

1 TO 4  
CAN PLAY

## MYSTIC

FOR  
AMUSEMENT  
ONLY

1 REPLAY FOR EACH SCORE OF 360,000 POINTS.

1 REPLAY FOR EACH SCORE OF 600,000 POINTS.

5 BALLS  
PER  
GAME

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.  
1 REPLAY FOR MATCHING LAST TWO SCORE  
NUMBERS WITH MATCH NUMBERS.

5 BALLS  
PER  
GAME

M-1508-90-A

1 TO 4  
CAN PLAY

## MYSTIC

FOR  
AMUSEMENT  
ONLY

1 REPLAY FOR EACH SCORE OF 260,000 POINTS.

1 REPLAY FOR EACH SCORE OF 500,000 POINTS.

3 BALLS  
PER  
GAME

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.  
1 REPLAY FOR MATCHING LAST TWO SCORE  
NUMBERS WITH MATCH NUMBERS.

3 BALLS  
PER  
GAME

M-1508-90-B

**1 TO 4  
CAN PLAY**

## INSTRUCTIONS

**FOR  
AMUSEMENT  
ONLY**

- ★ BALL IN SAUCER SPOTS NEXT LIT STAR LANE, LITES SPINNERS AND SCORES 500 POINTS.
- ★ MAKING ALL STAR LANES:  
1ST TIME SCORES 10,000 POINTS AND LITES EXTRA BALL.  
2ND TIME SCORES EXTRA BALL AND LITES SPECIAL.  
3RD AND EACH ADDITIONAL TIME SCORES SPECIAL.
- ★ DROPPING ANY TARGET SPOTS A PYRAMID OR MYSTIC EYE AS INDICATED ON PLAYFIELD.
- ★ EACH LINE OF 3 PYRAMIDS OR MYSTIC EYES VERTICAL, HORIZONTAL, OR DIAGONAL ADVANCES EXTRA BONUS SCORES FROM 9,000 TO 72,000. WHEN 72,000 EXTRA BONUS IS LIT SPECIAL WILL LITE AFTER BONUS SCORE IS COLLECTD. COMPLETING CARD WITH ANY COMBINATION WHEN SPECIAL IS LIT SCORES 1 REPLAY.
- ★ EACH LIT PYRAMID OR MYSTIC EYE SCORES 3,000 BONUS POINTS PLUS EXTRA LIT BONUS.
- ★ COMPLETING CARD WITH ALL PYRAMIDS OR MYSTIC EYES SCORES 2 REPLAYS AND SPECIAL LITES AFTER BONUS SCORE IS COLLECTED.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-90-E

**1 TO 4  
CAN PLAY**

## INSTRUCTIONS

**FOR  
AMUSEMENT  
ONLY**

- ★ BALL IN SAUCER SPOTS NEXT LIT STAR LANE, LITES SPINNERS AND SCORES 500 POINTS.
- ★ MAKING ALL STAR LANES:  
1ST TIME SCORES 10,000 POINTS AND LITES EXTRA BALL.  
2ND TIME SCORES EXTRA BALL AND LITES SPECIAL.  
3RD AND EACH ADDITIONAL TIME SCORES 50,000 POINTS WHEN SPECIAL IS LIT.
- ★ DROPPING ANY TARGET SPOTS A PYRAMID OR MYSTIC EYE AS INDICATED ON PLAYFIELD.
- ★ EACH LINE OF 3 PYRAMIDS OR MYSTIC EYES VERTICAL, HORIZONTAL, OR DIAGONAL ADVANCES EXTRA BONUS SCORES FROM 9,000 TO 72,000. WHEN 72,000 EXTRA BONUS IS LIT SPECIAL WILL LITE AFTER BONUS SCORE IS COLLECTD. COMPLETING CARD WITH ANY COMBINATION SCORES EXTRA BALL OR 50,000 POINTS WHEN SPECIAL IS LIT.
- ★ EACH LIT PYRAMID OR MYSTIC EYE SCORES 3,000 BONUS POINTS PLUS EXTRA LIT BONUS.
- ★ COMPLETING CARD WITH ALL PYRAMIDS OR MYSTIC EYES SCORES EXTRA BALL OR 100,000 POINTS AND SPECIAL LITES AFTER BONUS SCORE IS COLLECTED.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-90-F

**1 TO 4  
CAN PLAY**

## INSTRUCTIONS

**FOR  
AMUSEMENT  
ONLY**

- ★ BALL IN SAUCER SPOTS NEXT LIT STAR LANE, LITES SPINNERS AND SCORES 500 POINTS.
- ★ MAKING ALL STAR LANES:  
1ST TIME SCORES 10,000 POINTS AND LITES EXTRA BALL.  
2ND TIME SCORES 25,000 POINTS WHEN EXTRA BALL IS LIT AND LITES SPECIAL.  
3RD AND EACH ADDITIONAL TIME SCORES 50,000 POINTS WHEN SPECIAL IS LIT.
- ★ DROPPING ANY TARGET SPOTS A PYRAMID OR MYSTIC EYE AS INDICATED ON PLAYFIELD.
- ★ EACH LINE OF 3 PYRAMIDS OR MYSTIC EYES VERTICAL, HORIZONTAL, OR DIAGONAL ADVANCES EXTRA BONUS SCORES FROM 9,000 TO 72,000. WHEN 72,000 EXTRA BONUS IS LIT SPECIAL WILL LITE AFTER BONUS SCORE IS COLLECTD. COMPLETING CARD WITH ANY COMBINATION SCORES 50,000 POINTS WHEN SPECIAL IS LIT.
- ★ EACH LIT PYRAMID OR MYSTIC EYE SCORES 3,000 BONUS POINTS PLUS EXTRA LIT BONUS.
- ★ COMPLETING CARD WITH ALL PYRAMIDS OR MYSTIC EYES SCORES 100,000 POINTS AND SPECIAL LITES AFTER BONUS SCORE IS COLLECTED.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-90-G

**1 TO 4  
CAN PLAY**

## INSTRUCTIONS

**FOR  
AMUSEMENT  
ONLY**

- ★ BALL IN SAUCER SPOTS NEXT LIT STAR LANE, LITES SPINNERS AND SCORES 500 POINTS.
- ★ MAKING ALL STAR LANES:  
1ST TIME SCORES 10,000 POINTS AND LITES EXTRA BALL.  
2ND TIME SCORES EXTRA BALL AND LITES SPECIAL.  
3RD AND EACH ADDITIONAL TIME SCORES SPECIAL.
- ★ DROPPING ANY TARGET SPOTS A PYRAMID OR MYSTIC EYE AS INDICATED ON PLAYFIELD.
- ★ EACH LINE OF 3 PYRAMIDS OR MYSTIC EYES VERTICAL, HORIZONTAL, OR DIAGONAL ADVANCES EXTRA BONUS SCORES FROM 9,000 TO 72,000. WHEN 72,000 EXTRA BONUS IS LIT SPECIAL WILL LITE AFTER BONUS SCORE IS COLLECTD. COMPLETING CARD WITH ANY COMBINATION WHEN SPECIAL IS LIT SCORES 1 REPLAY.
- ★ EACH LIT PYRAMID OR MYSTIC EYE SCORES 3,000 BONUS POINTS PLUS EXTRA LIT BONUS.
- ★ COMPLETING CARD WITH ALL PYRAMIDS OR MYSTIC EYES SCORES 3 REPLAYS AND SPECIAL LITES AFTER BONUS SCORE IS COLLECTED.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-90-TT

**1 à 4  
JOUEURS**

## **MYSTIC**

**POUR LE  
DIVERTISSEMENT  
SEULEMENT**

**1 PARTIE GRATUITE POUR 360,000 POINTS**

**1 PARTIE GRATUITE POUR 600,000 POINTS**

**5 BOULES  
PAR  
PARTIE**

**5 BOULES  
PAR  
PARTIE**

M-1508-90-A

**1 à 4  
JOUEURS**

## **MYSTIC**

**POUR LE  
DIVERTISSEMENT  
SEULEMENT**

**1 PARTIE GRATUITE POUR 260,000 POINTS**

**1 PARTIE GRATUITE POUR 500,000 POINTS**

**3 BOULES  
PAR  
PARTIE**

**3 BOULES  
PAR  
PARTIE**

M-1508-90-B

1 à 4  
JOUEURS PEUVENT  
Y JOUER

## REGLE DU JEU

JEU DE  
DIVERTISSEMENT

- ★ LA BILLE DANS LA SOUCOUBE LOCALISE LE COULOIR ALLUME STAR SUIVANT, ALLUME LES SPINNERS ET MARQUE 500 POINTS.
- ★ EN PASSANT PAR TOUS LES COULOIRS STAR:  
LA PREMIERE FOIS ON MARQUE 10.000 POINTS ET ON ALLUME LA BILLE SUPPLEMENTAIRE  
LA DEUXIEME FOIS ON RECOIT UNE BILLE GRATUITE ET ON ALLUME LE SPECIAL.  
LA TROISIEME FOIS ET TOUTES LES AUTRES FOIS ON MARQUE 50.000 POINTS QUAND LE SEPCIAL EST ALLUME.
- ★ EN FAISANT TOMBER UNE DES CIBLES, ON LOCALISE UNE PYRAMIDE OU UN ŒIL MAGIQUE "MYSTIC EYE" SUIVANT LES INDICATIONS DONNEES SUR LE TERRAIN DE JEU.
- ★ N'IMPORTE QUELLE LIGNE VERTICALE, HORIZONTALE OU DIAGONALE FORMANT 3 PYRAMIDES OU 3 YEUX MAGIQUES "MYSTIC EYES" FAIT PROGRESSER LES SCORES DE L'EXTRA BONUS DE 9.000 A 72.000. QUAND L'EXTRA BONUS DE 72.000 EST ALLUME LE SPECIAL S'ALLUME DES QUE LE SCORE DU BONUS EST ENREGISTRE. EN TERMINANT LA CARTE AVEC UNE DES COMBINAISONS ON MARQUE UNE BILLE SUPPLEMENTAIRE OU 50.000 POINTS QUAND LE SPECIAL EST ALLUME.
- ★ CHAQUE PYRAMIDE OU ŒIL MAGIQUE "MYSTIC EYE" ALLUME (E) MARQUE 3.000 POINTS EN BONUS PLUS L'EXTRA BONUS ALLUME.
- ★ EN TERMINANT LA CARTE AVEC TOUTES LES PYRAMIDES OU TOUS LES YEUX MAGIQUES "MYSTIC EYES", ON RECOIT UNE BILLE GRATUITE OU 100.000 POINTS ET LE SPECIAL S'ALLUME UNE FOIS QUE LE SCORE DU BONUS EST ENREGISTRE.
- ★ **MAXIMUM—UNE BILLE GRATUITE** PAR BILLE EN JEU.
- ★ PENALISATION—TILT ANNULE LA BILLE EN JEU.

M-1508-90-F

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

### Cards status: complete

M1508-90-A confirmed.  
M1508-90-B confirmed.  
M1508-90-E confirmed.  
M1508-90-F confirmed.  
M1508-90-G confirmed.  
M1508-90-TT confirmed.

Recommended "High Score to Date" levels:  
(reset periodically)  
3 ball 580,000 points  
5 ball 680,000 points

### Cards status French:

M1508-90-A needed to verify.  
M1508-90-B needed to verify.  
M1508-90-E needed.  
M1508-90-F confirmed.

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.