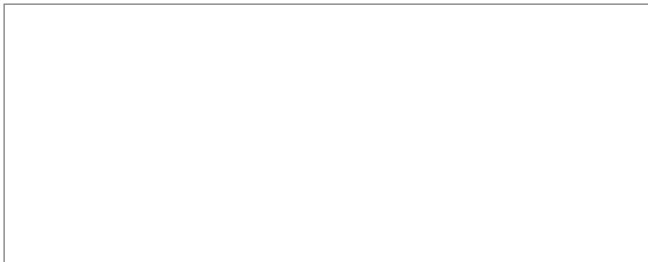


### 1 TO 4 CAN PLAY

- ★ 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**.



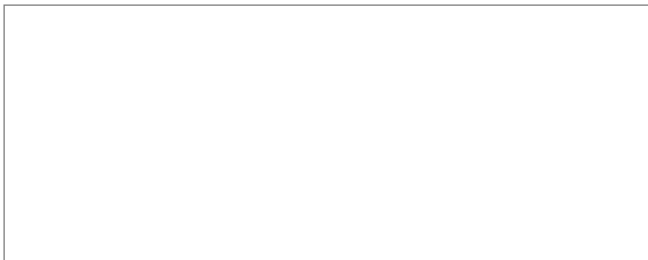
TILT

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 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

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

**5 BALLS**

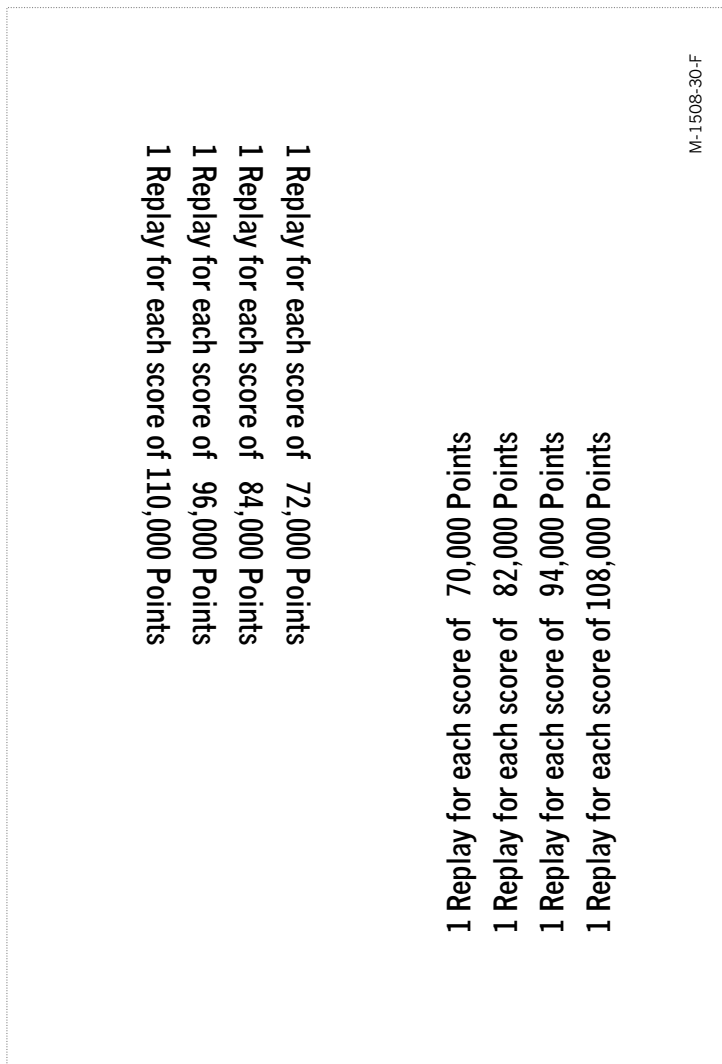
**2 PLAYS—1 QUARTER**

M-1509-10

**3 BALLS**

**2 PLAYS—1 QUARTER**

M-1509-...



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](http://www.inkochnito.nl)