 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.

FOR

AMUSEMENT

ONLY

# 1 TO 4

CAN PLAY

## INSTRUCTIONS

M-1508-66-A

 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.

FOR

AMUSEMENT

ONLY

# 1 TO 4

CAN PLAY

## INSTRUCTIONS

M-1508-66-B

 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.

FOR

AMUSEMENT

ONLY

# 1 TO 4

CAN PLAY

## INSTRUCTIONS

M-1508-66-C

 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.

FOR

AMUSEMENT

ONLY

# 1 TO 4

CAN PLAY

## INSTRUCTIONS

M-1508-66-D

 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.

FOR

AMUSEMENT

ONLY

# 1 TO 4

CAN PLAY

## INSTRUCTIONS

M-1508-66-E

 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.

FOR

AMUSEMENT

ONLY

# 1 TO 4

CAN PLAY

## INSTRUCTIONS

M-1508-66-F

 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.

FOR

AMUSEMENT

ONLY

# 1 TO 4

CAN PLAY

## INSTRUCTIONS

M-1508-66-G

 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.

FOR

AMUSEMENT

ONLY

# 1 TO 4

CAN PLAY

## INSTRUCTIONS

M-1508-66-H

 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.

FOR

AMUSEMENT

ONLY

# 1 TO 4

CAN PLAY

## INSTRUCTIONS

M-1508-66-I

 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.

FOR

AMUSEMENT

ONLY

# 1 TO 4

CAN PLAY

## INSTRUCTIONS

M-1508-66-J

FOR

AMUSEMENT

ONLY

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**

## SUPER STARS

M-1508-66-L

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**

FOR

AMUSEMENT

ONLY

## SUPER STARS

M-1508-66-M

## 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

FOR  
AMUSEMENT  
ONLY

#### 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

FOR  
AMUSEMENT  
ONLY

## SUPER STARS

**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 BALLS PER GAME

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

###### 1 REPLAY FOR MATCHING LAST TWO SCORE

**NUMBERS WITH MATCH NUMBERS.**

M-1508-66-O

 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.

FOR

AMUSEMENT

ONLY

# 1 TO 4

CAN PLAY

## INSTRUCTIONS

M-1508-66-AO

 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.

FOR

AMUSEMENT

ONLY

# 1 TO 4

CAN PLAY

## INSTRUCTIONS

M-1508-66-AP

 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.

FOR

AMUSEMENT

ONLY

# 1 TO 4

CAN PLAY

## INSTRUCTIONS

M-1508-66-AQ

 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.

FOR

AMUSEMENT

ONLY

# 1 TO 4

CAN PLAY

## INSTRUCTIONS

M-1508-66-AT

 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.

FOR

AMUSEMENT

ONLY

# 1 TO 4

CAN PLAY

## INSTRUCTIONS

M-1508-66-AU

**Es können 1 bis 4 Spieler spielen**

Münze einwerfen.

Nach Abschuß 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.

## SUPER STARS

## „Tilt“

## schaltet die Ergebniszählung der im Spiel befindlichen Kugel automatisch ab.

1 Freispiel bei 132.000 Punkten

1 Freispiel bei 164.000 Punkten



**Es können 1 bis 4 Spieler spielen**

Münze einwerfen.

Nach Abschuß 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.

## SUPER STARS

## „Tilt“

## schaltet die Ergebniszählung der im Spiel befindlichen Kugel automatisch ab.

1 Freispiel bei 132.000 Punkten

1 Freispiel bei 164.000 Punkten



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**:

Recommended “High Score to Date” levels:

(reset periodically)

3 ball 180,000 points

5 ball 200,000 points

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.

Enjoy and have fun,

Peter

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

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