

1 TO 4
CAN PLAY

BLACK JACK

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 280,000 POINTS.

1 REPLAY FOR EACH SCORE OF 500,000 POINTS.

END OF GAME REPLAY AWARDS-PER PLAYER

**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-1508-73-A

1 TO 4
CAN PLAY

BLACK JACK

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 260,000 POINTS.

1 REPLAY FOR EACH SCORE OF 480,000 POINTS.

END OF GAME REPLAY AWARDS-PER PLAYER

**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-1508-73-B

**1 TO 4
CAN PLAY**

BLACK JACK

**FOR
AMUSEMENT
ONLY**

1 REPLAY FOR EACH SCORE OF 280,000 POINTS.

1 REPLAY FOR EACH SCORE OF 500,000 POINTS.

5 BALLS PER GAME

M-1508-73-C

**1 TO 4
CAN PLAY**

BLACK JACK

**FOR
AMUSEMENT
ONLY**

1 REPLAY FOR EACH SCORE OF 260,000 POINTS.

1 REPLAY FOR EACH SCORE OF 480,000 POINTS.

3 BALLS PER GAME

M-1508-73-D

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ MAKING THE DIAMOND AND HEART LANES—LITES CENTER THUMPER BUMPER TO SCORE 1,000 POINTS.
- ★ MAKING THE DIAMOND, HEART, CLUB AND SPADE LANES—LITES SPINNER TO SCORE 1,000 POINTS AND BOTTOM OUTLANES TO SCORE 50,000 POINTS.
- ★ BALL IN EJECT SAUCER WHEN PLAYER'S HAND IS EQUAL TO OR BETTER THAN DEALER'S HAND CONSTITUTES A WINNER. (BEAT THE DEALER)
- ★ BEATING THE DEALER AWARDS FROM 2X BONUS VALUE TO SPECIAL AS INDICATED.
- ★ BEATING THE DEALER VALUES INCREASES EACH TIME DEALER IS BEAT.
- ★ **1 REPLAY** EACH TIME DEALER IS BEAT WHEN SPECIAL LITE IS LIT.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-73-E

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ MAKING THE DIAMOND AND HEART LANES—LITES CENTER THUMPER BUMPER TO SCORE 1,000 POINTS.
- ★ MAKING THE DIAMOND, HEART, CLUB AND SPADE LANES—LITES SPINNER TO SCORE 1,000 POINTS AND BOTTOM OUTLANES TO SCORE 50,000 POINTS.
- ★ BALL IN EJECT SAUCER WHEN PLAYER'S HAND IS EQUAL TO OR BETTER THAN DEALER'S HAND CONSTITUTES A WINNER. (BEAT THE DEALER)
- ★ BEATING THE DEALER AWARDS FROM 2X BONUS VALUE TO SPECIAL AS INDICATED.
- ★ BEATING THE DEALER VALUES INCREASES EACH TIME DEALER IS BEAT.
- ★ **1 REPLAY** EACH TIME DEALER IS BEAT WHEN SPECIAL LITE IS LIT.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-73-F

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ MAKING THE DIAMOND AND HEART LANES—LITES CENTER THUMPER BUMPER TO SCORE 1,000 POINTS.
- ★ MAKING THE DIAMOND, HEART, CLUB AND SPADE LANES—LITES SPINNER TO SCORE 1,000 POINTS AND BOTTOM OUTLANES TO SCORE 50,000 POINTS.
- ★ BALL IN EJECT SAUCER WHEN PLAYER'S HAND IS EQUAL TO OR BETTER THAN DEALER'S HAND CONSTITUTES A WINNER. (BEAT THE DEALER)
- ★ BEATING THE DEALER AWARDS FROM 2X BONUS VALUE TO SPECIAL AS INDICATED.
- ★ BEATING THE DEALER VALUES INCREASES EACH TIME DEALER IS BEAT.
- ★ 50,000 POINTS EACH TIME DEALER IS BEAT WHEN SPECIAL LITE IS LIT.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-73-G

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ MAKING THE DIAMOND AND HEART LANES—LITES CENTER THUMPER BUMPER TO SCORE 1,000 POINTS.
- ★ MAKING THE DIAMOND, HEART, CLUB AND SPADE LANES—LITES SPINNER TO SCORE 1,000 POINTS AND BOTTOM OUTLANES TO SCORE 50,000 POINTS.
- ★ BALL IN EJECT SAUCER WHEN PLAYER'S HAND IS GREATER THAN DEALER'S HAND CONSTITUTES A WINNER. (BEAT THE DEALER)
- ★ BEATING THE DEALER AWARDS FROM 2X BONUS VALUE TO SPECIAL AS INDICATED.
- ★ BEATING THE DEALER VALUES INCREASES EACH TIME DEALER IS BEAT.
- ★ 50,000 POINTS EACH TIME DEALER IS BEAT WHEN SPECIAL LITE IS LIT.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
TILT PENALTY — BALL IN PLAY.

M-1508-73-H

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ MAKING THE DIAMOND AND HEART LANES—LITES CENTER THUMPER BUMPER TO SCORE 1,000 POINTS.
- ★ MAKING THE DIAMOND, HEART, CLUB AND SPADE LANES—LITES SPINNER TO SCORE 1,000 POINTS AND BOTTOM OUTLANES TO SCORE 50,000 POINTS.
- ★ BALL IN EJECT SAUCER WHEN PLAYER'S HAND IS EQUAL TO OR BETTER THAN DEALER'S HAND CONSTITUTES A WINNER. (BEAT THE DEALER)
- ★ BEATING THE DEALER AWARDS FROM 2X BONUS VALUE TO SPECIAL AS INDICATED.
- ★ BEATING THE DEALER VALUES INCREASES EACH TIME DEALER IS BEAT.
- ★ 50,000 POINTS FOR EXTRA BALL WHEN LITE IS LIT.
- ★ 50,000 POINTS EACH TIME DEALER IS BEAT WHEN SPECIAL LITE IS LIT.

TILT PENALTY — BALL IN PLAY.

M-1508-73-I

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

Cards status: Complete

M1508-73-A confirmed.
M1508-73-B confirmed.
M1508-73-C confirmed.
M1508-73-D confirmed.
M1508-73-E confirmed.
M1508-73-F confirmed.
M1508-73-H confirmed.
M1508-73-G confirmed.
M1508-73-I confirmed.
M1508-73-J thru JJ (score cards) confirmed.

Recommended "High Score to Date" levels:
(reset periodically)
3 ball 540,000 points
5 ball 560,000 points

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