FOR  
AMUSEMENT  
ONLY

 INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR  
 NEXT PLAYER.

 ALL TARGETS DOWN – SCORE 1 GOAL WHEN TARGET GOAL LITE IS LIT, OR **1 REPLAY** WHEN SPECIAL LITE IS LIT.

 1st GOAL SCORES 5000 POINTS.

 2nd GOAL SCORES **1 EXTRA BALL.**

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

 3rd GOAL SCORES **1 REPLAY.**

 OUTHOLE SCORES **DOUBLE BONUS** ON 3rd BALL.

TILT PENALTY – BALL IN PLAY  
TILT DOES NOT DISQUALIFY PLAYER.

 **1 REPLAY** FOR EACH PLAYER MATCHING LAST TWO NUMBRS ON SCORE REELS WITH  
 NUMBER WHICH LITES ON BACK GLASS AT END OF GAME.

# 1 OR 2 CAN PLAY

## INSTRUCTIONS

M-1508-51-A

 INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR  
 NEXT PLAYER.

 ALL TARGETS DOWN – SCORE 1 GOAL WHEN TARGET GOAL LITE IS LIT, OR **1 REPLAY** WHEN SPECIAL LITE IS LIT.

 1st GOAL SCORES 5000 POINTS.

 2nd GOAL SCORES **1 EXTRA BALL.**

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

 3rd GOAL SCORES **1 REPLAY.**

 OUTHOLE SCORES DOUBLE BONUS ON 3rd BALL.

TILT PENALTY – BALL IN PLAY  
TILT DOES NOT DISQUALIFY PLAYER.

## INSTRUCTIONS

FOR  
AMUSEMENT  
ONLY

# 1 OR 2 CAN PLAY

M-1508-51-B

 INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR  
 NEXT PLAYER.

 ALL TARGETS DOWN – SCORE 1 GOAL WHEN TARGET GOAL LITE IS LIT, OR **1 REPLAY** WHEN SPECIAL LITE IS LIT.

 1st GOAL SCORES 5000 POINTS.

 2nd GOAL SCORES **1 EXTRA BALL.**

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

 3rd GOAL SCORES **1 REPLAY.**

 OUTHOLE SCORES DOUBLE BONUS ON 3rd BALL AND 5th BALL.

TILT PENALTY – BALL IN PLAY  
TILT DOES NOT DISQUALIFY PLAYER.

 **1 REPLAY** FOR EACH PLAYER MATCHING LAST TWO NUMBRS ON SCORE REELS WITH  
 NUMBER WHICH LITES ON BACK GLASS AT END OF GAME.

## INSTRUCTIONS

FOR  
AMUSEMENT  
ONLY

# 1 OR 2 CAN PLAY

M-1508-51-C

FOR  
AMUSEMENT  
ONLY

# 1 OR 2 CAN PLAY

 INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR  
 NEXT PLAYER.

 ALL TARGETS DOWN – SCORE 1 GOAL WHEN TARGET GOAL LITE IS LIT, OR **1 REPLAY** WHEN SPECIAL LITE IS LIT.

 1st GOAL SCORES 5000 POINTS.

 2nd GOAL SCORES **1 EXTRA BALL.**

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

 3rd GOAL SCORES **1 REPLAY.**

 OUTHOLE SCORES DOUBLE BONUS ON 3rd BALL AND 5th BALL.

TILT PENALTY – BALL IN PLAY  
TILT DOES NOT DISQUALIFY PLAYER.

## INSTRUCTIONS

M-1508-51-D

 INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR  
 NEXT PLAYER.

 ALL TARGETS DOWN – SCORE 1 GOAL WHEN TARGET GOAL LITE IS LIT, OR **1 REPLAY** WHEN SPECIAL LITE IS LIT.

 1st GOAL SCORES 5000 POINTS.

 2nd GOAL SCORES **1 EXTRA BALL.**

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

 3rd GOAL SCORES **1 REPLAY.**

 OUTHOLE SCORES DOUBLE BONUS ON 5th BALL.

TILT PENALTY – BALL IN PLAY  
TILT DOES NOT DISQUALIFY PLAYER.

 **1 REPLAY** FOR EACH PLAYER MATCHING LAST TWO NUMBRS ON SCORE REELS WITH  
 NUMBER WHICH LITES ON BACK GLASS AT END OF GAME.

## INSTRUCTIONS

FOR  
AMUSEMENT  
ONLY

# 1 OR 2 CAN PLAY

M-1508-51-E

 INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR  
 NEXT PLAYER.

 ALL TARGETS DOWN – SCORE 1 GOAL WHEN TARGET GOAL LITE IS LIT, OR **1 REPLAY** WHEN SPECIAL LITE IS LIT.

 1st GOAL SCORES 5000 POINTS.

 2nd GOAL SCORES **1 EXTRA BALL.**

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

 3rd GOAL SCORES **1 REPLAY.**

 OUTHOLE SCORES DOUBLE BONUS ON 5th BALL.

TILT PENALTY – BALL IN PLAY  
TILT DOES NOT DISQUALIFY PLAYER.

## INSTRUCTIONS

FOR  
AMUSEMENT  
ONLY

# 1 OR 2 CAN PLAY

M-1508-51-F

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

# 1 OR 2 CAN PLAY

 INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR  
 NEXT PLAYER.

 ALL TARGETS DOWN – SCORE 1 GOAL WHEN TARGET GOAL LITE IS LIT, OR 5000 POINTS WHEN SPECIAL LITE IS LIT.

 1st GOAL SCORES 5000 POINTS.

 2nd GOAL SCORES **1 EXTRA BALL** OR 5000 POINTS WHEN SPECIAL LITE IS LIT.

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

 3rd GOAL SCORES 5000 POINTS WHEN SPECIAL LITE IS LIT.

 OUTHOLE SCORES DOUBLE BONUS ON 3rd BALL.

TILT PENALTY – BALL IN PLAY  
TILT DOES NOT DISQUALIFY PLAYER.

M-1508-51-G

 INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR  
 NEXT PLAYER.

 ALL TARGETS DOWN – SCORE 1 GOAL WHEN TARGET GOAL LITE IS LIT, OR 5000 POINTS WHEN SPECIAL LITE IS LIT.

 1st GOAL SCORES 5000 POINTS.

 2nd GOAL SCORES **1 EXTRA BALL** OR 5000 POINTS WHEN SPECIAL LITE IS LIT.

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

 3rd GOAL SCORES 5000 POINTS WHEN SPECIAL LITE IS LIT.

 OUTHOLE SCORES DOUBLE BONUS ON 5th BALL.

TILT PENALTY – BALL IN PLAY  
TILT DOES NOT DISQUALIFY PLAYER.

## INSTRUCTIONS

FOR  
AMUSEMENT  
ONLY

# 1 OR 2 CAN PLAY

M-1508-51-H

**1 REPLAY FOR EACH SCORE OF 77,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 88,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 99,000 POINTS.**

5 BALLS PER GAME

FOR  
AMUSEMENT  
ONLY

FOR  
AMUSEMENT  
ONLY

## QUARTERBACK

M-1508-51-I

**1 REPLAY FOR EACH SCORE OF 65,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 84,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 99,000 POINTS.**

3 BALLS PER GAME

## QUARTERBACK

FOR  
AMUSEMENT  
ONLY

FOR  
AMUSEMENT  
ONLY

M-1508-51-J

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

I’ve used Bally – Kick Off as a base for all the cards.

**Cards status:**

M1508-51-A needed to verify.

Card M-1508-51-K scores are 70,000 – 99,000.

Card M-1508-51-L scores are ?

Card M-1508-51-M scores are 78,000 – 99,000.

Card M-1508-51-N scores are 82,000 – 99,000.

Card M-1508-51-O scores are 86,000 – 99,000.

Card M-1508-51-P scores are 48,000 – 80,000 – 99,000.

Card M-1508-51-Q scores are ?

Card M-1508-51-R scores are 57,000 – 82,000 – 99,000.

Card M-1508-51-S scores are 61,000 – 83,000 – 99,000.

Card M-1508-51-T scores are 77,000 – 88,000 – 99,000.

Card M-1508-51-U scores are ?

Card M-1508-51-V scores are 73,000 – 97,000 – 99,000.

Card M-1508-51-W scores are 45,000 – 68,000.

Card M-1508-51-X scores are 53,000 – 72,000.

Card M-1508-51-Y scores are 61,000 – 78,000.

Card M-1508-51-AD scores are 81,000 – 92,000 – 99,000.

Card M-1508-51-AE scores are 80,000 – 111,000.

M1508-51-B needed to verify.

M1508-51-D needed to verify.

M1508-51-E needed to verify.

M1508-51-F needed to verify.

M1508-51-G needed to verify.

M1508-51-H needed to verify.

M1508-51-I needed to verify.

M1508-51-J needed to verify.

M1508-51-K needed to verify.

M1508-51-L needed to verify.

M1508-51-M needed to verify.

M1508-51-N needed to verify.

M1508-51-O needed to verify.

M1508-51-P needed to verify.

M1508-51-Q needed to verify.

M1508-51-R needed to verify.

M1508-51-S needed to verify.

M1508-51-T needed to verify.

M1508-51-U needed to verify.

M1508-51-V needed to verify.

M1508-51-W needed to verify.

M1508-51-X needed to verify.

M1508-51-Y needed to verify.

M1508-51-Z needed to verify.

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.