

1 TO 4  
CAN PLAY

## EMBRYON

FOR  
AMUSEMENT  
ONLY

1 REPLAY FOR EACH SCORE OF 500,000 POINTS.

1 REPLAY FOR EACH SCORE OF 800,000 POINTS.

**5 BALLS  
PER  
GAME**

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.  
1 REPLAY FOR MATCHING LAST TWO SCORE  
NUMBERS WITH MATCH NUMBERS.

**5 BALLS  
PER  
GAME**

M-1508-99-A

1 TO 4  
CAN PLAY

## EMBRYON

FOR  
AMUSEMENT  
ONLY

1 REPLAY FOR EACH SCORE OF 400,000 POINTS.

1 REPLAY FOR EACH SCORE OF 700,000 POINTS.

**3 BALLS  
PER  
GAME**

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.  
1 REPLAY FOR MATCHING LAST TWO SCORE  
NUMBERS WITH MATCH NUMBERS.

**3 BALLS  
PER  
GAME**

M-1508-99-B

1 TO 4  
CAN PLAY

## INSTRUCTIONS

FOR  
AMUSEMENT  
ONLY

- ★ DROPPING 3 TOP TARGETS SPOTS LIT FLASHING VALUE AND ADVANCES BONUS.
- ★ MAKING TOP 1 AND 2 LANES ADVANCES BONUS MULTIPLIERS, LITES TOP CENTER LANE AND FLASHING ARROW VALUE.  
BALL THRU TOP CENTER LANE WHEN LIT SCORES FLASHING ARROW VALUE AND QUALIFIES 1 AND 2 LANES TO ADVANCE NEXT ARROW VALUE.
- ★ DROPPING LEFT 3 TARGETS OR RIGHT SINGLE TARGET ADVANCE RESPECTIVE CAPTIVE BALL VALUE.  
LEFT OR RIGHT CAPTIVE BALL VALUE MUST BE SCORED BEFORE RESPECTIVE TARGET IS RESET.
- ★ COMPLETING E-M-B-R-Y-O-N 1ST TIME LITES TOP RIGHT SAUCER TO TRAP BALL.  
BALL IS EJECTED BY HITTING RIGHT CAPTIVE BALL WHEN "RELEASE BALL" LITE IS LIT.
- ★ BOTTOM ROLLOVERS LITE FOR SPECIAL AFTER TRAPPED BALL HAS BEEN EJECTED AND BOTH BALLS LEFT PLAYFIELD AND EMBRYON HAS BEEN MADE ONCE AGAIN!  
ONE REPLAY FOR BALL THRU ROLLOVER WHEN LIT FOR SPECIAL.
- ★ MAKING A-B LITES "FLIPSAVE" IN RIGHT OUTLANE, FLIPSAVE FLIPPER CAN BE ACTIVATED WHEN FLASHING.
- ★ BONUS SPECIAL LITES WHEN 40,000 BONUS IS ATTAINED.  
BONUS SPECIAL SCORES 1 REPLAY AFTER 59,000 BONUS IS ATTAINED.
- ★ MAXIMUM — 1 EXTRA BALL PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-99-E

1 TO 4  
CAN PLAY

## INSTRUCTIONS

FOR  
AMUSEMENT  
ONLY

- ★ DROPPING 3 TOP TARGETS SPOTS LIT FLASHING VALUE AND ADVANCES BONUS.
- ★ MAKING TOP 1 AND 2 LANES ADVANCES BONUS MULTIPLIERS, LITES TOP CENTER LANE AND FLASHING ARROW VALUE.  
BALL THRU TOP CENTER LANE WHEN LIT SCORES FLASHING ARROW VALUE AND QUALIFIES 1 AND 2 LANES TO ADVANCE NEXT ARROW VALUE.
- ★ DROPPING LEFT 3 TARGETS OR RIGHT SINGLE TARGET ADVANCE RESPECTIVE CAPTIVE BALL VALUE.  
LEFT OR RIGHT CAPTIVE BALL VALUE MUST BE SCORED BEFORE RESPECTIVE TARGET IS RESET.
- ★ COMPLETING E-M-B-R-Y-O-N 1ST TIME LITES TOP RIGHT SAUCER TO TRAP BALL.  
BALL IS EJECTED BY HITTING RIGHT CAPTIVE BALL WHEN "RELEASE BALL" LITE IS LIT.
- ★ BOTTOM ROLLOVERS LITE FOR SPECIAL AFTER TRAPPED BALL HAS BEEN EJECTED AND BOTH BALLS LEFT PLAYFIELD AND EMBRYON HAS BEEN MADE ONCE AGAIN!  
EXTRA BALL OR 50,000 FOR BALL THRU ROLLOVER WHEN LIT FOR SPECIAL.
- ★ ALL SPECIALS SCORE EXTRA BALL OR 50,000 POINTS. ALL EXTRA BALLS SCORE EXTRA BALL OR 25,000 POINTS.
- ★ MAKING A-B LITES "FLIPSAVE" IN RIGHT OUTLANE, FLIPSAVE FLIPPER CAN BE ACTIVATED WHEN FLASHING.
- ★ BONUS SPECIAL LITES WHEN 40,000 BONUS IS ATTAINED.  
BONUS SPECIAL SCORES EXTRA BALL OR 50,000 AFTER 59,000 BONUS IS ATTAINED.
- ★ MAXIMUM — 1 EXTRA BALL PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-99-F

1 TO 4  
CAN PLAY

## INSTRUCTIONS

FOR  
AMUSEMENT  
ONLY

- ★ DROPPING 3 TOP TARGETS SPOTS LIT FLASHING VALUE AND ADVANCES BONUS.
- ★ MAKING TOP 1 AND 2 LANES ADVANCES BONUS MULTIPLIERS, LITES TOP CENTER LANE AND FLASHING ARROW VALUE.  
BALL THRU TOP CENTER LANE WHEN LIT SCORES FLASHING ARROW VALUE AND QUALIFIES 1 AND 2 LANES TO ADVANCE NEXT ARROW VALUE.
- ★ DROPPING LEFT 3 TARGETS OR RIGHT SINGLE TARGET ADVANCE RESPECTIVE CAPTIVE BALL VALUE.  
LEFT OR RIGHT CAPTIVE BALL VALUE MUST BE SCORED BEFORE RESPECTIVE TARGET IS RESET.
- ★ COMPLETING E-M-B-R-Y-O-N 1ST TIME LITES TOP RIGHT SAUCER TO TRAP BALL.  
BALL IS EJECTED BY HITTING RIGHT CAPTIVE BALL WHEN "RELEASE BALL" LITE IS LIT.
- ★ BOTTOM ROLLOVERS LITE FOR SPECIAL AFTER TRAPPED BALL HAS BEEN EJECTED AND BOTH BALLS LEFT PLAYFIELD AND EMBRYON HAS BEEN MADE ONCE AGAIN!  
50,000 FOR BALL THRU ROLLOVER WHEN LIT FOR SPECIAL.
- ★ MAKING A-B LITES "FLIPSAVE" IN RIGHT OUTLANE, FLIPSAVE FLIPPER CAN BE ACTIVATED WHEN FLASHING.
- ★ BONUS SPECIAL LITES WHEN 40,000 BONUS IS ATTAINED.  
BONUS SPECIAL SCORES 50,000 AFTER 59,000 BONUS IS ATTAINED.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-99-G

**Cards status COMPLETE:**

M1508-99-A confirmed.

M1508-99-B confirmed.

M1508-99-E confirmed.

M1508-99-F confirmed.

M1508-99-G confirmed.

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun.

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