

#### 1 TO 4 CAN PLAY

- ★ Insert coin and WAIT for the machine to reset. Insert coins for additional players.
- ★ Shoot ball thru right lane to lite 1000 spinner lite.
- ★ Shoot ball thru left lane to open bottom gate.
- ★ Advancing bonus will lite extra ball target lite. Hitting target when lit will score 1 extra ball.
- ★ Advancing bonus will lite special lite. Ball thru special lit lane scores **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.**

**1 Replay for each score of 82,000 Points**

**1 Replay for each score of 94,000 Points**

**1 Replay for each score of 106,000 Points**

TILT  
disqualifies  
ball in play  
from  
further scoring

M-1508-33-A

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- ★ Advancing bonus will lite special lite. Ball thru special lit lane scores **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.**

**1 Replay for each score of 122,000 Points**

**1 Replay for each score of 140,000 Points**

**1 Replay for each score of 158,000 Points**

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## INSTRUCTIONS

For  
Amusement  
Only

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- ★ Advancing bonus will lite special lite. Ball thru special lit lane scores 1 extra ball.

1 extra ball for each score of 125,000 points.

1 extra ball for each score of 178,000 points.

Maximum — 1 extra ball per ball in play.

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

M-1508-33-C

1 to 4  
Can Play

## INSTRUCTIONS

For  
Amusement  
Only

- ★ Insert coin and wait the machine to reset. Insert coins for additional players.
- ★ Shoot ball thru right lane to lite 1000 spinner lite.
- ★ Shoot ball thru left lane to open bottom gate.
- ★ Advancing bonus will lite extra ball target lite. Hitting target when lit will score 1 extra ball.
- ★ Advancing bonus will lite special lite. Ball thru special lit lane scores 1 extra ball.

Maximum — 1 extra ball per ball in play.

Score of 110,000 points . . . . . Good

Score of 150,000 points . . . . . Excellent

Score of 195,000 points . . . . . Super

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

M-1508-33-D

Fonts used: News Gothic MT Std, News Gothic Std, News Gothic MT Std Condensed, Wingdings

### Cards status:

M1508-33-A confirmed.

M1508-33-C confirmed.

M1508-33-D confirmed.

M1508-33-G confirmed (score card: 82K – 94K – 106K & 84K – 96K – 108K).

M1508-33-H confirmed (score card: 122K – 140K – 158K & 124K – 142K – 160K).

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)