

**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  
ONLY**

## **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-AO

**FOR  
AMUSEMENT  
ONLY**

# **FREEDOM**

**FOR  
AMUSEMENT  
ONLY**

**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](http://www.inkochnito.nl)