

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.

[inkochnito@wanadoo.nl](mailto:inkochnito@wanadoo.nl)