

1 TO 4  
CAN PLAY

## SILVERBALL MANIA

FOR  
AMUSEMENT  
ONLY

1 REPLAY FOR EACH SCORE OF 580,000 POINTS.

1 REPLAY FOR EACH SCORE OF 820,000 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-1508-87-A

1 TO 4  
CAN PLAY

## SILVERBALL MANIA

FOR  
AMUSEMENT  
ONLY

1 REPLAY FOR EACH SCORE OF 360,000 POINTS.

1 REPLAY FOR EACH SCORE OF 600,000 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-1508-87-B



**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ COMPLETING S-I-L-V-E-R-B-A-L-L M-A-N-I-A:  
1ST TIME LITES WIZARD BONUS FOR 15,000 POINTS.  
2ND TIME LITES SUPREME WIZARD BONUS FOR 30,000 POINTS  
AND SILVERBALL MANIA FOR SPECIAL.  
3RD TIME SCORES SPECIAL AND LITES KICKER SPECIAL.
- ★ COMPLETING M-A-N-I-A LITES SPINNERS FOR 1,000 POINTS.
- ★ KICKER SCORES 5,000 POINTS AND 1 REPLAY WHEN SPECIAL IS LIT.
- ★ SCORING KICKER SPECIAL ADVANCES A LETTER OF SILVERBALL IN BACKGLASS.  
WHEN COMPLETED 3 REPLAYS ARE SCORED.
- ★ CENTER HOOP ADVANCES BONUS MULTIPLIERS AND LITES CENTER TARGET  
FOR EXTRA BALL.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.

M-1508-87-E

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ COMPLETING S-I-L-V-E-R-B-A-L-L M-A-N-I-A:  
1ST TIME LITES WIZARD BONUS FOR 15,000 POINTS.  
2ND TIME LITES SUPREME WIZARD BONUS FOR 30,000 POINTS  
AND SILVERBALL MANIA FOR SPECIAL.  
3RD TIME SCORES SPECIAL AND LITES KICKER SPECIAL.
- ★ COMPLETING M-A-N-I-A LITES SPINNERS FOR 1,000 POINTS.
- ★ KICKER SCORES 5,000 POINTS AND 1 REPLAY WHEN SPECIAL IS LIT.
- ★ SCORING KICKER SPECIAL ADVANCES A LETTER OF SILVERBALL IN BACKGLASS.  
WHEN COMPLETED SCORES 1 REPLAY.
- ★ CENTER HOOP ADVANCES BONUS MULTIPLIERS AND LITES CENTER TARGET  
FOR EXTRA BALL.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.

M-1508-87-F



**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ COMPLETING S-I-L-V-E-R-B-A-L-L M-A-N-I-A:  
1ST TIME LITES WIZARD BONUS FOR 15,000 POINTS.  
2ND TIME LITES SUPREME WIZARD BONUS FOR 30,000 POINTS,  
SILVERBALL MANIA AND KICKER FOR SPECIAL.  
3RD AND EACH ADDITIONAL TIME SCORES SPECIAL.
- ★ COMPLETING M-A-N-I-A LITES SPINNERS FOR 1,000 POINTS.
- ★ KICKER SCORES 5,000 POINTS AND 1 REPLAY WHEN SPECIAL IS LIT.
- ★ SCORING KICKER SPECIAL ADVANCES A LETTER OF SILVERBALL IN BACKGLASS.  
WHEN COMPLETED 3 REPLAYS ARE SCORED.
- ★ CENTER HOOP ADVANCES BONUS MULTIPLIERS AND LITES CENTER TARGET  
FOR EXTRA BALL.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.

M-1508-87-G

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ COMPLETING S-I-L-V-E-R-B-A-L-L M-A-N-I-A:  
1ST TIME LITES WIZARD BONUS FOR 15,000 POINTS.  
2ND TIME LITES SUPREME WIZARD BONUS FOR 30,000 POINTS,  
SILVERBALL MANIA AND KICKER FOR SPECIAL.  
3RD AND EACH ADDITIONAL TIME SCORES SPECIAL.
- ★ COMPLETING M-A-N-I-A LITES SPINNERS FOR 1,000 POINTS.
- ★ KICKER SCORES 5,000 POINTS AND 1 REPLAY WHEN SPECIAL IS LIT.
- ★ SCORING KICKER SPECIAL ADVANCES A LETTER OF SILVERBALL IN BACKGLASS.  
WHEN COMPLETED SCORES 1 REPLAY.
- ★ CENTER HOOP ADVANCES BONUS MULTIPLIERS AND LITES CENTER TARGET  
FOR EXTRA BALL.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.

M-1508-87-H



**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ COMPLETING S-I-L-V-E-R-B-A-L-L M-A-N-I-A:  
1ST TIME LITES WIZARD BONUS FOR 15,000 POINTS.  
2ND TIME LITES SUPREME WIZARD BONUS FOR 30,000 POINTS,  
SILVERBALL MANIA FOR SPECIAL.  
3RD TIME SCORES SPECIAL AND LITES KICKER SPECIAL.
- ★ COMPLETING M-A-N-I-A LITES SPINNERS FOR 1,000 POINTS.
- ★ KICKER SCORES 5,000 POINTS AND 1 REPLAY WHEN SPECIAL IS LIT.
- ★ CENTER HOOP ADVANCES BONUS MULTIPLIERS AND LITES CENTER TARGET FOR EXTRA BALL.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.

M-1508-87-I

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ COMPLETING S-I-L-V-E-R-B-A-L-L M-A-N-I-A:  
1ST TIME LITES WIZARD BONUS FOR 15,000 POINTS.  
2ND TIME LITES SUPREME WIZARD BONUS FOR 30,000 POINTS,  
SILVERBALL MANIA AND KICKER FOR SPECIAL.  
3RD AND EACH ADDITIONAL TIME SCORES SPECIAL.
- ★ COMPLETING M-A-N-I-A LITES SPINNERS FOR 1,000 POINTS.
- ★ KICKER SCORES 5,000 POINTS AND 1 REPLAY WHEN SPECIAL IS LIT.
- ★ CENTER HOOP ADVANCES BONUS MULTIPLIERS AND LITES CENTER TARGET FOR EXTRA BALL.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.

M-1508-87-J



**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ COMPLETING S-I-L-V-E-R-B-A-L-L M-A-N-I-A:  
1ST TIME LITES WIZARD BONUS FOR 15,000 POINTS.  
2ND TIME LITES SUPREME WIZARD BONUS FOR 30,000 POINTS  
AND SILVERBALL MANIA FOR SPECIAL.  
3RD TIME SCORES SPECIAL AND LITES KICKER SPECIAL.
- ★ COMPLETING M-A-N-I-A LITES SPINNERS FOR 1,000 POINTS.
- ★ KICKER SCORES 5,000 POINTS AND 1 REPLAY WHEN SPECIAL IS LIT.
- ★ CENTER HOOP ADVANCES BONUS MULTIPLIERS AND LITES CENTER TARGET FOR EXTRA BALL.
- ★ SCORING SILVERBALL MANIA SPECIAL ADVANCES A LETTER OF SILVERBALL IN BACKGLASS. WHEN COMPLETED 3 REPLAYS ARE SCORED.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.

M-1508-87-K

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ COMPLETING S-I-L-V-E-R-B-A-L-L M-A-N-I-A:  
1ST TIME LITES WIZARD BONUS FOR 15,000 POINTS.  
2ND TIME LITES SUPREME WIZARD BONUS FOR 30,000 POINTS  
AND SILVERBALL MANIA FOR SPECIAL.  
3RD TIME SCORES SPECIAL AND LITES KICKER SPECIAL.
- ★ COMPLETING M-A-N-I-A LITES SPINNERS FOR 1,000 POINTS.
- ★ KICKER SCORES 5,000 POINTS AND 1 REPLAY WHEN SPECIAL IS LIT.
- ★ CENTER HOOP ADVANCES BONUS MULTIPLIERS AND LITES CENTER TARGET FOR EXTRA BALL.
- ★ SCORING SILVERBALL MANIA SPECIAL ADVANCES A LETTER OF SILVERBALL IN BACKGLASS. WHEN COMPLETED SCORES 1 REPLAY.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.

M-1508-87-L



**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ COMPLETING S-I-L-V-E-R-B-A-L-L M-A-N-I-A:  
1ST TIME LITES WIZARD BONUS FOR 15,000 POINTS.  
2ND TIME LITES SUPREME WIZARD BONUS FOR 30,000 POINTS,  
SILVERBALL MANIA AND KICKER FOR SPECIAL.  
3RD AND EACH ADDITIONAL TIME SCORES SPECIAL.
- ★ COMPLETING M-A-N-I-A LITES SPINNERS FOR 1,000 POINTS.
- ★ KICKER SCORES 5,000 POINTS AND 1 REPLAY WHEN SPECIAL IS LIT.
- ★ CENTER HOOP ADVANCES BONUS MULTIPLIERS AND LITES CENTER TARGET FOR EXTRA BALL.
- ★ SCORING SILVERBALL MANIA SPECIAL ADVANCES A LETTER OF SILVERBALL IN BACKGLASS. WHEN COMPLETED 3 REPLAYS ARE SCORED.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.

M-1508-87-M

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ COMPLETING S-I-L-V-E-R-B-A-L-L M-A-N-I-A:  
1ST TIME LITES WIZARD BONUS FOR 15,000 POINTS.  
2ND TIME LITES SUPREME WIZARD BONUS FOR 30,000 POINTS,  
SILVERBALL MANIA AND KICKER FOR SPECIAL.  
3RD AND EACH ADDITIONAL TIME SCORES SPECIAL.
- ★ KICKER SCORES 5,000 POINTS AND 1 REPLAY WHEN SPECIAL IS LIT.
- ★ CENTER HOOP ADVANCES BONUS MULTIPLIERS AND LITES CENTER TARGET FOR EXTRA BALL.
- ★ SCORING SILVERBALL MANIA SPECIAL ADVANCES A LETTER OF SILVERBALL IN BACKGLASS. WHEN COMPLETED SCORES 1 REPLAY.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.

M-1508-87-N



**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ COMPLETING S-I-L-V-E-R-B-A-L-L M-A-N-I-A:  
1ST TIME LITES WIZARD BONUS FOR 15,000 POINTS.  
2ND TIME LITES SUPREME WIZARD BONUS FOR 30,000 POINTS,  
SILVERBALL MANIA AND KICKER FOR SPECIAL.  
3RD TIME SCORES EXTRA BALL OR 50,000 POINTS.
- ★ KICKER SCORES EXTRA BALL OR 50,000 POINTS WHEN LIT FOR SPECIAL AND  
ADVANCES A LETTER OF SILVERBALL IN BACKGLASS. WHEN COMPLETED 50,000  
POINTS ARE SCORED.
- ★ COMPLETING M-A-N-I-A LITES SPINNERS FOR 1,000 POINTS.
- ★ CENTER HOOP ADVANCES BONUS MULTIPLIERS AND LITES CENTER TARGET  
FOR EXTRA BALL OR 25,000 POINTS.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.

M-1508-87-O

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ COMPLETING S-I-L-V-E-R-B-A-L-L M-A-N-I-A:  
1ST TIME LITES WIZARD BONUS FOR 15,000 POINTS.  
2ND TIME LITES SUPREME WIZARD BONUS FOR 30,000 POINTS,  
SILVERBALL MANIA AND KICKER FOR SPECIAL.  
3RD AND EACH ADDITIONAL TIME SCORES 50,000 POINTS WHEN SPECIAL IS LIT.
- ★ KICKER SCORES 50,000 POINTS WHEN LIT FOR SPECIAL AND ADVANCES A LETTER  
OF SILVERBALL IN BACKGLASS. WHEN COMPLETED 50,000 POINTS ARE SCORED.
- ★ COMPLETING M-A-N-I-A LITES SPINNERS FOR 1,000 POINTS.
- ★ CENTER HOOP ADVANCES BONUS MULTIPLIERS AND LITES TARGET FOR EXTRA BALL.
- ★ TARGET SCORES 25,000 POINTS WHEN LIT FOR EXTRA BALL.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-87-P



**1 à 4  
JOUEURS**

## **SILVERBALL MANIA**

**POUR LE  
DIVERTISSEMENT  
SEULEMENT**

**1 PARTIE GRATUITE POUR 580,000 POINTS**

**1 PARTIE GRATUITE POUR 820,000 POINTS**

**5 BOULES  
PAR  
PARTIE**

**5 BOULES  
PAR  
PARTIE**

M-1508-87-A

**1 à 4  
JOUEURS**

## **SILVERBALL MANIA**

**POUR LE  
DIVERTISSEMENT  
SEULEMENT**

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

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

**3 BOULES  
PAR  
PARTIE**

**3 BOULES  
PAR  
PARTIE**

M-1508-87-B



**1 à 4  
JOUEURS**

## **INSTRUCTIONS**

**POUR LE  
DIVERTISSEMENT  
SEULEMENT**

- ★ QUAND ON FAIT S-I-L-V-E-R-B-A-L-L M-A-N-I-A:
  - LA 1ère FOIS: LE WIZARD BONUS S'ALLUME POUR 15 000 POINTS.
  - LA 2ème FOIS: LE WIZARD BONUS SUPRÊME S'ALLUME POUR 30 000 POINTS ET SILVERBALL MANIA ET LE BUTOIR S'ALLUMENT POUR LE SPÉCIAL.
  - LA 3ème FOIS ET CHACUNE DES FOIS SUIVANTES GAGNENT LE SPÉCIAL.
- ★ QUAND ON FAIT M-A-N-I-A LES TOURNIQUETS S'ALLUMENT POUR 1 000 POINTS.
- ★ LE BUTOIR GAGNE 5 000 POINTS ET 1 PARTIE GRATUITE QUAND LE SPÉCIAL EST ALLUMÉ.
- ★ QUAND ON GAGNE LE BUTOIR SPÉCIAL, SILVERBALL AVANCE D'UNE LETTRE SUR LE TABLEAU DU FOND. QUAND IL ARRIVE AU BOUT, ON GAGNE 3 PARTIES GRATUITES.
- ★ LE CERCEAU DU MILIEU FAIT MONTER LES MULTIPLICATEURS DU BONUS ET ALLUME LA CIBLE DU MILIEU POUR UNE BOULE GRATUITE.
- ★ QUAND ON GAGNE LE SPÉCIAL SILVERBALL MANIA. SILVERBALL AVANCE D'UNE LETTRE SUR LE TABLEAU DU FOND. QUAND IL ARRIVE AU BOUT, ON GAGNE 3 PARTIES GRATUITES.
- ★ PÉNALITÉ TILT: ANNULE LA BOULE EN JEU.
- ★ MAXIMUM: 1 BOULE SUPPLÉMENTAIRE PAR BOULE EN JEU.

M-1508-87-G

**1 à 4  
JOUEURS**

## **INSTRUCTIONS**

**POUR LE  
DIVERTISSEMENT  
SEULEMENT**

- ★ QUAND ON FAIT S-I-L-V-E-R-B-A-L-L M-A-N-I-A:
  - LA 1ère FOIS: LE WIZARD BONUS S'ALLUME POUR 15 000 POINTS.
  - LA 2ème FOIS: LE WIZARD BONUS SUPRÊME S'ALLUME POUR 30 000 POINTS ET SILVERBALL MANIA S'ALLUME POUR LE SPÉCIAL.
  - LA 3ème FOIS GAGNE LE SPÉCIAL ET ALLUME LE BUTOIR SPÉCIAL.
- ★ QUAND ON FAIT M-A-N-I-A LES TOURNIQUETS S'ALLUMENT POUR 1 000 POINTS.
- ★ LE BUTOIR GAGNE 5 000 POINTS ET 1 PARTIE GRATUITE QUAND LE SPÉCIAL EST ALLUMÉ.
- ★ LE CERCEAU DU MILIEU FAIT MONTER LES MULTIPLICATEURS DU BONUS ET ALLUME LA CIBLE DU MILIEU POUR UNE BOULE GRATUITE.
- ★ PÉNALITÉ TILT: ANNULE LA BOULE EN JEU.
- ★ MAXIMUM: 1 BOULE SUPPLÉMENTAIRE PAR BOULE EN JEU.

M-1508-87-I



**1 à 4  
JOUEURS**

## **INSTRUCTIONS**

**POUR LE  
DIVERTISSEMENT  
SEULEMENT**

- ★ QUAND ON FAIT S-I-L-V-E-R-B-A-L-L M-A-N-I-A:
  - LA 1ère FOIS: LE WIZARD BONUS S'ALLUME POUR 15 000 POINTS.
  - LA 2ème FOIS: LE WIZARD BONUS SUPRÊME S'ALLUME POUR 30 000 POINTS ET SILVERBALL MANIA ET LE BUTOIR S'ALLUMENT POUR LE SPÉCIAL.
  - LA 3ème FOIS GAGNE LE SPÉCIAL ET ALLUME LE BUTOIR SPÉCIAL.
- ★ QUAND ON FAIT M-A-N-I-A LES TOURNIQUETS S'ALLUMENT POUR 1 000 POINTS.
- ★ LE BUTOIR GAGNE 5 000 POINTS ET 1 PARTIE GRATUITE QUAND LE SPÉCIAL EST ALLUMÉ.
- ★ LE CERCEAU DU MILIEU FAIT MONTER LES MULTIPLICATEURS DU BONUS ET ALLUME LA CIBLE DU MILIEU POUR UNE BOULE GRATUITE.
- ★ PÉNALITÉ TILT: ANNULE LA BOULE EN JEU.
- ★ MAXIMUM: 1 BOULE SUPPLÉMENTAIRE PAR BOULE EN JEU.

M-1508-87-J

**1 à 4  
JOUEURS**

## **INSTRUCTIONS**

**POUR LE  
DIVERTISSEMENT  
SEULEMENT**

- ★ QUAND ON FAIT S-I-L-V-E-R-B-A-L-L M-A-N-I-A:
  - LA 1ère FOIS: LE WIZARD BONUS S'ALLUME POUR 15 000 POINTS.
  - LA 2ème FOIS: LE WIZARD BONUS SUPRÊME S'ALLUME POUR 30 000 POINTS ET SILVERBALL MANIA ET LE BUTOIR S'ALLUMENT POUR LE SPÉCIAL.
  - LA 3ème FOIS ET CHACUNE DES FOIS SUIVANTES GAGNENT LE SPÉCIAL.
- ★ QUAND ON FAIT M-A-N-I-A LES TOURNIQUETS S'ALLUMENT POUR 1 000 POINTS.
- ★ LE BUTOIR GAGNE 5 000 POINTS ET 1 PARTIE GRATUITE QUAND LE SPÉCIAL EST ALLUMÉ.
- ★ LE CERCEAU DU MILIEU FAIT MONTER LES MULTIPLICATEURS DU BONUS ET ALLUME LA CIBLE DU MILIEU POUR UNE BOULE GRATUITE.
- ★ QUAND ON GAGNE LE SPÉCIAL SILVERBALL MANIA. SILVERBALL AVANCE D'UNE LETTRE SUR LE TABLEAU DU FOND. QUAND IL ARRIVE AU BOUT, ON GAGNE 3 PARTIES GRATUITES.
- ★ PÉNALITÉ TILT: ANNULE LA BOULE EN JEU.
- ★ MAXIMUM: 1 BOULE SUPPLÉMENTAIRE PAR BOULE EN JEU.

M-1508-87-M



## Es können 1 bis 4 Spieler spielen

Münze einwerfen.

Das Vervollständigen von S-I-V-E-R-B-A-L-L M-A-N-I-A beleuchtet beim

1. Mal Wizard Bonus für 15.000 Punkte.

2. Mal Super Wizard für 30.000 Punkte und Silverball Mania für Special wertet beim 3. Mal **1 Freispiel** und beleuchtet danach Kicker Special.

Das Vervollständigen von M-A-N-I-A beleuchtet die Spinner abwechselnd für 1.000 Punkte.

Der Kicker wertet 5.000 Punkte und zusätzlich **1 Freispiel**, wenn gleichzeitig Kicker Special aufleuchtet.

Bei jedem Kicker Special wird ein Buchstabe der S-I-L-V-E-R-B-A-L-L Anzeige auf der Lichtkastenscheibe beleuchtet. Das Vervollständigen dieser S-I-L-V-E-R-B-A-L-L Anzeige wertet **3 Freispiele**.

Die mittlere Halbkreisbahn erhöht den Bonus Multiplikator und beleuchtet die mittlere Zielscheibe für **Freikugel**.

**3 Freispiele** für das Übertreffen von 1.000.000 Punkten oder des bisherigen Höchstergebnisses.

**1 Freispiel** bei Übereinstimmung der letzten beiden Zahlen auf dem Zählwerk mit der bei Spielende auf der Transparentscheibe aufleuchtenden Zahl.

1 Freispiel bei 580.000 Punkten

1 Freispiel bei 820.000 Punkten

## SILVERBALL MANIA

„Tilt“  
schaltet die Ergebniszählung  
automatisch ab.



Fonts used: News Gothic MT Std, News Gothic MT Std Condensed, Wingdings, HelveticaNeue LT 55 Roman, Helvetica Narrow, Helvetica.

### Cards status English: Complete

M1508-87-A confirmed.  
M1508-87-B confirmed.  
M1508-87-E confirmed.  
M1508-87-F confirmed.  
M1508-87-G confirmed.  
M1508-87-H confirmed.  
M1508-87-I confirmed.  
M1508-87-J confirmed.  
M1508-87-K confirmed.  
M1508-87-L confirmed.  
M1508-87-M confirmed.  
M1508-87-N confirmed.  
M1508-87-O confirmed.  
M1508-87-P confirmed.

Recommended "High Score to Date" levels:

(reset periodically)  
3 ball 700,000 points  
5 ball 900,000 points

### Cards status French:

M1508-87-A confirmed.  
M1508-87-B confirmed.  
M1508-87-E needed.  
M1508-87-F needed.  
M1508-87-G confirmed.  
M1508-87-H needed.  
M1508-87-I confirmed.  
M1508-87-J confirmed.  
M1508-87-K needed.  
M1508-87-L needed.  
M1508-87-M confirmed.  
M1508-87-N needed.  
M1508-87-O needed.  
M1508-87-P needed.

### Cards status German:

Instruction card 1 confirmed.  
Score card 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.