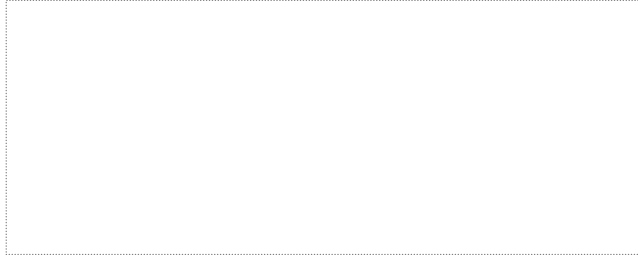


ONE OR TWO CAN PLAY

★ Deposit one coin, then WAIT until Totalizers reset to zero before depositing coin for second player ★ Players shoot in turn, as 1st or 2nd PLAYER lights on backglass ★ TILT disqualifies only player who caused TILT ★ Hitting A or C Rollover when lit qualifies RIGHT SPECIAL Rollover for mystery light-up ★ Hitting B or D Rollover when lit qualifies LEFT SPECIAL Rollover for mystery light-up ★ Matching last number of score with number which lights on backglass at end of game scores 1 Replay

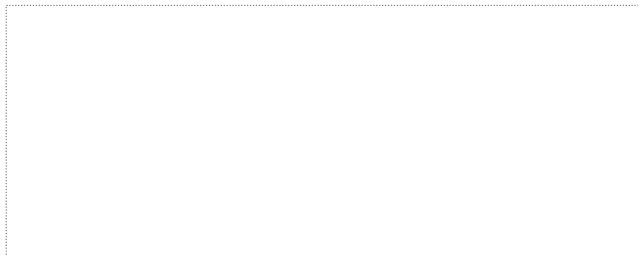


**SPECIAL
ROLLOVERS**
score
1 REPLAY
when lit

MW-1-M-R

ONE OR TWO CAN PLAY

★ Deposit one coin, then WAIT until Totalizers reset to zero before depositing coin for second player ★ Players shoot in turn, as 1st or 2nd PLAYER lights on backglass ★ TILT disqualifies only player who caused TILT ★ Hitting A or C Rollover when lit qualifies RIGHT SPECIAL Rollover for mystery light-up ★ Hitting B or D Rollover when lit qualifies LEFT SPECIAL Rollover for mystery light-up

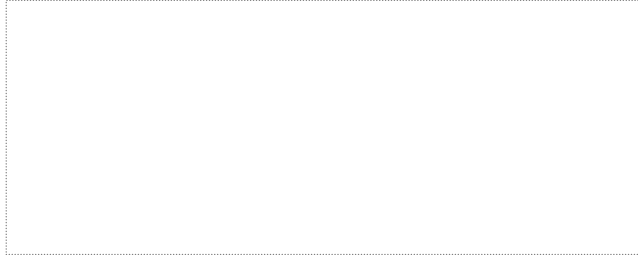


**SPECIAL
ROLLOVERS**
score
1 REPLAY
when lit

MW-1-L-R

ONE OR TWO CAN PLAY

★ Deposit one coin, then WAIT until Totalizers reset to zero before depositing coin for second player ★ Players shoot in turn, as 1st or 2nd PLAYER lights on backglass ★ TILT disqualifies only player who caused TILT ★ Hitting A or C Rollover when lit qualifies RIGHT SPECIAL Rollover for mystery light-up ★ Hitting B or D Rollover when lit qualifies LEFT SPECIAL Rollover for mystery light-up ★ Matching last number of score with number which lights on backglass at end of game scores 1 Replay

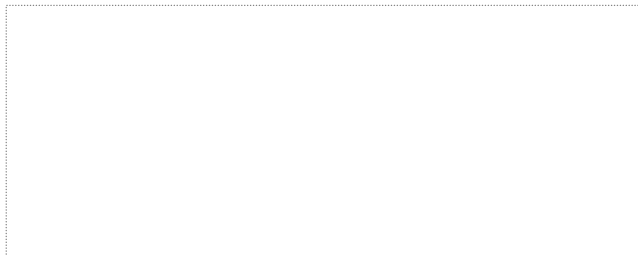


**SPECIAL
ROLLOVERS**
score
100
when lit

MW-100-M-R

ONE OR TWO CAN PLAY

★ Deposit one coin, then WAIT until Totalizers reset to zero before depositing coin for second player ★ Players shoot in turn, as 1st or 2nd PLAYER lights on backglass ★ TILT disqualifies only player who caused TILT ★ Hitting A or C Rollover when lit qualifies RIGHT SPECIAL Rollover for mystery light-up ★ Hitting B or D Rollover when lit qualifies LEFT SPECIAL Rollover for mystery light-up



**SPECIAL
ROLLOVERS**
score
100
when lit

MW-100-R

ONE OR TWO CAN PLAY

★ Deposit one coin, then WAIT until Totalizers reset to zero before depositing coin for second player ★ Players shoot in turn, as 1st or 2nd PLAYER lights on backglass ★ TILT disqualifies only player who caused TILT ★ Hitting A or C Rollover when lit qualifies RIGHT SPECIAL Rollover for mystery light-up ★ Hitting B or D Rollover when lit qualifies LEFT SPECIAL Rollover for mystery light-up

Score of 700 Points – FAIR
Score of 900 Points – GOOD
Score of 1000 Points – EXCELLENT
Score of 1100 Points – SUPER
Score of 1200 Points – GENIUS

**SPECIAL
ROLLOVERS**
score
100
when lit

MW-R (3 BALLS)-R

ONE OR TWO CAN PLAY

★ Deposit one coin, then WAIT until Totalizers reset to zero before depositing coin for second player ★ Players shoot in turn, as 1st or 2nd PLAYER lights on backglass ★ TILT disqualifies only player who caused TILT ★ Hitting A or C Rollover when lit qualifies RIGHT SPECIAL Rollover for mystery light-up ★ Hitting B or D Rollover when lit qualifies LEFT SPECIAL Rollover for mystery light-up

Score of 1200 Points – FAIR
Score of 1300 Points – GOOD
Score of 1400 Points – EXCELLENT
Score of 1500 Points – SUPER
Score of 1600 Points – GENIUS

**SPECIAL
ROLLOVERS**
score
100
when lit

MW-R (5 BALLS)-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

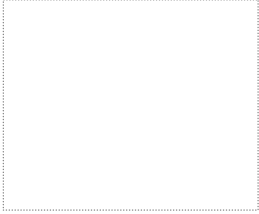
ADD-BLANK (A)



1 Added Ball for each score of ____
1 Added Ball for each score of ____

1 Added Ball for each score of ____
1 Added Ball for each score of ____

ADD-BLANK (B)



Tilt disqualifies
ball in play from
further scoring

PLACE THIS CARD UNDER SCORE CARD
WHICH IN TURN SHOULD BE UNDER
INSTRUCTIONS CARD.

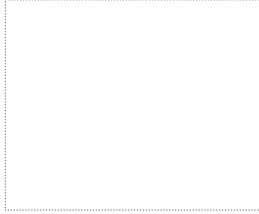
**TILT
ENDS
GAME**

TILT-E



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**



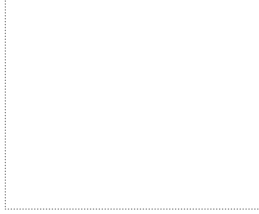
D-24-42 (3 BALLS)

- 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-26-44 (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



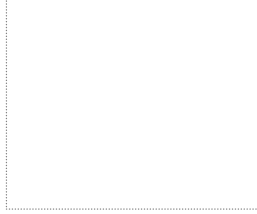
D-28-46 (3 BALLS)

1 Replay for each score of 2800 Points
1 Replay for each score of 3400 Points
1 Replay for each score of 4000 Points
1 Replay for each score of 4600 Points



D-30-52 (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



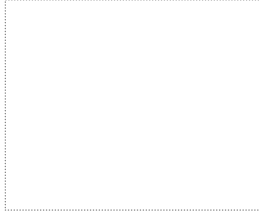
D-34-56 (5 BALLS)

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



D-BLANK (A)

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 (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

Fonts used: News Gothic MT Std, News Gothic MT Std Condensed, Wingdings.

Cards status:

MW-1-M-R instruction card confirmed.
MW-1-R instruction card confirmed.
MW-100-M-R instruction card confirmed.
MW-100-R instruction card confirmed.
MW-R (3 BALLS)-R instruction card confirmed.
MW-R (5 BALLS)-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.
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

If you like my work, please send me a donation via PayPal