

1 TO 4
CAN PLAY

POWER PLAY

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 330,000 POINTS.

1 REPLAY FOR EACH SCORE OF 490,000 POINTS.

END OF GAME REPLAY AWARDS-PER PLAYER

**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-1508-70-G

1 TO 4
CAN PLAY

POWER PLAY

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 250,000 POINTS.

1 REPLAY FOR EACH SCORE OF 420,000 POINTS.

END OF GAME REPLAY AWARDS-PER PLAYER

**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-1508-70-H

**1 TO 4
CAN PLAY**

POWER PLAY

**FOR
AMUSEMENT
ONLY**

1 REPLAY FOR EACH SCORE OF 330,000 POINTS.

1 REPLAY FOR EACH SCORE OF 490,000 POINTS.

5 BALLS PER GAME

M-1508-70-AN

**1 TO 4
CAN PLAY**

POWER PLAY

**FOR
AMUSEMENT
ONLY**

1 REPLAY FOR EACH SCORE OF 250,000 POINTS.

1 REPLAY FOR EACH SCORE OF 420,000 POINTS.

3 BALLS PER GAME

M-1508-81-AO

1 TO 4
CAN PLAY

INSTRUCTIONS

FOR
AMUSEMENT
ONLY

- ★ BALL IN TOP HOLE SCORES LIT VALUE, 3 BONUS ADVANCES, THEN ADVANCES HOLE VALUE AND LITES SIDE ROLLOVER BUTTONS AS INDICATED TO ADVANCE BONUS.
- ★ WHEN TOP HOLE VALUE REACHES 15,000 BOTTOM OUT LANES LITE FOR SPECIAL.
- ★ 1 REPLAY FOR BALL THRU OUT LANE WHEN LIT FOR SPECIAL.
- ★ KNOCKING ALL TARGETS DOWN ON EITHER SIDE SCORES 3,000 AND LIT TARGET VALUE, THEN ADVANCES TARGET VALUE.
- ★ MAXIMUM — 1 EXTRA BALL PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-70-D

1 TO 4
CAN PLAY

INSTRUCTIONS

FOR
AMUSEMENT
ONLY

- ★ BALL IN TOP HOLE SCORES LIT VALUE, 3 BONUS ADVANCES, THEN ADVANCES HOLE VALUE AND LITES SIDE ROLLOVER BUTTONS AS INDICATED TO ADVANCE BONUS.
- ★ WHEN TOP HOLE VALUE REACHES 15,000 BOTTOM OUT LANES LITE FOR SPECIAL.
- ★ 1 EXTRA BALL FOR BALL THRU OUT LANE WHEN LIT FOR SPECIAL.
- ★ KNOCKING ALL TARGETS DOWN ON EITHER SIDE SCORES 3,000 AND LIT TARGET VALUE, THEN ADVANCES TARGET VALUE.
- ★ MAXIMUM — 1 EXTRA BALL PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-70-E

Cards status:

M1508-70-AE needed.

M1508-70-AG needed.

M1508-70-AN confirmed.

M1508-70-AO needed for double check.

M1508-70-D confirmed.

M1508-70-E needed for double check.

M1508-70-F needed.

M1508-70-G needed for double check.

M1508-70-H needed for double check.

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

Enjoy and have fun.

inkochnito@wanadoo.nl