

1 TO 4  
CAN PLAY

## SILVERBALL MANIA

FOR  
AMUSEMENT  
ONLY

1 REPLAY FOR EACH SCORE OF 580,000 POINTS.

1 REPLAY FOR EACH SCORE OF 820,000 POINTS.

**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-1508-87-A

1 TO 4  
CAN PLAY

## SILVERBALL MANIA

FOR  
AMUSEMENT  
ONLY

1 REPLAY FOR EACH SCORE OF 360,000 POINTS.

1 REPLAY FOR EACH SCORE OF 600,000 POINTS.

**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-1508-87-B

1 TO 4  
CAN PLAY

# INSTRUCTIONS

FOR  
AMUSEMENT  
ONLY

- ★ COMPLETING S-I-L-V-E-R-B-A-L-L M-A-N-I-A:  
1ST TIME LITES WIZARD BONUS FOR 15,000 POINTS.  
2ND TIME LITES SUPREME WIZARD BONUS FOR 30,000 POINTS,  
SILVERBALL MANIA AND KICKER FOR SPECIAL.
- ★ COMPLETING M-A-N-I-A LITES SPINNERS FOR 1,000 POINTS.
- ★ KICKER SCORES 5,000 POINTS AND 1 REPLAY WHEN SPECIAL IS LIT.
- ★ SCORING KICKER SPECIAL ADVANCES A LETTER OF SILVERBALL IN BACKGLASS.  
WHEN COMPLETED SCORES 1 REPLAY.
- ★ CENTER HOOP ADVANCES BONUS MULTIPLIERS AND LITES CENTER TARGET  
FOR EXTRA BALL.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ MAXIMUM — 1 EXTRA BALL PER BALL IN PLAY.

M-1508-87-H

**Cards status:**

M1508-87-A confirmed.  
M1508-87-B confirmed.  
M1508-87-E needed.  
M1508-87-F needed.  
M1508-87-G needed.  
M1508-87-H confirmed.  
M1508-87-I needed.  
M1508-87-J needed.  
M1508-87-K needed.  
M1508-87-L needed.  
M1508-87-M needed.  
M1508-87-N needed.  
M1508-87-O needed.  
M1508-87-P needed.

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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