

**1 TO 6
CAN PLAY**

SIX MILLION DOLLAR MAN

**FOR
AMUSEMENT
ONLY**

1 REPLAY FOR EACH SCORE OF 320,000 POINTS.

1 REPLAY FOR EACH SCORE OF 580,000 POINTS.

END OF GAME REPLAY AWARDS-PER PLAYER

**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-1508-77-A

**1 TO 6
CAN PLAY**

SIX MILLION DOLLAR MAN

**FOR
AMUSEMENT
ONLY**

1 REPLAY FOR EACH SCORE OF 240,000 POINTS.

1 REPLAY FOR EACH SCORE OF 500,000 POINTS.

END OF GAME REPLAY AWARDS-PER PLAYER

**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-1508-77-B

**1 TO 6
CAN PLAY**

SIX MILLION DOLLAR MAN

**FOR
AMUSEMENT
ONLY**

1 REPLAY FOR EACH SCORE OF 320,000 POINTS.

1 REPLAY FOR EACH SCORE OF 580,000 POINTS.

5 BALLS PER GAME

M-1508-77-C

**1 TO 6
CAN PLAY**

SIX MILLION DOLLAR MAN

**FOR
AMUSEMENT
ONLY**

1 REPLAY FOR EACH SCORE OF 240,000 POINTS.

1 REPLAY FOR EACH SCORE OF 500,000 POINTS.

3 BALLS PER GAME

M-1508-77-D

**1 TO 6
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ COMPLETING BIONIC POWER SCORE AWARDS 50,000 POINTS, 5 BONUS ADVANCES AND OPENS BALL RETURN GATE.
- ★ 2ND TIME ALSO LITES BIONIC POWER SCORE SPECIAL LITE.
- ★ BIONIC POWER SCORE SPECIAL AWARDS 1 REPLAY.
- ★ THUMPER BUMPERS SCORE 100 POINTS EACH.
- ★ OUTLANES LITE FOR SPECIAL WHEN SAUCER VALUE REACHES 10,000 POINTS.
- ★ BALL THRU OUTLANE WHEN LIT FOR SPECIAL SCORES 1 REPLAY.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-77-F

**1 TO 6
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ COMPLETING BIONIC POWER SCORE AWARDS 50,000 POINTS, 5 BONUS ADVANCES, OPENS BALL RETURN GATE AND LITES BIONIC POWER SPECIAL LITE.
- ★ 2ND AND EACH ADDITIONAL TIME WHEN LITE IS LIT FOR SPECIAL, ALSO SCORES 1 EXTRA BALL OR AN ADDITIONAL 20,000 POINTS.
- ★ THUMPER BUMPERS SCORE 100 POINTS EACH.
- ★ OUTLANES LITE FOR SPECIAL WHEN SAUCER VALUE REACHES 10,000 POINTS.
- ★ BALL THRU OUTLANE WHEN LIT FOR SPECIAL SCORES 1 EXTRA BALL OR 20,000 POINTS.
- ★ DROP TARGET SPECIAL SCORES 20,000 POINTS.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-77-G

**1 TO 6
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ COMPLETING BIONIC POWER SCORE AWARDS 50,000 POINTS, 5 BONUS ADVANCES AND OPENS BALL RETURN GATE AND LITES BIONIC POWER SPECIAL LITE.
- ★ 2ND AND EACH ADDITIONAL TIME ALSO SCORES AN ADDITIONAL 20,000 POINTS.
- ★ THUMPER BUMPERS SCORE 100 POINTS EACH.
- ★ OUTLANES LITE FOR SPECIAL WHEN SAUCER VALUE REACHES 10,000 POINTS.
- ★ BALL THRU OUTLANE WHEN LIT FOR SPECIAL SCORES 20,000 POINTS.
- ★ DROP TARGET EXTRA BALL AND SPECIAL SCORES 20,000 POINTS.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-77-I

**1 TO 6
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ COMPLETING BIONIC POWER SCORE AWARDS 50,000 POINTS, 5 BONUS ADVANCES AND OPENS BALL RETURN GATE.
- ★ 2ND TIME ALSO LITES BIONIC POWER SPECIAL LITE.
- ★ BIONIC POWER SCORE SPECIAL AWARDS AN ADDITIONAL 20,000 POINTS.
- ★ THUMPER BUMPERS SCORE 100 POINTS EACH.
- ★ OUTLANES LITE FOR SPECIAL WHEN SAUCER VALUE REACHES 10,000 POINTS.
- ★ BALL THRU OUTLANE WHEN LIT FOR SPECIAL SCORES 20,000 POINTS.
- ★ DROP TARGET EXTRA BALL AND SPECIAL SCORES 20,000 POINTS.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-77-J

Es können 1 bis 6 Spieler spielen

Münze einwerfen.

Wird die 5-0-0-0-0 Bionic Power-Anzeige komplett beleuchtet, erhöht sich das Punktergebnis um 50.000 Punkte die Bonuswertung um 5.000 Punkte; das Kugeltor an der rechten unteren Kugelauslaufbahn wird geöffnet und an der Bionic Power-Anzeige wird Special beleuchtet.

1 Freispiel für das nochmalige komplette Beleuchten der 5-0-0-0-0 Bionic Power-Anzeige bei gleichzeitig aufleuchtendem Bionic Power-Special.

Special an den unteren Kugelauslaufbahnen wird beleuchtet, wenn das Kugelauswurfloch 10.000 Punkte wertet.

1 Freispiel, wenn die Kugel durch eine mit Special beleuchtete Kugelauslaufbahn rollt.

Eine Spinnerumdrehung zählt 1.000 Punkte, wenn alle 5 Zielscheiben auf der rechten Seite das 1 Mal abgeschossen sind.

1 Freikugel für das 2 Abschießen aller 5 Zielscheiben auf der rechten Seite.

1 Freispiel für jedes weitere Abschießen aller 5 Zielscheiben auf der rechten Seite.

3 Freispiele für das Übertreffen des bisherigen Höchstergebnisses.

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

SIX MILLION DOLLAR MAN

„Tilt“

schaltet die Ergebniszählung
der im Spiel befindlichen
Kugel automatisch ab.

1 Freispiel bei 240.000 Punkten

1 Freispiel bei 500.000 Punkten



Fonts used: News Gothic MT Std, News Gothic MT Std Condensed, HelveticaNeue LT 55 Roman, Futura Md BT.

Cards status:

M1508-77-A confirmed.

M1508-77-B confirmed.

M1508-77-C needed for double check.

M1508-77-D needed for double check.

M1508-77-E needed.

M1508-77-F confirmed.

M1508-77-G confirmed.

M1508-77-H needed.

M1508-77-I confirmed.

M1508-77-J confirmed.

Recommended "High Score to Date" levels:
(reset periodically)

3 ball 500,000 points

5 ball 540,000 points

German 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

If you like my work, please send me a donation via Paypal.