

For Amusement
Only

LASER BALL

One To Four
Players

390,000 SCORES 1 CREDIT

540,000 SCORES 1 CREDIT

1 PLAY – 1 QUARTER
5 PLAYS – 1 DOLLAR

5 BALLS
PER GAME

MAXIMUM CREDITS – 20

493-1

For Amusement
Only

LASER BALL

One To Four
Players

270,000 SCORES 1 CREDIT

390,000 SCORES 1 CREDIT

510,000 SCORES 1 CREDIT

1 PLAY – 1 QUARTER
5 PLAYS – 1 DOLLAR

3 BALLS
PER GAME

MAXIMUM CREDITS – 20

493-2

INSTRUCTIONS

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Lighting All 10 Stars Advances "AE" Value.
When #5 "AE" Is Lit, Bullseye Lites For Extra Ball.
When #6 "AE" Is Lit, Bullseye Lites For Special.
- Making B-A-L-L Drop Targets Scores "AE" Value, 10,000 For Each Lit "AE".
- Making L-A-S-E-R Drop Targets Advances Laser Value. When 20,000 Is Lit, Making L-A-S-E-R Lites Eject Hole For Extra Ball & Lites Outlanes For Special.
- Bullseye & Eject Hole Advance "X" Value. When 5X Is Lit, Both Spinners Lite For 1000's.
- Tilt Penalty - Ball In Play - Does Not Disqualify Player.
- Special Scores _____ 1 CREDIT.
- Beating Highest Score Scores _____ 3 CREDITS.
- Matching Last Two Numbers On Score With Numbers In Match Window On Back Glass Scores _____ 1 CREDIT.

493-3

INSTRUCTIONS

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Lighting All 10 Stars Advances "AE" Value.
When #5 "AE" Is Lit, Bullseye Lites For Extra Ball.
When #6 "AE" Is Lit, Bullseye Lites For Special.
- Making B-A-L-L Drop Targets Scores "AE" Value, 10,000 For Each Lit "AE".
- Making L-A-S-E-R Drop Targets Advances Laser Value. When 20,000 Is Lit, Making L-A-S-E-R Lites Eject Hole For Extra Ball & Lites Outlanes For Special.
- Bullseye & Eject Hole Advance "X" Value. When 5X Is Lit, Both Spinners Lite For 1000's.
- Tilt Penalty - Ball In Play - Does Not Disqualify Player.
- Special Scores _____ 1 EXTRA BALL.

493-4

INSTRUCTIONS

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Lighting All 10 Stars Advances "AE" Value.
When #5 "AE" Is Lit, Bullseye Lites For Extra Ball.
When #6 "AE" Is Lit, Bullseye Lites For Special.
- Making B-A-L-L Drop Targets Scores "AE" Value, 10,000 For Each Lit "AE".
- Making L-A-S-E-R Drop Targets Advances Laser Value. When 20,000 Is Lit, Making L-A-S-E-R Lites Eject Hole For Extra Ball & Lites Outlanes For Special.
- Bullseye & Eject Hole Advance "X" Value. When 5X Is Lit, Both Spinners Lite For 1000's.
- Tilt Penalty - Ball In Play - Does Not Disqualify Player.
- Special Scores _____ 1 CREDIT.

493-5

INSTRUCTIONS

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Lighting All 10 Stars Advances "AE" Value.
When #5 "AE" Is Lit, Bullseye Lites For Extra Ball.
When #6 "AE" Is Lit, Bullseye Lites For Special.
- Making B-A-L-L Drop Targets Scores "AE" Value, 10,000 For Each Lit "AE".
- Making L-A-S-E-R Drop Targets Advances Laser Value. When 20,000 Is Lit, Making L-A-S-E-R Lites Eject Hole For Extra Ball & Lites Outlanes For Special.
- Bullseye & Eject Hole Advance "X" Value. When 5X Is Lit, Both Spinners Lite For 1000's.
- Tilt Penalty - Ball In Play - Does Not Disqualify Player.
- Special Scores _____ 50,000 POINTS.

493-6

Fonts used: Helvetica, Futura ExtraBold, Futura Hv BT

Cards status:

Card 493-1 is confirmed.

Card 493-2 is needed to verify.

Card 493-3 is confirmed.

Card 493-4 is confirmed.

Card 493-5 is confirmed.

Card 493-6 is 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

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