

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS A-R-S LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING S-T-A-R-S LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **1 REPLAY** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ **1 REPLAY** FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-A

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS A-R-S LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING S-T-A-R-S LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **2 REPLAYS** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-B

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS A-R-S LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING S-T-A-R-S LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 EXTRA BALL** FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **1 EXTRA BALL** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ 5,000 POINTS FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-C

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS A-R-S LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING S-T-A-R-S LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** AND 1 EXTRA BALL FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **1 REPLAY** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ **1 REPLAY** FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-D

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS A-R-S LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING S-T-A-R-S LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** AND 1 EXTRA BALL FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **2 REPLAYS** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-E

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS A-R-S LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING S-T-A-R-S LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **1 REPLAY** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ **1 EXTRA BALL** AND 5,000 POINTS FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-F

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS A-R-S LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING S-T-A-R-S LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 EXTRA BALL** FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **1 EXTRA BALL** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ **1 EXTRA BALL** AND 5,000 POINTS FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-G

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS A-R-S LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING S-T-A-R-S LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** AND 1 EXTRA BALL FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **1 REPLAY** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ **1 EXTRA BALL** AND 5,000 POINTS FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-H

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS A-R-S LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING S-T-A-R-S LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **2 REPLAYS** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ **1 REPLAY** FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-I

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS A-R-S LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING S-T-A-R-S LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** AND 1 EXTRA BALL FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **2 REPLAYS** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ **1 REPLAY** FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-J

**FOR
AMUSEMENT
ONLY**

SUPER STARS

**FOR
AMUSEMENT
ONLY**

1 REPLAY FOR EACH SCORE OF 132,000 POINTS.

1 REPLAY FOR EACH SCORE OF 164,000 POINTS.

5 BALLS PER GAME

M-1508-66-L

**FOR
AMUSEMENT
ONLY**

SUPER STARS

**FOR
AMUSEMENT
ONLY**

1 REPLAY FOR EACH SCORE OF 100,000 POINTS.

1 REPLAY FOR EACH SCORE OF 166,000 POINTS.

3 BALLS PER GAME

M-1508-66-M

FOR
AMUSEMENT
ONLY

SUPER STARS

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 132,000 POINTS.

1 REPLAY FOR EACH SCORE OF 164,000 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-1508-66-N

FOR
AMUSEMENT
ONLY

SUPER STARS

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 100,000 POINTS.

1 REPLAY FOR EACH SCORE OF 166,000 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-1508-66-O

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS A-R-S LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING S-T-A-R-S LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **1 REPLAY** FOR MAKING S-U-P-E-R.
- ★ **1 REPLAY** FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-66-AO

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS A-R-S LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING S-T-A-R-S LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **2 REPLAYS** FOR MAKING S-U-P-E-R.
- ★ **1 REPLAY** FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-66-AP

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS A-R-S LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING S-T-A-R-S LITES OUTLANES TO SCORE SPECIAL.
- ★ 1 EXTRA BALL FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ 1 EXTRA BALL FOR MAKING S-U-P-E-R.
- ★ 5,000 POINTS FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-66-AQ

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS A-R-S LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING S-T-A-R-S LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **1 REPLAY** FOR MAKING S-U-P-E-R.
- ★ 1 EXTRA BALL AND 5,000 POINTS FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-66-AT

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS A-R-S LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING S-T-A-R-S LITES OUTLANES TO SCORE SPECIAL.
- ★ 1 EXTRA BALL FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ 1 EXTRA BALL FOR MAKING S-U-P-E-R.
- ★ 1 EXTRA BALL AND 5,000 POINTS FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-66-AU

Es können 1 bis 4 Spieler spielen

Münze einwerfen.

Nach Abschluß der Zielscheiben A-R-S wird der untere Schlagturm beleuchtet (1.000 Punkte).

Wenn die S-T-A-R-S-Beleuchtung völlig gelöscht ist, wird „Special“ an den Kugelauslaufbahnen beleuchtet.

1 Freispiel, wenn die Kugel durch eine beleuchtete Kugelauslaufbahn läuft.

2 Freispiele, wenn S-U-P-E-R völlig beleuchtet ist.

Doppelbonus, und 5.000 Punkte für das 1. Abschießen aller 5 Zielscheiben auf der linken Seite.

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

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

3 Freispiele für das Übertreffen des „bisherigen Höchstergebnisses“.

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

1 Freispiel bei 132.000 Punkten

1 Freispiel bei 164.000 Punkten

SUPER STARS

„Tilt“
schaltet die Ergebniszählung
der im Spiel befindlichen
Kugel automatisch ab.



Es können 1 bis 4 Spieler spielen

Münze einwerfen.

Nach Abschluß der Zielscheiben A-R-S wird der untere Schlagturm beleuchtet (1.000 Punkte).

Wenn die S-T-A-R-S-Beleuchtung völlig gelöscht ist, wird „Special“ an den Kugelauslaufbahnen beleuchtet.

1 Freispiel, wenn die Kugel durch eine beleuchtete Kugelauslaufbahn läuft.

1 Freispiel, wenn S-U-P-E-R völlig beleuchtet ist.

Doppelbonus, 5.000 Punkte und abwechselnde Spinnerbeleuchtung (1.000 Punkte) für das 1. Abschießen aller 5 Zielscheiben auf der linken Seite.

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

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

3 Freispiele für das Übertreffen des „bisherigen Höchstergebnisses“.

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

1 Freispiel bei 132.000 Punkten

1 Freispiel bei 164.000 Punkten

SUPER STARS

„Tilt“
schaltet die Ergebniszählung
der im Spiel befindlichen
Kugel automatisch ab.



Fonts used: News Gothic MT Std, News Gothic MT Std Condensed, Wingdings, HelveticaNeue LT 55 Roman, Futura Md BT.
The Evel Knievel cards are used for the Super Stars cards.
Only the title has been changed.

No card images available for Super Stars at this time.

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

Evel Knievel cards status:

M1508-66-A confirmed.
M1508-66-B confirmed.
M1508-66-C confirmed.
M1508-66-D confirmed.
M1508-66-E confirmed.
M1508-66-F confirmed.
M1508-66-G confirmed.
M1508-66-H confirmed.
M1508-66-I confirmed.
M1508-66-J confirmed.
M1508-66-K needed.
M1508-66-L confirmed.
M1508-66-M confirmed.
M1508-66-N confirmed.
M1508-66-O confirmed.
M1508-66-AO confirmed.
M1508-66-AP confirmed.
M1508-66-AQ confirmed.
M1508-66-AR needed.
M1508-66-AS needed.
M1508-66-AT confirmed.
M1508-66-AU confirmed.
German cards both confirmed.

Recommended "High Score to Date" levels:
(reset periodically)
3 ball 180,000 points
5 ball 200,000 points

Enjoy and have fun,
Peter

www.inkochnito.nl

If you like my work, please make a donation via PayPal.