**INSTRUCTIONS**

**★** INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR

NEXT PLAYER.

**★** KNOCKING 10 TARGETS DOWN SCORES 6000 POINTS AND LITES TARGET SPECIAL

LITES—ALSO LITES BOTTOM ROLLOVERS TO SCORE EXTRA BALL.

**★ 1 REPLAY** FOR KNOCKING 5 TARGETS DOWN ON EITHER SIDE WHEN LIT FOR SPECIAL.

**★ 1 EXTRA BALL** FOR BALL THRU OUTLANE 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 REELS WITH

NUMBERS WHICH LITES ON BACK GLASS AT END OF GAME.

**1 TO 4**

**CAN PLAY**

**FOR**

**AMUSEMENT**

**ONLY**

**FOR**

**AMUSEMENT**

**ONLY**

**1 TO 4**

**CAN PLAY**

**INSTRUCTIONS**

M-1508-57-A

**★** INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR

NEXT PLAYER.

**★** KNOCKING 5 TARGETS DOWN ON EITHER SIDE SCORES 3000 POINTS AND LITES TARGET

SPECIAL LITES—ALSO LITES BOTTOM ROLLOVERS TO SCORE EXTRA BALL.

**★ 1 REPLAY** FOR KNOCKING 5 TARGETS DOWN ON EITHER SIDE WHEN LIT FOR SPECIAL.

**★ 1 EXTRA BALL** FOR BALL THRU OUTLANE 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 REELS WITH

NUMBERS WHICH LITES ON BACK GLASS AT END OF GAME.

M-1508-57-C

**★** INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR

NEXT PLAYER.

**★** KNOCKING 10 TARGETS DOWN SCORES 6000 POINTS AND LITES TARGET SPECIAL

LITES—ALSO LITES BOTTOM ROLLOVERS TO SCORE EXTRA BALL.

**★ 1 EXTRA BALL** FOR KNOCKING 5 TARGETS DOWN ON EITHER SIDE WHEN LIT FOR

SPECIAL.

**★ 1 EXTRA BALL** FOR BALL THRU OUTLANE WHEN LIT.

**★** MAXIMUM**—1 EXTRA BALL** PER BALL IN PLAY.

TILT PENALTY–BALL IN PLAY.

**INSTRUCTIONS**

**FOR**

**AMUSEMENT**

**ONLY**

**1 TO 4**

**CAN PLAY**

THESE CARDS ARE DESIGNED FOR BACK TO BACK PRINTING FOR WHEN YOU GET THE CARDS PRINTED ON CARD STOCK.

M-1508-57-E

**★** INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR

NEXT PLAYER.

**★** KNOCKING 10 TARGETS DOWN SCORES 6000 POINTS AND LITES TARGET SPECIAL

LITES—ALSO LITES BOTTOM ROLLOVERS TO SCORE EXTRA BALL.

**★ 1 REPLAY** FOR KNOCKING 5 TARGETS DOWN ON EITHER SIDE WHEN LIT FOR SPECIAL.

**★ 1 EXTRA BALL** FOR BALL THRU OUTLANE WHEN LIT.

**★** MAXIMUM**—1 EXTRA BALL** PER BALL IN PLAY.

TILT PENALTY–BALL IN PLAY.

**INSTRUCTIONS**

**FOR**

**AMUSEMENT**

**ONLY**

**1 TO 4**

**CAN PLAY**

**FOR**

**AMUSEMENT**

**ONLY**

**1 TO 4**

**CAN PLAY**

**FOR**

**AMUSEMENT**

**ONLY**

**1 TO 4**

**CAN PLAY**

M-1508-57-B

**★** INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR

NEXT PLAYER.

**★** KNOCKING 5 TARGETS DOWN ON EITHER SIDE SCORES 3000 POINTS AND LITES TARGET

SPECIAL LITES—ALSO LITES BOTTOM ROLLOVERS TO SCORE EXTRA BALL.

**★ 1 REPLAY** FOR KNOCKING 5 TARGETS DOWN ON EITHER SIDE WHEN LIT FOR SPECIAL.

**★ 1 EXTRA BALL** FOR BALL THRU OUTLANE WHEN LIT.

**★** MAXIMUM**—1 EXTRA BALL** PER BALL IN PLAY.

TILT PENALTY–BALL IN PLAY.

**INSTRUCTIONS**

M-1508-57-D

**★** INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR

NEXT PLAYER.

**★** KNOCKING 5 TARGETS DOWN ON EITHER SIDE SCORES 3000 POINTS AND LITES TARGET

SPECIAL LITES—ALSO LITES BOTTOM ROLLOVERS TO SCORE EXTRA BALL.

**★ 1 EXTRA BALL** FOR KNOCKING 5 TARGETS DOWN ON EITHER SIDE WHEN LIT FOR

SPECIAL.

**★ 1 EXTRA BALL** FOR BALL THRU OUTLANE WHEN LIT.

**★** MAXIMUM**—1 EXTRA BALL** PER BALL IN PLAY.

TILT PENALTY–BALL IN PLAY.

**INSTRUCTIONS**

M-1508-57-F

THESE CARDS ARE DESIGNED FOR BACK TO BACK PRINTING FOR WHEN YOU GET THE CARDS PRINTED ON CARD STOCK.