

For Amusement
Only

LITTLE CHIEF

One to Four
Players

43,000 SCORES 1 REPLAY

74,000 SCORES 1 REPLAY

5 BALLS PER GAME

458-1

For Amusement
Only

LITTLE CHIEF

One to Four
Players

50,000 SCORES 1 REPLAY

71,000 SCORES 1 REPLAY

92,000 SCORES 1 REPLAY

3 BALLS PER GAME

458-2

INSTRUCTIONS

- 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 - does not disqualify player.
- Making "A" & "B" OPENS GATE and lites top center rollover lane.
- Kickout hole lites DOUBLE and advances kickout hole value.
- Top center rollover lane, when lit, lites DOUBLE and advances kickout hole value.
- Advancing kickout hole value to "3" lites bottom special rollover lanes, alternately, for extra ball.
- Advancing kickout hole value to "4" lites extra special rollover lane for 1 REPLAY.
- Matching last two numbers in score to number that appears on back glass, after game is over, scores 1 REPLAY.

458-3

INSTRUCTIONS

- 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 - does not disqualify player.
- Making "A" & "B" OPENS GATE and lites top center rollover lane.
- Kickout hole lites DOUBLE and advances kickout hole value.
- Top center rollover lane, when lit, lites DOUBLE and advances kickout hole value.
- Advancing kickout hole value to "3" lites bottom special rollover lanes, alternately, for extra ball.
- Advancing kickout hole value to "4" lites extra special rollover lane for 1 REPLAY.

458-4

INSTRUCTIONS

- 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 - does not disqualify player.
- Making "A" & "B" OPENS GATE and lites top center rollover lane.
- Kickout hole lites DOUBLE and advances kickout hole value.
- Top center rollover lane, when lit, lites DOUBLE and advances kickout hole value.
- Advancing kickout hole value to "4" lites bottom special rollover lanes, alternately, for extra ball.
- Advancing kickout hole value to "5" lites extra special rollover lane for 1 REPLAY.
- Matching last two numbers in score to number that appears on back glass, after game is over, scores 1 REPLAY.

458-5

INSTRUCTIONS

- 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 - does not disqualify player.
- Making "A" & "B" OPENS GATE and lites top center rollover lane.
- Kickout hole lites DOUBLE and advances kickout hole value.
- Top center rollover lane, when lit, lites DOUBLE and advances kickout hole value.
- Advancing kickout hole value to "4" lites bottom special rollover lanes, alternately, for extra ball.
- Advancing kickout hole value to "5" lites extra special rollover lane for 1 REPLAY.

458-6

INSTRUCTIONS

- 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 - does not disqualify player.
- Making "A" & "B" OPENS GATE and lites top center rollover lane.
- Kickout hole lites DOUBLE and advances kickout hole value.
- Top center rollover lane, when lit, lites DOUBLE and advances kickout hole value.
- Advancing kickout hole value to "5" lites bottom special rollover lanes, alternately, for extra ball.
- Advancing kickout hole value to "6" lites extra special rollover lane for 1 REPLAY.
- Matching last two numbers in score to number that appears on back glass, after game is over, scores 1 REPLAY.

458-7

INSTRUCTIONS

- 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 - does not disqualify player.
- Making "A" & "B" OPENS GATE and lites top center rollover lane.
- Kickout hole lites DOUBLE and advances kickout hole value.
- Top center rollover lane, when lit, lites DOUBLE and advances kickout hole value.
- Advancing kickout hole value to "5" lites bottom special rollover lanes, alternately, for extra ball.
- Advancing kickout hole value to "6" lites extra special rollover lane for 1 REPLAY.

458-8

INSTRUCTIONS

- 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 - does not disqualify player.
- Making "A" & "B" OPENS GATE and lites top center rollover lane.
- Kickout hole lites DOUBLE and advances kickout hole value.
- Top center rollover lane, when lit, lites DOUBLE and advances kickout hole value.
- Advancing kickout hole value to "3" lites bottom special rollover lanes, alternately, for extra ball.
- Advancing kickout hole value to "4" lites extra special rollover lane for extra ball.
- Maximum 1 extra ball per ball in play.

458-9EB

INSTRUCTIONS

- 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 - does not disqualify player.
- Making "A" & "B" OPENS GATE and lites top center rollover lane.
- Kickout hole lites DOUBLE and advances kickout hole value.
- Top center rollover lane, when lit, lites DOUBLE and advances kickout hole value.
- Advancing kickout hole value to "__" lites bottom special rollover lane for extra ball.
- Advancing kickout hole value to "__" lites extra special rollover lane for extra ball.
- Maximum 1 extra ball per ball in play.

458-10EB

Fonts used: Helvetica 55 Roman, Helvetica, Helvetica75, Futura ExtraBold, Futura Medium, Futura Hv BT

Cards status:

Card 458-1 is confirmed.
Card 458-2 is confirmed.
Card 458-3 is confirmed.
Card 458-4 is confirmed.
Card 458-5 is confirmed.
Card 458-6 is confirmed.
Card 458-7 is confirmed.
Card 458-8 is confirmed.
Card 458-9EB is confirmed.
Card 458-10EB is confirmed.

Suggested score cards:

Replay games:
3 ball 458-30 (confirmed)
5 ball 458-18 (needed)

Extra ball games:
3 ball 458-69 (needed)
5 ball 458-71 (needed)

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

Feel free to make a donation via Paypal.