 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.

FOR  
AMUSEMENT  
ONLY

# 1 TO 4 CAN PLAY

M-1508-58-A

## INSTRUCTIONS

 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.

FOR  
AMUSEMENT  
ONLY

# 1 TO 4 CAN PLAY

M-1508-58-B

## INSTRUCTIONS

 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.

FOR  
AMUSEMENT  
ONLY

# 1 TO 4 CAN PLAY

M-1508-58-C

## INSTRUCTIONS

 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.

FOR  
AMUSEMENT  
ONLY

# 1 TO 4 CAN PLAY

M-1508-58-D

## INSTRUCTIONS

 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.

FOR  
AMUSEMENT  
ONLY

# 1 TO 4 CAN PLAY

M-1508-58-E

## INSTRUCTIONS

 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.

FOR  
AMUSEMENT  
ONLY

# 1 TO 4 CAN PLAY

M-1508-58-F

## INSTRUCTIONS

 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.

FOR  
AMUSEMENT  
ONLY

# 1 TO 4 CAN PLAY

M-1508-58-G

## INSTRUCTIONS

 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.

FOR  
AMUSEMENT  
ONLY

# 1 TO 4 CAN PLAY

M-1508-58-H

## INSTRUCTIONS

 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.

FOR  
AMUSEMENT  
ONLY

# 1 TO 4 CAN PLAY

M-1508-58-I

## INSTRUCTIONS

 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.

FOR  
AMUSEMENT  
ONLY

# 1 TO 4 CAN PLAY

M-1508-58-J

## INSTRUCTIONS

 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.

FOR  
AMUSEMENT  
ONLY

# 1 TO 4 CAN PLAY

M-1508-58-K

## INSTRUCTIONS

 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.

FOR  
AMUSEMENT  
ONLY

# 1 TO 4 CAN PLAY

M-1508-58-L

## INSTRUCTIONS

FOR  
AMUSEMENT  
ONLY

## FREEDOM

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

M-1508-58-M

FOR  
AMUSEMENT  
ONLY

5 BALLS PER GAME

FOR  
AMUSEMENT  
ONLY

## FREEDOM

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

M-1508-58-N

FOR  
AMUSEMENT  
ONLY

3 BALLS PER GAME

1 REPLAY FOR EACH SCORE OF 88,000 POINTS  
  
1 REPLAY FOR EACH SCORE OF 132,000 POINTS

M-1508-58-O

1 REPLAY FOR EACH SCORE OF 96,000 POINTS  
  
1 REPLAY FOR EACH SCORE OF 132,000 POINTS

M-1508-58-P

1 REPLAY FOR EACH SCORE OF 100,000 POINTS  
  
1 REPLAY FOR EACH SCORE OF 134,000 POINTS

M-1508-58-Q

1 REPLAY FOR EACH SCORE OF 112,000 POINTS  
  
1 REPLAY FOR EACH SCORE OF 140,000 POINTS

M-1508-58-R

1 REPLAY FOR EACH SCORE OF 120,000 POINTS  
  
1 REPLAY FOR EACH SCORE OF 138,000 POINTS

M-1508-58-S

1 REPLAY FOR EACH SCORE OF 120,000 POINTS  
  
1 REPLAY FOR EACH SCORE OF 162,000 POINTS

M-1508-58-T

1 REPLAY FOR EACH SCORE OF 132,000 POINTS  
  
1 REPLAY FOR EACH SCORE OF 164,000 POINTS

M-1508-58-U

1 REPLAY FOR EACH SCORE OF 138,000 POINTS  
  
1 REPLAY FOR EACH SCORE OF 170,000 POINTS

M-1508-58-V

1 REPLAY FOR EACH SCORE OF 59,000 POINTS  
1 REPLAY FOR EACH SCORE OF 114,000 POINTS  
1 REPLAY FOR EACH SCORE OF 166,000 POINTS

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](http://www.inkochnito.nl)

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