

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ KNOCKING ALL TARGETS DOWN LITES BALL RETURN LANE TO SCORE 1 EXTRA BALL.
- ★ KNOCKING ALL TARGETS DOWN 2nd TIME LITES LEFT OUT LANE TO SCORE SPECIAL.
- ★ KNOCKING ALL TARGETS DOWN 3rd AND EACH ADDITIONAL TIME SCORES SPECIAL.
- ★ 1 REPLAY FOR BALL THRU LEFT OUT LANE WHEN LIT FOR SPECIAL.
- ★ 1 REPLAY FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ 1 EXTRA BALL FOR BALL THRU BALL RETURN LANE WHEN LIT.
- ★ LIT BUMPERS SCORE **100 POINTS**.
- ★ MAKING 'A' AND 'B' LITES **DOUBLE BONUS**.
- ★ MAXIMUM—1 EXTRA BALL PER BALL IN PLAY.

TILT PENALTY—BALL IN PLAY.

- ★ 1 REPLAY FOR EACH PLAYER MATCHING LAST TWO NUMBERS ON SCORE REELS WITH NUMBER WHICH LITES ON BACK GLASS AT END OF GAME.

M-1508-55-A

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
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- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ KNOCKING ALL TARGETS DOWN LITES BALL RETURN LANE TO SCORE 1 EXTRA BALL.
- ★ KNOCKING ALL TARGETS DOWN 2nd TIME LITES LEFT OUT LANE TO SCORE SPECIAL.
- ★ KNOCKING ALL TARGETS DOWN 3rd AND EACH ADDITIONAL TIME SCORES SPECIAL.
- ★ 1 REPLAY FOR BALL THRU LEFT OUT LANE WHEN LIT FOR SPECIAL.
- ★ 1 REPLAY FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ 1 EXTRA BALL FOR BALL THRU BALL RETURN LANE WHEN LIT.
- ★ LIT BUMPERS SCORE **100 POINTS**.
- ★ MAKING 'A' AND 'B' LITES **DOUBLE BONUS**.

TILT PENALTY—BALL IN PLAY.

M-1508-55-B

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ KNOCKING ALL TARGETS DOWN, ALTERNATELY LITES BALL RETURN LANE TO SCORE 1 EXTRA BALL.
- ★ KNOCKING ALL TARGETS DOWN 2nd TIME, ALTERNATELY LITES LEFT OUT LANE TO SCORE SPECIAL.
- ★ KNOCKING ALL TARGETS DOWN 3rd AND EACH ADDITIONAL TIME SCORES SPECIAL.
- ★ 1 REPLAY FOR BALL THRU LEFT OUT LANE WHEN LIT FOR SPECIAL.
- ★ 1 REPLAY FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ 1 EXTRA BALL FOR BALL THRU BALL RETURN LANE WHEN LIT.
- ★ LIT BUMPERS SCORE **100 POINTS**.
- ★ MAKING 'A' AND 'B' LITES **DOUBLE BONUS**.

TILT PENALTY—BALL IN PLAY.

- ★ 1 REPLAY FOR EACH PLAYER MATCHING LAST TWO NUMBERS ON SCORE REELS WITH NUMBER WHICH LITES ON BACK GLASS AT END OF GAME.

M-1508-55-C

1 TO 4
CAN PLAY

INSTRUCTIONS

FOR
AMUSEMENT
ONLY

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ KNOCKING ALL TARGETS DOWN, ALTERNATELY LITES BALL RETURN LANE TO SCORE 1 EXTRA BALL.
- ★ KNOCKING ALL TARGETS DOWN 2nd TIME, ALTERNATELY LITES LEFT OUT LANE TO SCORE SPECIAL.
- ★ KNOCKING ALL TARGETS DOWN 3rd AND EACH ADDITIONAL TIME SCORES SPECIAL.
- ★ 1 REPLAY FOR BALL THRU LEFT OUT LANE WHEN LIT FOR SPECIAL.
- ★ 1 REPLAY FOR KNOCKING ALL TARGETS DOWN WHEN LIT FOR SPECIAL.
- ★ 1 EXTRA BALL FOR BALL THRU BALL RETURN LANE WHEN LIT.
- ★ LIT BUMPERS SCORE **100 POINTS**.
- ★ MAKING 'A' AND 'B' LITES **DOUBLE BONUS**.

TILT PENALTY—BALL IN PLAY.

M-1508-55-D

1 TO 4
CAN PLAY

INSTRUCTIONS

FOR
AMUSEMENT
ONLY

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ KNOCKING ALL TARGETS DOWN LITES BALL RETURN LANE TO SCORE 1 EXTRA BALL.
- ★ KNOCKING ALL TARGETS DOWN 2nd TIME LITES LEFT OUT LANE AND DROP TARGET SPECIAL LITES.
- ★ KNOCKING ALL TARGETS DOWN 3rd TIME SCORES EXTRA BALL.
- ★ 1 EXTRA BALL FOR BALL THRU LEFT OUT LANE WHEN LIT FOR SPECIAL.
- ★ 1 EXTRA BALL FOR BALL THRU BALL RETURN LANE WHEN LIT.
- ★ LIT BUMPERS SCORE **100 POINTS**.
- ★ MAKING 'A' AND 'B' LITES **DOUBLE BONUS**.
- ★ MAXIMUM—1 EXTRA BALL PER BALL IN PLAY.

TILT PENALTY—BALL IN PLAY.

M-1508-55-E

1 TO 4
CAN PLAY

INSTRUCTIONS

FOR
AMUSEMENT
ONLY

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ KNOCKING ALL TARGETS DOWN, ALTERNATELY LITES BALL RETURN LANE TO SCORE 1 EXTRA BALL.
- ★ KNOCKING ALL TARGETS DOWN 2nd TIME, ALTERNATELY LITES LEFT OUT LANE, AND DROP TARGET SPECIAL LITES.
- ★ KNOCKING ALL TARGETS DOWN 3rd TIME SCORES EXTRA BALL.
- ★ 1 EXTRA BALL FOR BALL THRU LEFT OUT LANE WHEN LIT FOR SPECIAL.
- ★ 1 EXTRA BALL FOR BALL THRU BALL RETURN LANE WHEN LIT.
- ★ LIT BUMPERS SCORE **100 POINTS**.
- ★ MAKING 'A' AND 'B' LITES **DOUBLE BONUS**.
- ★ MAXIMUM—1 EXTRA BALL PER BALL IN PLAY.

TILT PENALTY—BALL IN PLAY.

M-1508-55-F

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ KNOCKING ALL TARGETS DOWN LITES BALL RETURN LANE TO SCORE EXTRA BALL, LITES LEFT OUT LANE AND DROP TARGET SPECIAL LITES.
- ★ KNOCKING ALL TARGETS DOWN 2nd TIME SCORES 1 EXTRA BALL.
- ★ 1 EXTRA BALL FOR BALL THRU LEFT OUT LANE WHEN LIT.
- ★ 1 EXTRA BALL FOR BALL THRU BALL RETURN LANE WHEN LIT.
- ★ LIT BUMPERS SCORE 100 PTS.
- ★ MAKING "A" AND "B" LITES DOUBLE BONUS.
- ★ MAXIMUM—1 EXTRA BALL PER BALL IN PLAY.

TILT PENALTY—BALL IN PLAY.

M-1508-55-WZ

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INSTRUCTIONS

**FOR
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- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR NEXT PLAYER.
- ★ KNOCKING ALL TARGETS DOWN LITES BALL RETURN LANE TO SCORE EXTRA BALL, LITES LEFT OUT LANE AND DROP TARGET SPECIAL LITES.
- ★ KNOCKING ALL TARGETS DOWN 2nd AND EACH ADDITIONAL TIME SCORES 1 REPLAY.
- ★ 1 REPLAY FOR BALL THRU LEFT OUT LANE WHEN LIT FOR SPECIAL.
- ★ 1 EXTRA BALL FOR BALL THRU BALL RETURN LANE WHEN LIT.
- ★ LIT BUMPERS SCORE 100 PTS.
- ★ MAKING "A" AND "B" LITES DOUBLE BONUS.
- ★ MAXIMUM—1 EXTRA BALL PER BALL IN PLAY.

TILT PENALTY—BALL IN PLAY.

M-1508-55-YZ