

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS C-L-E LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING C-Y-C-L-E LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **1 REPLAY** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ **1 REPLAY** FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-A

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS C-L-E LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING C-Y-C-L-E LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **2 REPLAYS** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-B

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS C-L-E LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING C-Y-C-L-E LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 EXTRA BALL** FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **1 EXTRA BALL** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ 5,000 POINTS FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-C

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS C-L-E LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING C-Y-C-L-E LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** AND 1 EXTRA BALL FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **1 REPLAY** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ **1 REPLAY** FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-D

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS C-L-E LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING C-Y-C-L-E LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** AND 1 EXTRA BALL FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **2 REPLAYS** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-E

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS C-L-E LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING C-Y-C-L-E LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **1 REPLAY** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ **1 EXTRA BALL** AND 5,000 POINTS FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-F

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS C-L-E LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING C-Y-C-L-E LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 EXTRA BALL** FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **1 EXTRA BALL** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ **1 EXTRA BALL** AND 5,000 POINTS FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-G

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS C-L-E LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING C-Y-C-L-E LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** AND 1 EXTRA BALL FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **1 REPLAY** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ **1 EXTRA BALL** AND 5,000 POINTS FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-H

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS C-L-E LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING C-Y-C-L-E LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **2 REPLAYS** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ **1 REPLAY** FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-I

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN.
- ★ MAKING RIGHT SIDE TARGETS C-L-E LITES CENTER BUMPER TO SCORE 1000 POINTS.
- ★ MAKING C-Y-C-L-E LITES OUTLANES TO SCORE SPECIAL.
- ★ **1 REPLAY** AND 1 EXTRA BALL FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ **2 REPLAYS** FOR MAKING S-U-P-E-R.
- ★ KNOCKING ALL TARGETS DOWN LITES SPINNING TARGETS ALTERNATELY TO SCORE 1000 POINTS.
- ★ **1 REPLAY** FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-66-J

**FOR
AMUSEMENT
ONLY**

EVEL KNIEVEL

**FOR
AMUSEMENT
ONLY**

1 REPLAY FOR EACH SCORE OF 132,000 POINTS.

1 REPLAY FOR EACH SCORE OF 164,000 POINTS.

5 BALLS PER GAME

M-1508-66-L

**FOR
AMUSEMENT
ONLY**

EVEL KNIEVEL

**FOR
AMUSEMENT
ONLY**

1 REPLAY FOR EACH SCORE OF 100,000 POINTS.

1 REPLAY FOR EACH SCORE OF 166,000 POINTS.

3 BALLS PER GAME

M-1508-66-M

FOR
AMUSEMENT
ONLY

EVEL KNIEVEL

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 132,000 POINTS.

1 REPLAY FOR EACH SCORE OF 164,000 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-1508-66-N

FOR
AMUSEMENT
ONLY

EVEL KNIEVEL

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 100,000 POINTS.

1 REPLAY FOR EACH SCORE OF 166,000 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-1508-66-O

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

Cards status:

M1508-66-A confirmed.
M1508-66-B confirmed.
M1508-66-C confirmed.
M1508-66-D confirmed.
M1508-66-E confirmed.
M1508-66-F confirmed.
M1508-66-G confirmed.
M1508-66-H confirmed.
M1508-66-I confirmed.
M1508-66-J confirmed.
M1508-66-K needed.
M1508-66-L confirmed.
M1508-66-M confirmed.
M1508-66-N confirmed.
M1508-66-O confirmed.

Recommended "High Score to Date" levels:

(reset periodically)
3 ball 180,000 points
5 ball 200,000 points

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