 Targets 1, 2, 3 light before each ball is shot  Hit Targets 1, 2, 3, 4 and 5,  
when lit, to light corresponding Crescents on Playfield  Lighting Crescents  
1, 2, 3 advances Bonus to 30  Lighting Crescent 4 advances Bonus to 50  
 Lighting Crescent 5 advances Bonus to 100  Each ball shot through Top  
Gate lights next Horse-Shoe on Backglass  Lit Horse-Shoe remains lit, from  
game to game, until number 10 is lit, scoring 1 Replay  Matching last  
number of Score with number which lights on backglass at end of game scores  
1 Replay.

SPECIAL  
Rollover  
scores  
1 REPLAY  
when lit

**MAG-C1-S1-M**

 Targets 1, 2, 3 light before each ball is shot  Hit Targets 1, 2, 3, 4 and 5,  
when lit, to light corresponding Crescents on Playfield  Lighting Crescents  
1, 2, 3 advances Bonus to 30  Lighting Crescent 4 advances Bonus to 50  
 Lighting Crescent 5 advances Bonus to 100  Each ball shot through Top  
Gate lights next Horse-Shoe on Backglass  Lit Horse-Shoe remains lit, from  
game to game, until number 10 is lit, scoring 200 Points.

SPECIAL  
Rollover  
scores  
100 POINTS  
when lit

**MAG-C200-S100 (5 BALLS)**

#### 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

 Targets 1, 2, 3 light before each ball is shot  Hit Targets 1, 2, 3, 4 and 5,  
when lit, to light corresponding Crescents on Playfield  Lighting Crescents  
1, 2, 3 advances Bonus to 30  Lighting Crescent 4 advances Bonus to 50  
 Lighting Crescent 5 advances Bonus to 100  Each ball shot through Top  
Gate lights next Horse-Shoe on Backglass  Lit Horse-Shoe remains lit, from  
game to game, until number 10 is lit, scoring 300 Points.

SPECIAL  
Rollover  
scores  
100 POINTS  
when lit

**MAG-C300-S100 (3 BALLS)**

#### 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

D-6-10 (3 BALLS)

#### 1 Replay for each score of 600 Points

#### 1 Replay for each score of 800 Points

#### 1 Replay for each score of 900 Points

#### 1 Replay for each score of 1000 Points

D-7-10 (3 BALLS)

#### 1 Replay for each score of 700 Points

#### 1 Replay for each score of 800 Points

#### 1 Replay for each score of 900 Points

#### 1 Replay for each score of 1000 Points

D-5-10 (3 BALLS)

#### 1 Replay for each score of 500 Points

#### 1 Replay for each score of 800 Points

#### 1 Replay for each score of 900 Points

#### 1 Replay for each score of 1000 Points

D-5-11 (3 BALLS)

#### 1 Replay for each score of 500 Points

#### 1 Replay for each score of 800 Points

#### 1 Replay for each score of 1000 Points

#### 1 Replay for each score of 1100 Points

D-8-12 (3 BALLS)

#### 1 Replay for each score of 800 Points

#### 1 Replay for each score of 1000 Points

#### 1 Replay for each score of 1100 Points

#### 1 Replay for each score of 1200 Points

D-9-12 (3 BALLS)

#### 1 Replay for each score of 900 Points

#### 1 Replay for each score of 1000 Points

#### 1 Replay for each score of 1100 Points

#### 1 Replay for each score of 1200 Points

D-7-11 (3 BALLS)

#### 1 Replay for each score of 700 Points

#### 1 Replay for each score of 900 Points

#### 1 Replay for each score of 1000 Points

#### 1 Replay for each score of 1100 Points

D-8-11 (3 BALLS)

#### 1 Replay for each score of 800 Points

#### 1 Replay for each score of 900 Points

#### 1 Replay for each score of 1000 Points

#### 1 Replay for each score of 1100 Points

D-12-15 (5 BALLS)

#### 1 Replay for each score of 1200 Points

#### 1 Replay for each score of 1300 Points

#### 1 Replay for each score of 1400 Points

#### 1 Replay for each score of 1500 Points

D-12-16 (5 BALLS)

#### 1 Replay for each score of 1200 Points

#### 1 Replay for each score of 1400 Points

#### 1 Replay for each score of 1500 Points

#### 1 Replay for each score of 1600 Points

D-11-14 (5 BALLS)

#### 1 Replay for each score of 1100 Points

#### 1 Replay for each score of 1200 Points

#### 1 Replay for each score of 1300 Points

#### 1 Replay for each score of 1400 Points

D-11-15 (5 BALLS)

#### 1 Replay for each score of 1100 Points

#### 1 Replay for each score of 1300 Points

#### 1 Replay for each score of 1400 Points

#### 1 Replay for each score of 1500 Points

D-17-20 (5 BALLS)

#### 1 Replay for each score of 1700 Points

#### 1 Replay for each score of 1800 Points

#### 1 Replay for each score of 1900 Points

#### 1 Replay for each score of 2000 Points

D-17-21 (5 BALLS)

#### 1 Replay for each score of 1700 Points

#### 1 Replay for each score of 1900 Points

#### 1 Replay for each score of 2000 Points

#### 1 Replay for each score of 2100 Points

D-13-16 (5 BALLS)

#### 1 Replay for each score of 1300 Points

#### 1 Replay for each score of 1400 Points

#### 1 Replay for each score of 1500 Points

#### 1 Replay for each score of 1600 Points

D-13-17 (5 BALLS)

#### 1 Replay for each score of 1300 Points

#### 1 Replay for each score of 1500 Points

#### 1 Replay for each score of 1600 Points

#### 1 Replay for each score of 1700 Points

#### HI-SCORE REPLAY ADJUSTMENTS

#### THOUSANDS HUNDREDS

#### 4000 + 1000 500

#### 3000 + 900 400

#### 2000 + 800 300

#### 1000 + 700 200

#### 0 TO 1000 600 100

#### TO SCORE REPLAYS AT 100 TO 1000 :

#### PUT JACKS FED BY RED-WHITE WIRE INTO 0 TO 1000 ON THOUSANDS ADJUSTMENT PLUG AND 100, 200, 300 ETC; ON HUNDREDS ADJUSTMENT PLUG.

#### TO SCORE REPLAYS AT 1100 TO 2000:

#### PUT JACKS FED BY WHITE WIRE INTO 1000+ ON THOUSANDS ADJUSTMENT PLUG AND 100, 200, 300 ETC; ON HUNDREDS ADJUSTMENT PLUG.

#### TO SCORE REPLAYS AT 2100 TO 3000:

#### PUT JACKS FED BY WHITE WIRE INTO 2000+ ON THOUSANDS ADJUSTMENT PLUG AND 100, 200, 300 ETC; ON HUNDREDS ADJUSTMENT PLUG.

#### TO SCORE REPLAYS AT 3100 TO 4000:

#### PUT JACKS FED BY WHITE WIRE INTO 3000+ ON THOUSANDS ADJUSTMENT PLUG AND 100, 200, 300 ETC; ON HUNDREDS ADJUSTMENT PLUG.

#### TO SCORE REPLAYS AT 4100 TO 5000:

#### PUT JACKS FED BY WHITE WIRE INTO 4000+ ON THOUSANDS ADJUSTMENT PLUG AND 100, 200, 300 ETC; ON HUNDREDS ADJUSTMENT PLUG.

#### NOTE:

#### WHENEVER SCORES DESIGNATED TO SCORE REPLAYS OVERLAP, JACKS FED BY BOTH RED-WHITE AND WHITE WIRES MUST BY USED. EXAMPLE; TO SCORE REPLAYS AT 1700 - 1900 - 2000 AND 2100. JACKS FED BY RED-WHITE WIRE MUST BE PUT INTO 1000+ ON THOUSANDS ADJUSTMENT PLUG AND 700 - 900 - 1000 ON HUNDREDS ADJUSTMENT PLUG. JACKS FED BY WHITE WIRE MUST BE PUT INTO 2000+ ON THOUSANDS ADJUSTMENT PLUG AND 100 ON HUNDREDS ADJUSTMENT PLUG.

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

Card size: 141x95mm

**Cards status:**

MAG-C1-S1-M instruction card confirmed.

MAG-C200-S100 (5 balls) instruction card confirmed.

MAG-C300-S100 (3 balls) instruction card confirmed.

All score cards confirmed.

Hi-Score Replay Adjustment card confirmed, but needed to be verified if used in this game.

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 send me a donation via PayPal.