

1 TO 4
CAN PLAY

FRONTIER

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 800,000 POINTS.

1 REPLAY FOR EACH SCORE OF 1,400,000 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-1508-95-A

1 TO 4
CAN PLAY

FRONTIER

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 440,000 POINTS.

1 REPLAY FOR EACH SCORE OF 680,000 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-1508-95-B

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ MAKING A-B-C LANES:
 - 1ST TIME LITES FLIPPER RETURN LANES FOR 15,000 AND A-B-C LANES FOR EXTRA BALL.
 - 2ND TIME SCORES EXTRA BALL AND LITES A-B-C LANES FOR SPECIAL.
 - 3RD AND EACH ADDITIONAL TIME SCORES SPECIAL.
- ★ DEN OF PREDATORS ARE LIT BY A-B-C LANES, LEFT, CENTER & RIGHT TARGETS. EACH HORIZONTAL LINE OF ANIMALS LIT ADVANCES FRONTIER BONUS. EACH LIT ANIMAL SCORES 3,000 BONUS PLUS LIT FRONTIER BONUS WHEN BALL IS IN OUTHOLE.
- ★ LIGHTING ALL DEN OF PREDATORS:
 - 1ST TIME LITES 45,000 BONUS AND SPECIAL.
 - 2ND AND EACH ADDITIONAL TIME SCORES SPECIAL.
- ★ GRIZZLY LANE TARGETS SCORE LIT VALUES & LITE FRONTIER BONUS MULTIPLIERS.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-95-E

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ MAKING A-B-C LANES:
 - 1ST TIME LITES FLIPPER RETURN LANES FOR 15,000 AND A-B-C LANES FOR EXTRA BALL.
 - 2ND TIME SCORES EXTRA BALL OR 25,000 AND LITES A-B-C LANES FOR SPECIAL.
 - 3RD AND EACH ADDITIONAL TIME SCORES 50,000.
- ★ DEN OF PREDATORS ARE LIT BY A-B-C LANES, LEFT, CENTER & RIGHT TARGETS. EACH HORIZONTAL LINE OF ANIMALS LIT ADVANCES FRONTIER BONUS. EACH LIT ANIMAL SCORES 3,000 BONUS PLUS LIT FRONTIER BONUS WHEN BALL IS IN OUTHOLE.
- ★ LIGHTING ALL DEN OF PREDATORS:
 - 1ST TIME LITES 45,000 BONUS AND SPECIAL.
 - 2ND TIME SCORES EXTRA BALL OR 50,000.
- ★ GRIZZLY LANE TARGETS SCORE LIT VALUES & LITE FRONTIER BONUS MULTIPLIERS.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-95-F

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ MAKING A-B-C LANES:
1ST TIME LITES FLIPPER RETURN LANES FOR 15,000 AND A-B-C LANES FOR EXTRA BALL TO SCORE 25,000.
2ND TIME SCORES 25,000 AND LITES A-B-C LANES FOR SPECIAL.
3RD AND EACH ADDITIONAL TIME SCORES 50,000 WHEN SPECIAL IS LIT.
- ★ DEN OF PREDATORS ARE LIT BY A-B-C LANES, LEFT, CENTER & RIGHT TARGETS. EACH HORIZONTAL LINE OF ANIMALS LIT ADVANCES FRONTIER BONUS. EACH LIT ANIMAL SCORES 3,000 BONUS PLUS LIT FRONTIER BONUS.
- ★ LIGHTING ALL DEN OF PREDATORS:
1ST TIME LITES 45,000 BONUS AND SPECIAL.
2ND AND EACH ADDITIONAL TIME SCORES 50,000 WHEN SPECIAL IS LIT.
- ★ GRIZZLY LANE TARGETS SCORE LIT VALUES & LITE FRONTIER BONUS MULTIPLIERS.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-95-G

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ MAKING A-B-C LANES:
1ST TIME LITES FLIPPER RETURN LANES FOR 15,000 AND A-B-C LANES FOR EXTRA BALL.
2ND TIME SCORES EXTRA BALL AND LITES A-B-C LANES FOR SPECIAL.
3RD AND EACH ADDITIONAL TIME SCORES SPECIAL.
- ★ DEN OF PREDATORS ARE LIT BY A-B-C LANES, LEFT, CENTER & RIGHT TARGETS. EACH HORIZONTAL LINE OF ANIMALS LIT ADVANCES FRONTIER BONUS. EACH LIT ANIMAL SCORES 3,000 BONUS WHEN BALL IS IN OUTHOLE.
- ★ LIGHTING ALL DEN OF PREDATORS:
1ST TIME LITES 45,000 BONUS AND SPECIAL.
2ND AND EACH ADDITIONAL TIME SCORES SPECIAL.
- ★ GRIZZLY LANE TARGETS SCORE LIT VALUES & LITE FRONTIER BONUS MULTIPLIERS.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-95-TT

1 à 4
JOUEURS PEUVENT
Y JOUER

FRONTIER

JEU DE
DIVERTISSEMENT

800,000 POINTS 1 PARTIE GRATUITE

1,400,000 POINTS 1 PARTIE GRATUITE

UNE
PARTIE
CINQ
BILLES

UNE
PARTIE
CINQ
BILLES

M-1508-95-A

1 à 4
JOUEURS PEUVENT
Y JOUER

FRONTIER

JEU DE
DIVERTISSEMENT

440,000 POINTS 1 PARTIE GRATUITE

680,000 POINTS 1 PARTIE GRATUITE

UNE
PARTIE
TROIS
BILLES

UNE
PARTIE
TROIS
BILLES

M-1508-95-B

1 à 4
JOUEURS PEUVENT
Y JOUER

REGLE DE JEU

JEU DE
DIVERTISSEMENT

- ★ EN PASSANT PAR LES COULOIRS A-B-C:
LA 1ERE FOIS ON ALLUME LES COULOIRS DE RENVOI DES FLIPPERS POUR 15.000 POINTS ET
LES COULOIRS A-B-C POUR UNE BILLE SUPPLEMENTAIRE.
LA 2EME FOIS ON OBTIENT UNE BILLE SUPPLEMENTAIRE ET ON ALLUME LES COULOIRS
A-B-C POUR LE SPECIAL.
LA 3EME FOIS ET TOUTES LES AUTRES FOIS ON MARQUE LE SPECIAL.
- ★ L'ANTRE DES BÊTES DE PROIE "DEN OF PREDATORS" EST ALLUMÉE PAR LES COULOIRS
A-B-C, PAR LES CIBLES DE GAUCHE, DU CENTRE ET DE DROITE. CHAQUE RANGÉE
HORIZONTALE D'ANIMAUX ALLUMÉE FAIT AVANCER LE BONUS FRONTIÈRE.
CHAQUE ANIMAL QUI S'ALLUME MARQUE 3000 POINTS EN BONUS ET ALLUME EN PLUS LE
BONUS FRONTIÈRE QUAND LA BILLE EST DANS LE TROU EXTERIEUR.
- ★ EN ALLUMANT ENTIÈREMENT L'ANTRE DES BÊTES DE PROIE:
LA 1ERE FOIS ON ALLUME LE BONUS DE 45.000 POINTS ET LE SPECIAL.
LA 2EME FOIS ET TOUTES LES AUTRES FOIS ON MARQUE LE SPECIAL.
- ★ LES CIBLES DE LA RANGÉE DES OURS GRIZZLES MARQUENT LE NOMBRE DE POINTS
ALLUME ET ALLUMENT LES MULTIPLICATEURS DU BONUS FRONTIÈRE.
- ★ **MAXIMUM — 1 BILLE SUPPLEMENTAIRE** PAR BILLE EN JEU.
- ★ PENALITE "TILT" SEULEMENT LA BILLE EN JEU.

M-1508-95-E

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

Cards status:

M1508-95-A needed for double check.
M1508-95-B needed for double check.
M1508-95-E confirmed.
M1508-95-F confirmed.
M1508-95-G confirmed.
M1508-95-TT confirmed.

Recommended "High Score to Date" levels:
(reset periodically)
3 ball 760,000 points
5 ball 1,500,000 points

French cards status:

M1508-95-A needed for double check.
M1508-95-B confirmed.
M1508-95-E confirmed.
M1508-95-F needed.
M1508-95-G needed.
M1508-95-TT needed.

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