### **5 BALLS**

**PER GAME**

###### 2 PLAYS – QUARTER

###### 400,000 SCORES 1 CREDIT

###### 540,000 SCORES 1 CREDIT

###### 630,000 SCORES 1 CREDIT

###### 467-1

For Amusement

**Only**

**One or Two**

**Players**

Liberty Bell

### **3 BALLS**

**PER GAME**

###### 2 PLAYS – QUARTER

###### 400,000 SCORES 1 CREDIT

###### 540,000 SCORES 1 CREDIT

###### 630,000 SCORES 1 CREDIT

###### 467-2

For Amusement

**Only**

**One or Two**

**Players**

Liberty Bell

• Insert coin and wait for machine to reset before inserting coin  
 for next player.

• Each player shoots one ball at a time as indicated on back glass.

• Tilt penalty — Ball in play — Tilt does not disqualify player.

• Making drop targets B and E or L and L advances Star Value  
 from No. 1 to No. 4.

• Making No. 1 Star, lites 2 bottom side eject holes for double  
 bonus.

• Making No. 3 Star, lites 2 bottom side rollover lanes, alternately,  
 for extra ball.

• **When Red No. 4 Star is lit then making all four drop targets,  
 B, E, L and L automatically scores \_\_\_\_\_\_\_\_\_\_\_1 replay.**

• **Matching last two numbers of score to number that appears on  
 back glass after game is over scores — 1 replay.**

## **INSTRUCTIONS**

###### 467-3

• Insert coin and wait for machine to reset before inserting coin  
 for next player.

• Each player shoots one ball at a time as indicated on back glass.

• Tilt penalty — Ball in play — Tilt does not disqualify player.

• Making drop targets B and E or L and L advances Star Value  
 from No. 1 to No. 4.

• Making No. 1 Star, lites 2 bottom side eject holes for double  
 bonus.

• Making No. 3 Star, lites 2 bottom side rollover lanes, alternately,  
 for extra ball.

• **When Red No. 4 Star is lit then making all four drop targets,  
 B, E, L and L automatically scores \_\_\_\_\_\_\_\_\_\_\_1 replay.**

## **INSTRUCTIONS**

###### 467-4

• Insert coin and wait for machine to reset before inserting coin  
 for next player.

• Each player shoots one ball at a time as indicated on back glass.

• Tilt penalty — Ball in play — Tilt does not disqualify player.

• Making drop targets B and E or L and L advances Star Value  
 from No. 1 to No. 4.

• Making No. 1 Star, lites 2 bottom side eject holes for double  
 bonus.

• Making No. 4 Star, lites 2 bottom side rollover lanes, alternately,  
 for extra ball.

• **When Red No. 4 Star is lit then making all four drop targets,  
 B, E, L and L automatically scores \_\_\_\_\_\_\_\_\_\_\_1 replay.**

• **Matching last two numbers of score to number that appears on  
 back glass after game is over scores — 1 replay.**

## **INSTRUCTIONS**

###### 467-5

• Insert coin and wait for machine to reset before inserting coin  
 for next player.

• Each player shoots one ball at a time as indicated on back glass.

• Tilt penalty — Ball in play — Tilt does not disqualify player.

• Making drop targets B and E or L and L advances Star Value  
 from No. 1 to No. 4.

• Making No. 1 Star, lites 2 bottom side eject holes for double  
 bonus.

• Making No. 4 Star, lites 2 bottom side rollover lanes, alternately,  
 for extra ball.

• **When Red No. 4 Star is lit then making all four drop targets,  
 B, E, L and L automatically scores \_\_\_\_\_\_\_\_\_\_\_1 replay.**

## **INSTRUCTIONS**

###### 467-6

• Insert coin and wait for machine to reset before inserting coin  
 for next player.

• Each player shoots one ball at a time as indicated on back glass.

• Tilt penalty — Ball in play — Tilt does not disqualify player.

• Making drop targets B and E or L and L advances Star Value  
 from No. 1 to No. 4.

• Making No. 1 Star, lites 2 bottom side eject holes for double  
 bonus.

• Making No. 3 Star, lites 2 bottom side rollover lanes, alternately,  
 for extra ball.

• **When Red No. 4 Star is lit then making all four drop targets,  
 B, E, L and L automatically scores \_\_\_\_\_\_\_\_\_\_\_\_\_\_1 extra ball.**

• **1 extra ball per ball in play.**

## **INSTRUCTIONS**

###### 467-7EB

Fonts used: Helvetica, Furuta Md BT, Futura ExtraBold.

**Cards status:**

Card 467-1 is confirmed.

Card 467-2 is confirmed.

Card 467-3 is confirmed.

Card 467-4 is confirmed.

Card 467-5 is confirmed. Original card show game number 463 which is Blue Chip. I corrected this number to match Liberty Bell.

Card 467-6 is confirmed. Original card show game number 463 which is Blue Chip. I corrected this number to match Liberty Bell.

Card 467-7EB 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](http://www.inkochnito.nl)

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