

## **ONE, TWO, THREE OR FOUR PLAYERS**

**3 BALLS PER PLAYER**

### **INSTRUCTIONS**

INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE  
INSERTING COINS FOR ADDITIONAL PLAYERS.

PLAYERS TAKE TURNS SHOOTING AS SHOWN ON BACK GLASS.

HITTING M-A-S-K-E-D OR B-E-A-U-T-Y RAISES TARGET  
VALUES TO 10 TIMES.

HITTING M-A-S-K-E-D AND B-E-A-U-T-Y RAISES A TARGET  
VALUE TO 100 TIMES.

TOP BUMPER SPINS TARGET VALUES.

STAR HAS VALUE OF 1.

POINTS ARE SCORED AS INDICATED.

A TILT DOES NOT DISQUALIFY A PLAYER.

225

A-9542

## **ONE, TWO, THREE OR FOUR PLAYERS**

**5 BALLS PER PLAYER**

### **INSTRUCTIONS**

INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE  
INSERTING COINS FOR ADDITIONAL PLAYERS.

PLAYERS TAKE TURNS SHOOTING AS SHOWN ON BACK GLASS.

HITTING M-A-S-K-E-D OR B-E-A-U-T-Y RAISES TARGET  
VALUES TO 10 TIMES.

HITTING M-A-S-K-E-D AND B-E-A-U-T-Y RAISES A TARGET  
VALUE TO 100 TIMES.

TOP BUMPER SPINS TARGET VALUES.

STAR HAS VALUE OF 1.

POINTS ARE SCORED AS INDICATED.

A TILT DOES NOT DISQUALIFY A PLAYER.

225

A-9543

## **ONE, TWO, THREE OR FOUR PLAYERS**

**3 BALLS PER PLAYER**

### **INSTRUCTIONS**

INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE  
INSERTING COINS FOR ADDITIONAL PLAYERS.

PLAYERS TAKE TURNS SHOOTING AS SHOWN ON BACK GLASS.

HITTING M-A-S-K-E-D OR B-E-A-U-T-Y RAISES TARGET  
VALUES TO 10 TIMES.

HITTING M-A-S-K-E-D AND B-E-A-U-T-Y RAISES A TARGET  
VALUE TO 100 TIMES.

HITTING ANY 100 TIMES VALUE TARGET RESETS  
VALUES TO 1 TIMES.

TOP BUMPER SPINS TARGET VALUES.

STAR HAS VALUE OF 1.

POINTS ARE SCORED AS INDICATED.

A TILT DOES NOT DISQUALIFY A PLAYER.

225

A-9542-1

## **ONE, TWO, THREE OR FOUR PLAYERS**

**5 BALLS PER PLAYER**

### **INSTRUCTIONS**

INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE  
INSERTING COINS FOR ADDITIONAL PLAYERS.

PLAYERS TAKE TURNS SHOOTING AS SHOWN ON BACK GLASS.

HITTING M-A-S-K-E-D OR B-E-A-U-T-Y RAISES TARGET  
VALUES TO 10 TIMES.

HITTING M-A-S-K-E-D AND B-E-A-U-T-Y RAISES A TARGET  
VALUE TO 100 TIMES.

HITTING ANY 100 TIMES VALUE TARGET RESETS  
VALUES TO 1 TIMES.

TOP BUMPER SPINS TARGET VALUES.

STAR HAS VALUE OF 1.

POINTS ARE SCORED AS INDICATED.

A TILT DOES NOT DISQUALIFY A PLAYER.

225

A-9543-2

# MASQUERADE

225

A-9541

MATCHING LAST NUMBER IN SCORE TO NUMBER  
THAT APPEARS ON BACK GLASS WHEN GAME  
IS OVER AWARDS 1 REPLAY.

A-6245

SCORE CARDS ARE LISTED FROM LIBERAL TO CONSERVATIVE  
CARDS MARKED \* ARE RECOMMENDED

## 3 BALL PLAY

A-9985  
A-9986  
A-9987  
\* A-10099  
A-8976  
A-8980  
A-9545  
A-8876

## 5 BALL PLAY

A-10016  
A-10015  
A-10017  
\* A-9549  
A-9550  
A-9551  
A-9552  
A-9553  
A-9554

ADJUSTMENT PLUG LOCATIONS:  
INSIDE LIGHTBOX—HIGH SCORE ADJ., STAR VALUE ADJ.  
BOTTOM PANEL—MATCH ADJ., EXTRA CHUTE ADJ., 3-5 BALL ADJ.  
TOP OF PLAYBOARD—POST ADJ.

225

A-9559-1

SCORE OF 1000 POINTS—GOOD  
SCORE OF 1100 POINTS—SHARPIE  
SCORE OF 1200 POINTS—EXPERT  
SCORE OF 1300 POINTS—MARVEL  
SCORE OF 1400 POINTS—NEAR GENIUS  
SCORE OF 1300 POINTS—GENIUS

A-6411

- 1 REPLAY FOR EACH SCORE OF 700 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1100 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1200 POINTS.

A-9985

- 1 REPLAY FOR EACH SCORE OF 700 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1200 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1300 POINTS.

A-9986

- 1 REPLAY FOR EACH SCORE OF 800 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1200 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1300 POINTS.

A-9987

- 1 REPLAY FOR EACH SCORE OF 700 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1100 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1400 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1700 POINTS.

A-10099

- 1 REPLAY FOR EACH SCORE OF 800 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1200 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1300 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1400 POINTS.

A-8976

- 1 REPLAY FOR EACH SCORE OF 900 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1200 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1300 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1400 POINTS.

A-8980

- 1 REPLAY FOR EACH SCORE OF 900 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1200 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1400 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1600 POINTS.

A-9545

- 1 REPLAY FOR EACH SCORE OF 1000 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1200 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1400 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1600 POINTS.

A-8876

- 1 REPLAY FOR EACH SCORE OF 1200 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1500 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1600 POINTS.

A-10016

- 1 REPLAY FOR EACH SCORE OF 1200 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1400 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1600 POINTS.

A-10015

- 1 REPLAY FOR EACH SCORE OF 1200 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1500 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1800 POINTS.

A-10017

- 1 REPLAY FOR EACH SCORE OF 1300 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1500 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1800 POINTS.

A-9549

- 1 REPLAY FOR EACH SCORE OF 1300 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1600 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1700 POINTS.

A-9550

- 1 REPLAY FOR EACH SCORE OF 1300 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1600 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1800 POINTS.

A-9551

- 1 REPLAY FOR EACH SCORE OF 1400 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1600 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1800 POINTS.

A-9052

- 1 REPLAY FOR EACH SCORE OF 1400 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1600 POINTS.
- 1 REPLAY FOR EACH SCORE OF 1700 POINTS.

A-9053

Used fonts: Futura Hv BT, Futura Bk BT.  
Card size: 154x38mm, 154x108mm, 154x57mm

**Cards status:**

A-9541 title card confirmed.  
A-9542 3 balls instruction card confirmed.  
A-9543 5 balls instruction card needed to verify.  
A-9542-1 3 balls instruction card confirmed.  
A-9543-2 5 balls instruction card confirmed.  
A-6245 match card confirmed.  
A-6411 level card confirmed.  
A-9559-1 score index card confirmed.  
All score cards confirmed.  
If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun,  
Peter

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