

1 TO 4 CAN PLAY

- ★ Insert coin and WAIT for the machine to reset. Insert coins for additional players.
- ★ Shoot ball to light green and yellow bumpers, and lanes.
- ★ Advancing bonus will light extra ball target lights. Hitting target when lit will score **1 Extra Ball**.
- ★ Advancing bonus will light special target lights. Special target when lit will score **1 Replay**.
- ★ Collect bonus score when the ball leaves the playfield.
- ★ Matching the last numbers of the score with the number which lights on the backglass at the end of the game, scores **1 Replay**.

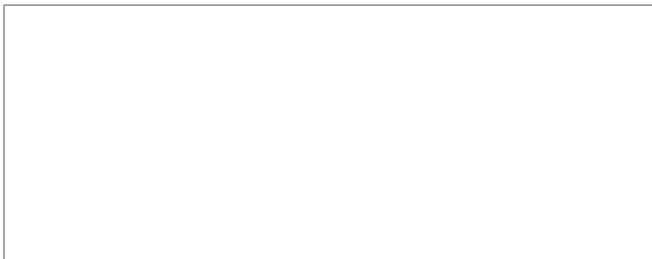


TILT
disqualifies
ball in play
from
further scoring

M-1508-30-A

1 TO 4 CAN PLAY

- ★ Insert coin and WAIT for the machine to reset. Insert coins for additional players.
- ★ Shoot ball to light green and yellow bumpers, and lanes.
- ★ Advancing bonus will light extra ball target lights. Hitting target when lit will score **1 Extra Ball**.
- ★ Advancing bonus will light special target lights. Special target when lit will score **1 Replay**.
- ★ Collect bonus score when the ball leaves the playfield.



TILT
disqualifies
ball in play
from
further scoring

M-1508-30-B

1 to 4
Can Play

INSTRUCTIONS

For
Amusement
Only

- ★ Insert coin and WAIT for the machine to reset. Insert coins for additional players.
- ★ Shoot ball to light green and yellow bumpers, and lanes.
- ★ Advancing bonus will light extra ball target lights. Hitting target when lit will score **1 Extra Ball**.
- ★ Advancing bonus will light special target lights. Special target when lit will score **1 Extra Ball**.

1 extra ball for each score of 120,000 points.

1 extra ball for each score of 175,000 points.

Maximum — 1 extra ball per ball in play.

**TILT DISQUALIFIES BALL IN PLAY
FROM FURTHER SCORING.**

M-1508-30-C

1 to 4
Can Play

INSTRUCTIONS

For
Amusement
Only

- ★ Insert coin and WAIT for the machine to reset. Insert coins for additional players.
- ★ Shoot ball to light green and yellow bumpers, and lanes.
- ★ Advancing bonus will light extra ball target lights. Hitting target when lit will score **1 Extra Ball**.
- ★ Advancing bonus will light special target lights. Special target when lit will score **1 Extra Ball**.

Score of 100,000 points Good
Score of 140,000 points Excellent
Score of 175,000 points Super

**TILT DISQUALIFIES BALL IN PLAY
FROM FURTHER SCORING.**

M-1508-30-D

- 1 Replay for each score of 66,000 Points
- 1 Replay for each score of 78,000 Points
- 1 Replay for each score of 90,000 Points
- 1 Replay for each score of 104,000 Points

- 1 Replay for each score of 68,000 Points
- 1 Replay for each score of 80,000 Points
- 1 Replay for each score of 92,000 Points
- 1 Replay for each score of 106,000 Points

5 BALLS

2 PLAYS—1 QUARTER

M-1509-10

3 BALLS

2 PLAYS—1 QUARTER

M-1509-...

1 Replay for each score of 72,000 Points
1 Replay for each score of 84,000 Points
1 Replay for each score of 96,000 Points
1 Replay for each score of 110,000 Points

1 Replay for each score of 70,000 Points
1 Replay for each score of 82,000 Points
1 Replay for each score of 94,000 Points
1 Replay for each score of 108,000 Points

Fonts used: News Gothic MT Std, News Gothic Std, News Gothic MT Std Condensed, Wingdings, Futura-Condensed-Normal.

Cards status:

M1508-30-A confirmed.

M1508-30-B confirmed.

M1508-30-C confirmed.

M1508-30-D confirmed.

M1508-30-E confirmed (score card: 66K – 78K – 90K – 104K & 68K – 80K – 92K – 106K).

M1508-30-F confirmed (score card: 70K – 82K – 94K – 108K & 72K – 84K – 96K – 110K).

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