

1 TO 4  
CAN PLAY

## SPECTRUM

FOR  
AMUSEMENT  
ONLY

1 REPLAY FOR EACH SCORE OF 1,200,000 POINTS.

1 REPLAY FOR EACH SCORE OF 2,000,000 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-1508-105-A

1 TO 4  
CAN PLAY

## SPECTRUM

FOR  
AMUSEMENT  
ONLY

1 REPLAY FOR EACH SCORE OF 600,000 POINTS.

1 REPLAY FOR EACH SCORE OF 1,100,000 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-1508-105-B

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ **PLAYER'S COLOR MATCH** — Dropping colored targets when lit or flashing, or ball in saucer when flashing, lites corresponding color in Computer color column.
- ★ **COMPUTOR'S COLOR SELECTION** — Ball in outhole scores bonus points for each flashing or lit lite. Matching color — lite flashes; not matching color — lite remains lit.
- ★ **SPECTRUM STARS** — One star awarded for 4 flashing colors in same column. 100,000 points for each lit star at end of game. Right SPECIAL lane lites when 2 stars are made. Left SPECIAL lane — 3 stars.
- ★ **COMPUTOR'S CLUES** — Spinners change side saucer colors. Ball in any saucer when color is matched will flash corresponding target and saucer lites; mismatch will turn off that color by targets and saucers.
- ★ **BONUS MULTIPLIERS** — Advanced by making 4 center rollovers.
- ★ Ball thru Special Curve in proper direction lites 1 Spectral Curve lite.
- ★ **1 EXTRA BALL:** For 3 flashing yellow lites in same column or when 4 Spectral Curve lites are lit.
- ★ **3 EXTRA BALLS:** For 4 flashing yellow lites in same column.
- ★ **1 REPLAY:** For 3 flashing red lites in same column.
- ★ **3 REPLAYS:** For 4 flashing red lites in same column.
- ★ **TILT PENALTY** — Ball in play.

M-1508-105-E

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ **PLAYER'S COLOR MATCH** — Dropping colored targets when lit or flashing, or ball in saucer when flashing, lites corresponding color in Computer color column.
- ★ **COMPUTOR'S COLOR SELECTION** — Ball in outhole scores bonus points for each flashing or lit lite. Matching color — lite flashes; not matching color — lite remains lit.
- ★ **SPECTRUM STARS** — One star awarded for 4 flashing colors in same column. 100,000 points for each lit star at end of game. Right SPECIAL lane lites when 2 stars are made. Left SPECIAL lane — 3 stars.
- ★ **BONUS MULTIPLIERS** — Advanced by making 4 center rollovers.
- ★ Ball thru Special Curve in proper direction lites 1 Spectral Curve lite.
- ★ **1 EXTRA BALL OR 25,000 POINTS:** For 3 flashing yellow lites in same column or when 4 Spectral Curve lites are lit.
- ★ **3 EXTRA BALLS OR 75,000 POINTS:** For 4 flashing yellow lites in same column.
- ★ **1 EXTRA BALL OR 50,000 POINTS:** For 3 flashing red lites in same column.
- ★ **3 EXTRA BALLS OR 150,000 POINTS:** For 4 flashing red lites in same column.
- ★ **TILT PENALTY** — Ball in play.

M-1508-105-F

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ **PLAYER'S COLOR MATCH** — Dropping colored targets when lit or flashing, or ball in saucer when flashing, lites corresponding color in Computer color column.
- ★ **COMPUTOR'S COLOR SELECTION** — Ball in outhole scores bonus points for each flashing or lit lite. Matching color — lite flashes; not matching color — lite remains lit.
- ★ **SPECTRUM STARS** — One star awarded for 4 flashing colors in same column. 100,000 points for each lit star at end of game. Right SPECIAL lane lites when 2 stars are made. Left SPECIAL lane — 3 stars.
- ★ **COMPUTOR'S CLUES** — Spinners change side saucer colors. Ball in any saucer when color is matched will flash corresponding target and saucer lites; mismatch will turn off that color by targets and saucers.
- ★ **BONUS MULTIPLIERS** — Advanced by making 4 center rollovers.
- ★ Ball thru Special Curve in proper direction lites 1 Spectral Curve lite.
- ★ 25,000 points: For 3 flashing yellow lites in same column or when 4 Spectral Curve lites are lit.
- ★ 75,000 points: For 4 flashing yellow lites in same column.
- ★ 50,000 points: For 3 flashing red lites in same column.
- ★ 150,000 points: For 4 flashing red lites in same column.
- ★ **TILT PENALTY** — Ball in play.

M-1508-105-G

**1 TO 4  
CAN PLAY**

## **SPECTRUM**

**FOR  
AMUSEMENT  
ONLY**

**ALL LIT SPECIALS SCORE 50,000 POINTS.**

**ALL LIT EXTRA BALLS SCORE 25,000 POINTS.**

**5 BALLS  
PER  
GAME**

**5 BALLS  
PER  
GAME**

M-1508-105-G1

**1 TO 4  
CAN PLAY**

# **SPECTRUM**

**FOR  
AMUSEMENT  
ONLY**

**ALL LIT SPECIALS SCORE 50,000 POINTS.**

**ALL LIT EXTRA BALLS SCORE 25,000 POINTS.**

**3 BALLS  
PER  
GAME**

**3 BALLS  
PER  
GAME**

M-1508-105-G2

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

**Cards status:**

M1508-105-A needed to verify.

M1508-105-B needed to verify.

M1508-105-E confirmed.

M1508-105-F confirmed.

M1508-105-G confirmed.

M1508-105-G1 confirmed.

M1508-105-G2 confirmed.

If you have any other information about these cards, please send a readable picture or scan to me.

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

3 ball 1,300,000 points

5 ball 2,200,000 points

Enjoy and have fun,  
Peter

[www.inkochnito.nl](http://www.inkochnito.nl)