

1 TO 4
CAN PLAY

XENON

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 600,000 POINTS.

1 REPLAY FOR EACH SCORE OF 1,100,000 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-1508-93-A

1 TO 4
CAN PLAY

XENON

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 500,000 POINTS.

1 REPLAY FOR EACH SCORE OF 1,000,000 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-1508-93-B

1 TO 4
CAN PLAY

INSTRUCTIONS

FOR
AMUSEMENT
ONLY

- ★ BALL IN TOP SAUCER ADVANCES "X" IN CENTER OF PLAYFIELD.
- ★ MAKING 3 "X":
1ST TIME, BALL PASSING THRU TUBE REMAINS CAPTIVE IN HOLE.
2ND TIME, EJECTS CAPTIVE BALL ONTO PLAYFIELD PUTTING 2 BALLS IN ACTION FOR MULTI BALL PLAY.
- ★ MULTI BALL PLAY:
MAKING 3 "X" 1ST TIME LITES OUTLANE SPECIALS AND SPINNER FOR 1,000 POINTS.
MAKING 3 "X" 2ND AND EACH ADDITIONNAL TIME SCORES SPECIAL.
- ★ LIT TOP ROLLOVER BUTTON DROPS LIT TARGET.
DROPPING ALL TARGETS SCORES AND ADVANCES LIT VALUE AND LITES RETURN LANES FOR 10,000 POINTS.
- ★ BALL PASSING THRU TUBE SCORES AND ADVANCES LIT EXIT VALUE.
- ★ MAXIMUM — 1 EXTRA BALL PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-93-E

1 TO 4
CAN PLAY

INSTRUCTIONS

FOR
AMUSEMENT
ONLY

- ★ BALL IN TOP SAUCER ADVANCES "X" IN CENTER OF PLAYFIELD.
- ★ MAKING 3 "X":
1ST TIME, BALL PASSING THRU TUBE REMAINS CAPTIVE IN HOLE.
2ND TIME, EJECTS CAPTIVE BALL ONTO PLAYFIELD PUTTING 2 BALLS IN ACTION FOR MULTI BALL PLAY.
- ★ MULTI BALL PLAY:
MAKING 3 "X" 1ST TIME LITES OUTLANE SPECIALS AND SPINNER FOR 1,000 POINTS.
BALL THRU OUTLANES WHEN LIT FOR SPECIAL SCORES EXTRA BALL OR 50,000.
MAKING 3 "X" 2ND TIME SCORES EXTRA BALL OR 50,000 POINTS.
- ★ LIT TOP ROLLOVER BUTTON DROPS LIT TARGET.
DROPPING ALL TARGETS SCORES AND ADVANCES LIT VALUE AND LITES RETURN LANES FOR 10,000 POINTS.
- ★ BALL PASSING THRU TUBE SCORES AND ADVANCES LIT EXIT VALUE.
- ★ MAXIMUM — 1 EXTRA BALL PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-93-F

Cards status:

M1508-93-A confirmed

M1508-93-B confirmed

M1508-93-E confirmed

M1508-93-F confirmed

M1508-93-G 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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