

1 TO 4
CAN PLAY

INSTRUCTIONS

FOR
AMUSEMENT
ONLY

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ 1 EXTRA BALL AND 5000 POINTS FOR KNOCKING ALL TARGETS DOWN.
- ★ 1 REPLAY FOR EACH ADDITIONAL TIME TARGETS ARE KNOCKED DOWN.
- ★ TWO SAUCERS AND TWO BOTTOM OUTLANES SCORE WHEEL VALUE.
- ★ SPINNERS SCORE 100 POINTS WHEN LIT.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ MAXIMUM — 1 EXTRA BALL PER BALL IN PLAY.
- ★ 1 REPLAY FOR EACH PLAYER MATCHING LAST TWO NUMBERS ON SCORE REEL WITH NUMBER WHICH APPEARS ON BACKGLASS AT END OF GAME.

M-1508-58-A

1 TO 4
CAN PLAY

INSTRUCTIONS

FOR
AMUSEMENT
ONLY

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ 1 EXTRA BALL AND 5000 POINTS FOR KNOCKING ALL TARGETS DOWN.
- ★ 1 REPLAY FOR EACH ADDITIONAL TIME TARGETS ARE KNOCKED DOWN.
- ★ TWO SAUCERS AND TWO BOTTOM OUTLANES SCORE WHEEL VALUE.
- ★ SPINNERS SCORE 100 POINTS WHEN LIT.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ MAXIMUM — 1 EXTRA BALL PER BALL IN PLAY.

M-1508-58-B

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ 1 EXTRA BALL AND 5000 POINTS FOR KNOCKING ALL TARGETS DOWN.
- ★ 1 REPLAY FOR EACH ADDITIONAL TIME TARGETS ARE KNOCKED DOWN.
- ★ TWO SAUCERS AND TWO BOTTOM OUTLANES SCORE WHEEL VALUE.
- ★ SPINNERS SCORE 1000 POINTS WHEN LIT.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ MAXIMUM — 1 EXTRA BALL PER BALL IN PLAY.
- ★ 1 REPLAY FOR EACH PLAYER MATCHING LAST TWO NUMBERS ON SCORE REEL WITH NUMBER WHICH APPEARS ON BACKGLASS AT END OF GAME.

M-1508-58-C

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ 1 EXTRA BALL AND 5000 POINTS FOR KNOCKING ALL TARGETS DOWN.
- ★ 1 REPLAY FOR EACH ADDITIONAL TIME TARGETS ARE KNOCKED DOWN.
- ★ TWO SAUCERS AND TWO BOTTOM OUTLANES SCORE WHEEL VALUE.
- ★ SPINNERS SCORE 1000 POINTS WHEN LIT.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ MAXIMUM — 1 EXTRA BALL PER BALL IN PLAY.

M-1508-58-D

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ 1 EXTRA BALL AND 5000 POINTS FOR KNOCKING ALL TARGETS DOWN.
- ★ 5000 POINTS FOR EACH ADDITIONAL TIME TARGETS ARE KNOCKED DOWN.
- ★ TWO SAUCERS AND TWO BOTTOM OUTLANES SCORE WHEEL VALUE.
- ★ SPINNERS SCORE 100 POINTS WHEN LIT.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ MAXIMUM — 1 EXTRA BALL PER BALL IN PLAY.

M-1508-58-E

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ 1 EXTRA BALL AND 5000 POINTS FOR KNOCKING ALL TARGETS DOWN.
- ★ 5000 POINTS FOR EACH ADDITIONAL TIME TARGETS ARE KNOCKED DOWN.
- ★ TWO SAUCERS AND TWO BOTTOM OUTLANES SCORE WHEEL VALUE.
- ★ SPINNERS SCORE 1000 POINTS WHEN LIT.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ MAXIMUM — 1 EXTRA BALL PER BALL IN PLAY.

M-1508-58-F

1 TO 4
CAN PLAY

INSTRUCTIONS

FOR
AMUSEMENT
ONLY

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ 5000 POINTS FOR KNOCKING ALL TARGETS DOWN.
- ★ 1 REPLAY AND 1 EXTRA BALL FOR KNOCKING ALL TARGETS DOWN TWICE.
- ★ 1 REPLAY FOR EACH ADDITIONAL TIME TARGETS ARE KNOCKED DOWN.
- ★ TWO SAUCERS AND TWO BOTTOM OUTLANES SCORE WHEEL VALUE.
- ★ SPINNERS SCORE 100 POINTS WHEN LIT.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ MAXIMUM — 1 EXTRA BALL PER BALL IN PLAY.
- ★ 1 REPLAY FOR EACH PLAYER MATCHING LAST TWO NUMBERS ON SCORE REEL WITH NUMBER WHICH APPEARS ON BACKGLASS AT END OF GAME.

M-1508-58-G

1 TO 4
CAN PLAY

INSTRUCTIONS

FOR
AMUSEMENT
ONLY

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ 5000 POINTS FOR KNOCKING ALL TARGETS DOWN.
- ★ 1 REPLAY AND 1 EXTRA BALL FOR KNOCKING ALL TARGETS DOWN TWICE.
- ★ 1 REPLAY FOR EACH ADDITIONAL TIME TARGETS ARE KNOCKED DOWN.
- ★ TWO SAUCERS AND TWO BOTTOM OUTLANES SCORE WHEEL VALUE.
- ★ SPINNERS SCORE 100 POINTS WHEN LIT.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ MAXIMUM — 1 EXTRA BALL PER BALL IN PLAY.

M-1508-58-H

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ 5000 POINTS FOR KNOCKING ALL TARGETS DOWN.
- ★ 1 REPLAY AND 1 EXTRA BALL FOR KNOCKING ALL TARGETS DOWN TWICE.
- ★ 1 REPLAY FOR EACH ADDITIONAL TIME TARGETS ARE KNOCKED DOWN.
- ★ TWO SAUCERS AND TWO BOTTOM OUTLANES SCORE WHEEL VALUE.
- ★ SPINNERS SCORE 1000 POINTS WHEN LIT.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ MAXIMUM — 1 EXTRA BALL PER BALL IN PLAY.
- ★ 1 REPLAY FOR EACH PLAYER MATCHING LAST TWO NUMBERS ON SCORE REEL WITH NUMBER WHICH APPEARS ON BACKGLASS AT END OF GAME.

M-1508-58-I

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ 5000 POINTS FOR KNOCKING ALL TARGETS DOWN.
- ★ 1 REPLAY AND 1 EXTRA BALL FOR KNOCKING ALL TARGETS DOWN TWICE.
- ★ 1 REPLAY FOR EACH ADDITIONAL TIME TARGETS ARE KNOCKED DOWN.
- ★ TWO SAUCERS AND TWO BOTTOM OUTLANES SCORE WHEEL VALUE.
- ★ SPINNERS SCORE 1000 POINTS WHEN LIT.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ MAXIMUM — 1 EXTRA BALL PER BALL IN PLAY.

M-1508-58-J

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ 5000 POINTS FOR KNOCKING ALL TARGETS DOWN.
- ★ 1 EXTRA BALL AND 5000 POINTS FOR KNOCKING ALL TARGETS DOWN TWICE.
- ★ 5000 POINTS FOR EACH ADDITIONAL TIME TARGETS ARE KNOCKED DOWN.
- ★ TWO SAUCERS AND TWO BOTTOM OUTLANES SCORE WHEEL VALUE.
- ★ SPINNERS SCORE 100 POINTS WHEN LIT.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ MAXIMUM — 1 EXTRA BALL PER BALL IN PLAY.

M-1508-58-K

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ 5000 POINTS FOR KNOCKING ALL TARGETS DOWN.
- ★ 1 EXTRA BALL AND 5000 POINTS FOR KNOCKING ALL TARGETS DOWN TWICE.
- ★ 5000 POINTS FOR EACH ADDITIONAL TIME TARGETS ARE KNOCKED DOWN.
- ★ TWO SAUCERS AND TWO BOTTOM OUTLANES SCORE WHEEL VALUE.
- ★ SPINNERS SCORE 1000 POINTS WHEN LIT.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ MAXIMUM — 1 EXTRA BALL PER BALL IN PLAY.

M-1508-58-L

**1 TO 4
CAN PLAY**

FREEDOM

**FOR
AMUSEMENT
ONLY**

1 REPLAY FOR EACH SCORE OF 94,000 POINTS.
1 REPLAY FOR EACH SCORE OF 132,000 POINTS.
1 REPLAY FOR EACH SCORE OF 166,000 POINTS.

5 BALLS PER GAME

M-1508-58-M

**1 TO 4
CAN PLAY**

FREEDOM

**FOR
AMUSEMENT
ONLY**

1 REPLAY FOR EACH SCORE OF 80,000 POINTS.
1 REPLAY FOR EACH SCORE OF 118,000 POINTS.
1 REPLAY FOR EACH SCORE OF 162,000 POINTS.

3 BALLS PER GAME

M-1508-58-N

Additional information about the score card inserts:

M1508-58-O	1 REPLAY FOR EACH SCORE OF 88,000 POINTS. 1 REPLAY FOR EACH SCORE OF 132,000 POINTS.
M1508-58-P	1 REPLAY FOR EACH SCORE OF 96,000 POINTS. 1 REPLAY FOR EACH SCORE OF 132,000 POINTS.
M1508-58-Q	1 REPLAY FOR EACH SCORE OF 100,000 POINTS. 1 REPLAY FOR EACH SCORE OF 134,000 POINTS.
M1508-58-R	1 REPLAY FOR EACH SCORE OF 112,000 POINTS. 1 REPLAY FOR EACH SCORE OF 140,000 POINTS.
M1508-58-S	1 REPLAY FOR EACH SCORE OF 120,000 POINTS. 1 REPLAY FOR EACH SCORE OF 138,000 POINTS.
M1508-58-T	1 REPLAY FOR EACH SCORE OF 120,000 POINTS. 1 REPLAY FOR EACH SCORE OF 162,000 POINTS.
M1508-58-U	1 REPLAY FOR EACH SCORE OF 132,000 POINTS. 1 REPLAY FOR EACH SCORE OF 164,000 POINTS.
M1508-58-V	1 REPLAY FOR EACH SCORE OF 138,000 POINTS. 1 REPLAY FOR EACH SCORE OF 170,000 POINTS.
M1508-58-W	1 REPLAY FOR EACH SCORE OF 59,000 POINTS. 1 REPLAY FOR EACH SCORE OF 114,000 POINTS. 1 REPLAY FOR EACH SCORE OF 166,000 POINTS.
M1508-58-X	1 REPLAY FOR EACH SCORE OF 88,000 POINTS. 1 REPLAY FOR EACH SCORE OF 120,000 POINTS. 1 REPLAY FOR EACH SCORE OF 162,000 POINTS.
M1508-58-Y	1 REPLAY FOR EACH SCORE OF 59,000 POINTS. 1 REPLAY FOR EACH SCORE OF 140,000 POINTS. 1 REPLAY FOR EACH SCORE OF 168,000 POINTS.
M1508-58-Z	1 REPLAY FOR EACH SCORE OF 112,000 POINTS. 1 REPLAY FOR EACH SCORE OF 134,000 POINTS. 1 REPLAY FOR EACH SCORE OF 168,000 POINTS.
M1508-58-AA	1 REPLAY FOR EACH SCORE OF 120,000 POINTS. 1 REPLAY FOR EACH SCORE OF 139,000 POINTS. 1 REPLAY FOR EACH SCORE OF 168,000 POINTS.
M1508-58-AB	1 EXTRA BALL FOR EACH SCORE OF 84,000 POINTS. 1 EXTRA BALL FOR EACH SCORE OF 120,000 POINTS.
M1508-58-AC	1 EXTRA BALL FOR EACH SCORE OF 92,000 POINTS. 1 EXTRA BALL FOR EACH SCORE OF 134,000 POINTS.
M1508-58-AD	1 EXTRA BALL FOR EACH SCORE OF 100,000 POINTS. 1 EXTRA BALL FOR EACH SCORE OF 136,000 POINTS.
M1508-58-AE	1 EXTRA BALL FOR EACH SCORE OF 116,000 POINTS. 1 EXTRA BALL FOR EACH SCORE OF 138,000 POINTS.

M1508-58-AF 1 EXTRA BALL FOR EACH SCORE OF 120,000 POINTS.
1 EXTRA BALL FOR EACH SCORE OF 162,000 POINTS.

M1508-58-AG 1 REPLAY FOR EACH SCORE OF POINTS.
1 REPLAY FOR EACH SCORE OF POINTS.
1 REPLAY FOR EACH SCORE OF POINTS.

M1508-58-AH 1 REPLAY FOR EACH SCORE OF POINTS.
1 REPLAY FOR EACH SCORE OF POINTS.

M1508-58-AI 1 EXTRA BALL FOR EACH SCORE OF POINTS.
1 EXTRA BALL FOR EACH SCORE OF POINTS.

M1508-58-AJ 1 REPLAY FOR EACH SCORE OF 72,000 POINTS.
1 REPLAY FOR EACH SCORE OF 118,000 POINTS.
1 REPLAY FOR EACH SCORE OF 164,000 POINTS.

M1508-58-AK 1 REPLAY FOR EACH SCORE OF 116,000 POINTS.
1 REPLAY FOR EACH SCORE OF 138,000 POINTS.
1 REPLAY FOR EACH SCORE OF 170,000 POINTS.

M1508-58-AL 1 REPLAY FOR EACH SCORE OF 100,000 POINTS.
1 REPLAY FOR EACH SCORE OF 134,000 POINTS.
1 REPLAY FOR EACH SCORE OF 168,000 POINTS.

M1508-58-AM 1 EXTRA BALL FOR EACH SCORE OF 59,000 POINTS.
1 EXTRA BALL FOR EACH SCORE OF 116,000 POINTS.

M1508-58-AN 1 EXTRA BALL FOR EACH SCORE OF 72,000 POINTS.
1 EXTRA BALL FOR EACH SCORE OF 116,000 POINTS.

With great thanks to Jim Swenson.

Cards status: complete

M1508-58-A confirmed.
M1508-58-B confirmed.
M1508-58-C confirmed.
M1508-58-D confirmed.
M1508-58-E confirmed.
M1508-58-F confirmed.
M1508-58-G confirmed.
M1508-58-H confirmed.
M1508-58-I confirmed.
M1508-58-J confirmed.
M1508-58-K confirmed.
M1508-58-L confirmed.
M1508-58-M confirmed.
M1508-58-N confirmed.
All score insert cards are confirmed.

Card #54 is used in the prototype version.
Card #58 is used in the EM version.
Card #64 is used in the SS version.

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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