###### 200,000 SCORES 1 CREDIT

###### 300,000 SCORES 1 CREDIT

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

For Amusement

**Only**

###### 480-1-SS

Lucky Seven

###### 1 PLAY – 25c

###### 3 PLAYS – 50c

### **3 BALLS**

**PER GAME**

**One To Four**

**Players**

###### 280,000 SCORES 1 CREDIT

###### 380,000 SCORES 1 CREDIT

###### 480,000 SCORES 1 CREDIT

For Amusement

**Only**

###### 480-2-SS

Lucky Seven

###### 1 PLAY – 25c

###### 3 PLAYS – 50c

### **5 BALLS**

**PER GAME**

**One To Four**

**Players**

• Insert Coins and Then Press Start Button to Set Up Game For One to  
 Four Players.

• Each Player Shoots One Ball at a Time as Indicated on Back Glass.

• Tilt Penalty - Ball in Play - Tilt Does Not Disqualify Player.

• Top Rollover Lanes and Center Targets Change Playfield Reels.

• Align Symbols on Reels to Increase “Reel Value.”

• **Making Both Drop Targets Scores “Reel Value” and Resets Targets for  
 Possible Repeat Scoring. Targets Reset Only When Some “Reel Value”  
 is Lit.**

• **Reel Value is as Follows:  
 Clover - Any - Any 5,000 and Double Bonus.  
 Clover - Clover - Any 10,000 and Double Bonus.  
 Clover - Clover - Clover 20,000 and Extra Ball.  
 Horseshoe - Horseshoe - Horseshoe 20,000  
 Diamond - Diamond - Diamond 30,000  
 Seven - Seven - Seven 30,000 and Special.**

• **Special Scores 1 Credit.**

• **Beating “Highest Score” Scores 3 Credits.**

• **Matching Last Two Numbers in Score to “Match” Numbers on Back Glass  
 When Game is Over Scores 1 Credit.**

## **INSTRUCTIONS**

###### 480-3-SS

• Insert Coins and Then Press Start Button to Set Up Game For One to  
 Four Players.

• Each Player Shoots One Ball at a Time as Indicated on Back Glass.

• Tilt Penalty - Ball in Play - Tilt Does Not Disqualify Player.

• Top Rollover Lanes and Center Targets Change Playfield Reels.

• Align Symbols on Reels to Increase “Reel Value.”

• **Making Both Drop Targets Scores “Reel Value” and Resets Targets for  
 Possible Repeat Scoring. Targets Reset Only When Some “Reel Value”  
 is Lit.**

• **Reel Value is as Follows:  
 Clover - Any - Any 5,000 and Double Bonus.  
 Clover - Clover - Any 10,000 and Double Bonus.  
 Clover - Clover - Clover 20,000 and Extra Ball.  
 Horseshoe - Horseshoe - Horseshoe 20,000  
 Diamond - Diamond - Diamond 30,000  
 Seven - Seven - Seven 30,000 and Special.**

• **Special Scores 1 Extra Ball.**

## **INSTRUCTIONS**

###### 480-4-SS

• Insert Coins and Then Press Start Button to Set Up Game For One to  
 Four Players.

• Each Player Shoots One Ball at a Time as Indicated on Back Glass.

• Tilt Penalty - Ball in Play - Tilt Does Not Disqualify Player.

• Top Rollover Lanes and Center Targets Change Playfield Reels.

• Align Symbols on Reels to Increase “Reel Value.”

• **Making Both Drop Targets Scores “Reel Value” and Resets Targets for  
 Possible Repeat Scoring. Targets Reset Only When Some “Reel Value”  
 is Lit.**

• **Reel Value is as Follows:  
 Clover - Any - Any 5,000 and Double Bonus.  
 Clover - Clover - Any 10,000 and Double Bonus.  
 Clover - Clover - Clover 20,000 and Extra Ball.  
 Horseshoe - Horseshoe - Horseshoe 20,000  
 Diamond - Diamond - Diamond 30,000  
 Seven - Seven - Seven 30,000 and Extra Ball.**

## **INSTRUCTIONS**

###### 480-5-SS

• Insert Coins and Then Press Start Button to Set Up Game For One to  
 Four Players.

• Each Player Shoots One Ball at a Time as Indicated on Back Glass.

• Tilt Penalty - Ball in Play - Tilt Does Not Disqualify Player.

• Top Rollover Lanes and Center Targets Change Playfield Reels.

• Align Symbols on Reels to Increase “Reel Value.”

• **Making Both Drop Targets Scores “Reel Value” and Resets Targets for  
 Possible Repeat Scoring. Targets Reset Only When Some “Reel Value”  
 is Lit.**

• **Reel Value is as Follows:  
 Clover - Any - Any 5,000 and Double Bonus.  
 Clover - Clover - Any 10,000 and Double Bonus.  
 Clover - Clover - Clover 20,000 and Extra Ball.  
 Horseshoe - Horseshoe - Horseshoe 20,000  
 Diamond - Diamond - Diamond 30,000  
 Seven - Seven - Seven 30,000 and Special.**

• **Special Scores 1 Credit.**

## **INSTRUCTIONS**

###### 480-6-SS

• Insert Coins and Then Press Start Button to Set Up Game For One to  
 Four Players.

• Each Player Shoots One Ball at a Time as Indicated on Back Glass.

• Tilt Penalty - Ball in Play - Tilt Does Not Disqualify Player.

• Top Rollover Lanes and Center Targets Change Playfield Reels.

• Align Symbols on Reels to Increase “Reel Value.”

• **Making Both Drop Targets Scores “Reel Value” and Resets Targets for  
 Possible Repeat Scoring. Targets Reset Only When Some “Reel Value”  
 is Lit.**

• **Reel Value is as Follows:  
 Clover - Any - Any 5,000 and Double Bonus.  
 Clover - Clover - Any 10,000 and Double Bonus.  
 Clover - Clover - Clover 20,000 and Extra Ball.  
 Horseshoe - Horseshoe - Horseshoe 20,000  
 Diamond - Diamond - Diamond 30,000  
 Seven - Seven - Seven 30,000 and Special.**

• **Special Scores 1 Credit.**

• **Beating “Highest Score” Scores \_\_ Credit(s).**

• **Matching Last Two Numbers in Score to “Match” Numbers on Back Glass  
 When Game is Over Scores 1 Credit.**

## **INSTRUCTIONS**

###### 480-7-SS

• Insert Coins and Then Press Start Button to Set Up Game For One to  
 Four Players.

• Each Player Shoots One Ball at a Time as Indicated on Back Glass.

• Tilt Penalty - Ball in Play - Tilt Does Not Disqualify Player.

• Top Rollover Lanes and Center Targets Change Playfield Reels.

• Align Symbols on Reels to Increase “Reel Value.”

• **Making Both Drop Targets Scores “Reel Value” and Resets Targets for  
 Possible Repeat Scoring. Targets Reset Only When Some “Reel Value”  
 is Lit.**

• **Reel Value is as Follows:  
 Clover - Any - Any 5,000 and Double Bonus.  
 Clover - Clover - Any 10,000 and Double Bonus.  
 Clover - Clover - Clover 20,000  
 Horseshoe - Horseshoe - Horseshoe 20,000  
 Diamond - Diamond - Diamond 30,000  
 Seven - Seven - Seven 30,000**

## **INSTRUCTIONS**

###### 480-8-SS

• Insert Coins and Then Press Start Button to Set Up Game For One to  
 Four Players.

• Each Player Shoots One Ball at a Time as Indicated on Back Glass.

• Tilt Penalty - Ball in Play - Tilt Does Not Disqualify Player.

• Top Rollover Lanes and Center Targets Change Playfield Reels.

• Align Symbols on Reels to Increase “Reel Value.”

• **Making Both Drop Targets Scores “Reel Value” and Resets Targets for  
 Possible Repeat Scoring. Targets Reset Only When Some “Reel Value”  
 is Lit.**

• **Reel Value is as Follows:  
 Cherry - Any - Any 5,000 and Double Bonus.  
 Cherry - Cherry - Any 10,000 and Double Bonus.  
 Cherry - Cherry - Cherry 20,000 and Extra Ball.  
 Orange - Orange - Orange 20,000  
 Bell - Bell - Bell 30,000  
 Seven - Seven - Seven 30,000 and Special.**

• **Special Scores 1 Credit.**

• **Beating “Highest Score” Scores 3 Credits.**

• **Matching Last Two Numbers in Score to “Match” Numbers on Back Glass  
 When Game is Over Scores 1 Credit.**

## **INSTRUCTIONS**

###### 480-3-SS-GER

• Insert Coins and Then Press Start Button to Set Up Game For One to  
 Four Players.

• Each Player Shoots One Ball at a Time as Indicated on Back Glass.

• Tilt Penalty - Ball in Play - Tilt Does Not Disqualify Player.

• Top Rollover Lanes and Center Targets Change Playfield Reels.

• Align Symbols on Reels to Increase “Reel Value.”

• **Making Both Drop Targets Scores “Reel Value” and Resets Targets for  
 Possible Repeat Scoring. Targets Reset Only When Some “Reel Value”  
 is Lit.**

• **Reel Value is as Follows:  
 Cherry - Any - Any 5,000 and Double Bonus.  
 Cherry - Cherry - Any 10,000 and Double Bonus.  
 Cherry - Cherry - Cherry 20,000 and Extra Ball.  
 Orange - Orange - Orange 20,000  
 Bell - Bell - Bell 30,000  
 Seven - Seven - Seven 30,000 and Special.**

• **Special Scores 1 Extra Ball.**

## **INSTRUCTIONS**

###### 480-4-SS-GER

• Insert Coins and Then Press Start Button to Set Up Game For One to  
 Four Players.

• Each Player Shoots One Ball at a Time as Indicated on Back Glass.

• Tilt Penalty - Ball in Play - Tilt Does Not Disqualify Player.

• Top Rollover Lanes and Center Targets Change Playfield Reels.

• Align Symbols on Reels to Increase “Reel Value.”

• **Making Both Drop Targets Scores “Reel Value” and Resets Targets for  
 Possible Repeat Scoring. Targets Reset Only When Some “Reel Value”  
 is Lit.**

• **Reel Value is as Follows:  
 Cherry - Any - Any 5,000 and Double Bonus.  
 Cherry - Cherry - Any 10,000 and Double Bonus.  
 Cherry - Cherry - Cherry 20,000 and Extra Ball.  
 Orange - Orange - Orange 20,000  
 Bell - Bell - Bell 30,000  
 Seven - Seven - Seven 30,000 and Extra Ball.**

## **INSTRUCTIONS**

###### 480-5-SS-GER

• Insert Coins and Then Press Start Button to Set Up Game For One to  
 Four Players.

• Each Player Shoots One Ball at a Time as Indicated on Back Glass.

• Tilt Penalty - Ball in Play - Tilt Does Not Disqualify Player.

• Top Rollover Lanes and Center Targets Change Playfield Reels.

• Align Symbols on Reels to Increase “Reel Value.”

• **Making Both Drop Targets Scores “Reel Value” and Resets Targets for  
 Possible Repeat Scoring. Targets Reset Only When Some “Reel Value”  
 is Lit.**

• **Reel Value is as Follows:  
 Cherry - Any - Any 5,000 and Double Bonus.  
 Cherry - Cherry - Any 10,000 and Double Bonus.  
 Cherry - Cherry - Cherry 20,000 and Extra Ball.  
 Orange - Orange - Orange 20,000  
 Bell - Bell - Bell 30,000  
 Seven - Seven - Seven 30,000 and Special.**

• **Special Scores 1 Credit.**

## **INSTRUCTIONS**

###### 480-6-SS-GER

• Insert Coins and Then Press Start Button to Set Up Game For One to  
 Four Players.

• Each Player Shoots One Ball at a Time as Indicated on Back Glass.

• Tilt Penalty - Ball in Play - Tilt Does Not Disqualify Player.

• Top Rollover Lanes and Center Targets Change Playfield Reels.

• Align Symbols on Reels to Increase “Reel Value.”

• **Making Both Drop Targets Scores “Reel Value” and Resets Targets for  
 Possible Repeat Scoring. Targets Reset Only When Some “Reel Value”  
 is Lit.**

• **Reel Value is as Follows:  
 Cherry - Any - Any 5,000 and Double Bonus.  
 Cherry - Cherry - Any 10,000 and Double Bonus.  
 Cherry - Cherry - Cherry 20,000 and Extra Ball.  
 Orange - Orange - Orange 20,000  
 Bell - Bell - Bell 30,000  
 Seven - Seven - Seven 30,000 and Special.**

• **Special Scores 1 Credit.**

• **Beating “Highest Score” Scores \_\_ Credit(s).**

• **Matching Last Two Numbers in Score to “Match” Numbers on Back Glass  
 When Game is Over Scores 1 Credit.**

## **INSTRUCTIONS**

###### 480-7-SS-GER

• Insert Coins and Then Press Start Button to Set Up Game For One to  
 Four Players.

• Each Player Shoots One Ball at a Time as Indicated on Back Glass.

• Tilt Penalty - Ball in Play - Tilt Does Not Disqualify Player.

• Top Rollover Lanes and Center Targets Change Playfield Reels.

• Align Symbols on Reels to Increase “Reel Value.”

• **Making Both Drop Targets Scores “Reel Value” and Resets Targets for  
 Possible Repeat Scoring. Targets Reset Only When Some “Reel Value”  
 is Lit.**

• **Reel Value is as Follows:  
 Clover - Any - Any 5,000 and Double Bonus.  
 Clover - Clover - Any 10,000 and Double Bonus.  
 Clover - Clover - Clover 20,000  
 Orange - Orange - Orange 20,000  
 Bell - Bell - Bell 30,000  
 Seven - Seven - Seven 30,000**

## **INSTRUCTIONS**

###### 480-8-SS-GER

###### 230,000 SCORES 1 CREDIT

###### 330,000 SCORES 1 CREDIT

###### 480-9

###### 240,000 SCORES 1 CREDIT

###### 340,000 SCORES 1 CREDIT

###### 480-10

###### 250,000 SCORES 1 CREDIT

###### 350,000 SCORES 1 CREDIT

###### 480-11

###### 260,000 SCORES 1 CREDIT

###### 360,000 SCORES 1 CREDIT

###### 480-12

###### 270,000 SCORES 1 CREDIT

###### 370,000 SCORES 1 CREDIT

###### 480-13

###### 280,000 SCORES 1 CREDIT

###### 380,000 SCORES 1 CREDIT

###### 480-14

###### 290,000 SCORES 1 CREDIT

###### 390,000 SCORES 1 CREDIT

###### 480-15

###### 300,000 SCORES 1 CREDIT

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

###### 480-16

###### 310,000 SCORES 1 CREDIT

###### 410,000 SCORES 1 CREDIT

###### 480-17

###### 320,000 SCORES 1 CREDIT

###### 420,000 SCORES 1 CREDIT

###### 480-18

###### 330,000 SCORES 1 CREDIT

###### 430,000 SCORES 1 CREDIT

###### 480-19

###### 340,000 SCORES 1 CREDIT

###### 440,000 SCORES 1 CREDIT

###### 480-20

###### 350,000 SCORES 1 CREDIT

###### 450,000 SCORES 1 CREDIT

###### 480-21

###### 360,000 SCORES 1 CREDIT

###### 460,000 SCORES 1 CREDIT

###### 480-22

###### 370,000 SCORES 1 CREDIT

###### 470,000 SCORES 1 CREDIT

###### 480-23

###### 380,000 SCORES 1 CREDIT

###### 480,000 SCORES 1 CREDIT

###### 480-24

###### 390,000 SCORES 1 CREDIT

###### 490,000 SCORES 1 CREDIT

###### 480-25

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

###### 500,000 SCORES 1 CREDIT

###### 480-26

###### 410,000 SCORES 1 CREDIT

###### 510,000 SCORES 1 CREDIT

###### 480-27

###### 420,000 SCORES 1 CREDIT

###### 520,000 SCORES 1 CREDIT

###### 480-28

###### 430,000 SCORES 1 CREDIT

###### 530,000 SCORES 1 CREDIT

###### 480-29

###### \_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_ SCORES 1 CREDIT

###### 480-30

###### \_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_ SCORES 1 CREDIT

###### 480-31

###### \_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_ SCORES 1 CREDIT

###### 480-32

###### \_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_ SCORES 1 CREDIT

###### 480-33

###### \_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_ SCORES 1 CREDIT

###### 480-34

###### \_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_ SCORES 1 CREDIT

###### 480-35

###### \_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_ SCORES 1 CREDIT

###### 480-36

###### 200,000 SCORES 1 CREDIT

###### 300,000 SCORES 1 CREDIT

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

###### 480-37

###### 210,000 SCORES 1 CREDIT

###### 310,000 SCORES 1 CREDIT

###### 410,000 SCORES 1 CREDIT

###### 480-38

###### 220,000 SCORES 1 CREDIT

###### 320,000 SCORES 1 CREDIT

###### 420,000 SCORES 1 CREDIT

###### 480-39

###### 230,000 SCORES 1 CREDIT

###### 330,000 SCORES 1 CREDIT

###### 430,000 SCORES 1 CREDIT

###### 480-40

###### 240,000 SCORES 1 CREDIT

###### 340,000 SCORES 1 CREDIT

###### 440,000 SCORES 1 CREDIT

###### 480-41

###### 250,000 SCORES 1 CREDIT

###### 350,000 SCORES 1 CREDIT

###### 450,000 SCORES 1 CREDIT

###### 480-42

###### 260,000 SCORES 1 CREDIT

###### 360,000 SCORES 1 CREDIT

###### 460,000 SCORES 1 CREDIT

###### 480-43

###### 270,000 SCORES 1 CREDIT

###### 370,000 SCORES 1 CREDIT

###### 470,000 SCORES 1 CREDIT

###### 480-44

###### 280,000 SCORES 1 CREDIT

###### 380,000 SCORES 1 CREDIT

###### 480,000 SCORES 1 CREDIT

###### 480-45

###### 290,000 SCORES 1 CREDIT

###### 390,000 SCORES 1 CREDIT

###### 490,000 SCORES 1 CREDIT

###### 480-46

###### 300,000 SCORES 1 CREDIT

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

###### 500,000 SCORES 1 CREDIT

###### 480-47

###### 310,000 SCORES 1 CREDIT

###### 410,000 SCORES 1 CREDIT

###### 510,000 SCORES 1 CREDIT

###### 480-48

###### 250,000 SCORES 1 EXTRA BALL

###### 480-49

###### 280,000 SCORES 1 EXTRA BALL

###### 480-50

###### 310,000 SCORES 1 EXTRA BALL

###### 480-51

###### 340,000 SCORES 1 EXTRA BALL

###### 480-52

###### 370,000 SCORES 1 EXTRA BALL

###### 480-53

###### 410,000 SCORES 1 EXTRA BALL

###### 480-54

###### 450,000 SCORES 1 EXTRA BALL

###### 480-55

###### \_\_\_\_\_\_\_ SCORES 1 EXTRA BALL

###### 480-56

Fonts used: Times New Roman, Helvetica, Helvetica Neue LT, Futura ExtraBold, Futura Md BT, HelveticaNeue, Century

Card size: 154x83mm, score insert: 135x25mm

**Cards status:**

Card 480-1 is confirmed.

Card 480-2 is confirmed.

Card 480-3-SS needed to verify.

Card 480-4-SS needed to verify.

Card 480-5-SS is confirmed.

Card 480-6-SS is confirmed.

Card 480-7-SS is confirmed.

Card 480-8-SS is confirmed.

Card 480-3-SS-GER needed to verify.

Card 480-4-SS-GER needed to verify.

Card 480-5-SS-GER is confirmed.

Card 480-6-SS-GER is confirmed.

Card 480-7-SS-GER needed to verify.

Card 480-8-SS-GER needed to verify.

All score inserts are confirmed, but a few are missing.

The missing score strips have blank score levels.

Score insert 480-30 and 480-56 are originally blank.

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)

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