 REPLAY FOR EACH SCORE OF 100,000 POINTS 1 REPLAY FOR EACH SCORE OF 134,000 POINTS 1 REPLAY FOR EACH SCORE OF 168,000 POINTS	M-1508-58-AL
1 EXTRA BALL FOR EACH SCORE OF 59,000 POINTS 1 EXTRA BALL FOR EACH SCORE OF 116,000 POINTS	M-1508-58-AM
1 EXTRA BALL FOR EACH SCORE OF 72,000 POINTS 1 EXTRA BALL FOR EACH SCORE OF 116,000 POINTS	M-1508-58-AN

Fonts used: News Gothic MT Std, News Gothic MT Std Condensed, Wingdings.
Card size: 142x83mm (instructions), 115x25mm (score inserts).
Special thanks to Jim Swenson for helping with the score inserts.

Cards status: complete

M1508-58-A confirmed.
M1508-58-B confirmed.
M1508-58-C confirmed.
M1508-58-D confirmed.
M1508-58-E confirmed.
M1508-58-F confirmed.
M1508-58-G confirmed.
M1508-58-H confirmed.
M1508-58-I confirmed.
M1508-58-J confirmed.
M1508-58-K confirmed.
M1508-58-L confirmed.
M1508-58-M confirmed.
M1508-58-N confirmed.
All score insert cards are confirmed.

Card #54 is used in the prototype version.
Card #58 is used in the EM version.
Card #64 is used in the SS version.

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.