

1 TO 4  
CAN PLAY

# MEDUSA

FOR  
AMUSEMENT  
ONLY

1 REPLAY FOR EACH SCORE OF 650,000 POINTS.

1 REPLAY FOR EACH SCORE OF 1,200,000 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-1508-101-A

1 TO 4  
CAN PLAY

# MEDUSA

FOR  
AMUSEMENT  
ONLY

1 REPLAY FOR EACH SCORE OF 500,000 POINTS.

1 REPLAY FOR EACH SCORE OF 1,000,000 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-1508-101-B

1 TO 4  
CAN PLAY

## INSTRUCTIONS

FOR  
AMUSEMENT  
ONLY

- ★ DROPPING TOP OLYMPUS TARGETS ADVANCES TOP RED OLYMPUS BAR BONUS FEATURE LITES AND LITES SAUCER TO COLLECT OLYMPUS BONUS: EACH RED FEATURE LITE SCORES 1000 BONUS IN SAUCER. ADVANCING OLYMPUS BONUS PAST FLASHING LITE ADVANCES SAUCER VALUE.
- ★ HITTING TOP GREEN STATIONARY TARGETS LITE A & B ARROWS. A & B WHEN LIT DOUBLES OLYMPUS BONUS BUILD-UP VALUE.
- ★ HITTING LEFT 1-2-3 TARGETS IN SEQUENCE ADVANCES AND COLLECTS LIT COLOSSUS BONUS, ADDS 10 "UNITS" TO EXTENDED PLAY, AND STOPS LEFT EXTRA BALL NUMBER.
- ★ DROPPING 4 RIGHT TARGETS ADVANCES AND COLLECTS LIT COLOSSUS BONUS, ADDS 5 "UNITS" TO EXTENDED PLAY, AND STOPS RIGHT EXTRA BALL NUMBER.
- ★ EXTRA BALL IS AWARDED WHEN BOTH NUMBERS ARE MATCHED IN STOPPED POSITION.
- ★ EXTENDED PLAY FEATURE ADDS ADDITIONAL BALLS AFTER LAST BALL IS PLAYED.
- ★ 5 SHIELDS OF GOD'S CREDITS AT START OF GAME, CREDITS ADVANCE EACH TIME A BALL PASSES UP THRU THE LEFT OR RIGHT SIDE LANES TO THE OLYMPUS TARGET AREA. REMAINING SHIELD OF GOD'S CREDITS SCORE 10,000 POINTS EACH WHEN BONUS IS COLLECTED AT END OF GAME.
- ★ MAXIMUM — 1 EXTRA BALL PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-101-E

1 TO 4  
CAN PLAY

## INSTRUCTIONS

FOR  
AMUSEMENT  
ONLY

- ★ DROPPING TOP OLYMPUS TARGETS ADVANCES TOP RED OLYMPUS BAR BONUS FEATURE LITES AND LITES SAUCER TO COLLECT OLYMPUS BONUS: EACH RED FEATURE LITE SCORES 1000 BONUS IN SAUCER. ADVANCING OLYMPUS BONUS PAST FLASHING LITE ADVANCES SAUCER VALUE.
- ★ HITTING TOP GREEN STATIONARY TARGETS LITE A & B ARROWS. A & B WHEN LIT DOUBLES OLYMPUS BONUS BUILD-UP VALUE.
- ★ HITTING LEFT 1-2-3 TARGETS IN SEQUENCE ADVANCES AND COLLECTS LIT COLOSSUS BONUS, ADDS 10 "UNITS" TO EXTENDED PLAY, AND STOPS LEFT EXTRA BALL NUMBER.
- ★ DROPPING 4 RIGHT TARGETS ADVANCES AND COLLECTS LIT COLOSSUS BONUS, ADDS 5 "UNITS" TO EXTENDED PLAY, AND STOPS RIGHT EXTRA BALL NUMBER.
- ★ WHEN BOTH NUMBERS ARE MATCHED IN STOPPED POSITION 25,000 POINTS ARE SCORED.
- ★ ALL SPECIAL WHEN MADE SCORE 50,000 POINTS.
- ★ EXTENDED PLAY FEATURE ADDS ADDITIONAL BALLS AFTER LAST BALL IS PLAYED.
- ★ 5 SHIELDS OF GOD'S CREDITS AT START OF GAME, CREDITS ADVANCE EACH TIME A BALL PASSES UP THRU THE LEFT OR RIGHT SIDE LANES TO THE OLYMPUS TARGET AREA. REMAINING SHIELD OF GOD'S CREDITS SCORE 10,000 POINTS EACH WHEN BONUS IS COLLECTED AT END OF GAME.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-101-G

### **Cards status:**

M1508-101-A needed for double check.

M1508-101-B needed for double check.

M1508-101-E confirmed.

M1508-101-F needed.

M1508-101-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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