

**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** 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.
- ★ BOTTOM BUMPER LITES TO SCORE 1000 POINTS WHEN SPINNERS ARE LIT.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ MAXIMUM — **1 EXTRA BALL** PER BALL IN PLAY.

M-1508-54-E

**FOR
AMUSEMENT
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FREEDOM

**FOR
AMUSEMENT
ONLY**

1 REPLAY FOR EACH SCORE OF 95,000 POINTS.

1 REPLAY FOR EACH SCORE OF 131,000 POINTS.

5 BALLS PER GAME

M-1508-54-A0

**FOR
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FREEDOM

**FOR
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1 REPLAY FOR EACH SCORE OF 80,000 POINTS.

1 REPLAY FOR EACH SCORE OF 120,000 POINTS.

3 BALLS PER GAME

M-1508-54-AP

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

Cards status:

M1508-54-AO confirmed.

M1508-54-AP needed for double check.

M1508-54-E 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,

Peter

www.inkochnito.nl