

1 TO 4
CAN PLAY

FLASH GORDON

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 800,000 POINTS.

1 REPLAY FOR EACH SCORE OF 1,300,000 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-1508-96-A

1 TO 4
CAN PLAY

FLASH GORDON

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 600,000 POINTS.

1 REPLAY FOR EACH SCORE OF 1,100,000 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-1508-96-B

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ LIGHTING 1-2-3 FLASHING ARROWS LITES MINI BONUS FOR 50,000 AND SAUCER FOR 2X AND TOP BUMPER.
- ★ DROPPING 1-2-3 TARGETS 2ND AND 3RD TIME LITES AND ADVANCES TOP TARGET VALUE.
- ★ BALL SHOOTER LANE ROLLOVER SCORES SUPER RING BONUS WHEN SINGLE TARGET IS DROPPED.
- ★ LIGHTING FLASHING AMBER, YELLOW, BLUE AND WHITE BUTTONS NEXT TO THE 4 DROP TARGETS, 2 RIGHT TARGETS AND FLIPPER RETURN LANES LITES SUPER BONUS FOR 100,000 AND SAUCER FOR 3X.
- ★ DROPPING 4 DROP TARGETS FOUR TIMES ADVANCES SAUCER VALUE AND LITES SPINNERS. 5TH TIME LITES OUTLANES FOR SPECIAL.
- ★ BALL IN SAUCER WHEN 2X OR 3X ARE LIT LITES 15 CLOCK SECONDS TO INCREASE PLAYFIELD SCORES 2X OR 3X. WHEN BOTH ARE LIT 5X VALUE IS SCORED.
- ★ BONUS MULTIPLIER 2X AND 3X ARE LIT BY DROPPING INLINE TARGETS.
- ★ DROPPING TOP 1-2-3 TARGETS LITES 4X, AFTER 3X IS LIT.
- ★ DROPPING 4 LOWER TARGETS LITES 5X, AFTER 4X IS LIT.
- ★ SUPER AND MINI BONUS SCORES ARE COLLECTED IN OUTHOLE ONLY.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-96-E

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ LIGHTING 1-2-3 FLASHING ARROWS LITES MINI BONUS FOR 50,000 AND SAUCER FOR 2X AND TOP BUMPER.
- ★ DROPPING 1-2-3 TARGETS 2ND AND 3RD TIME LITES AND ADVANCES TOP TARGET VALUE. TARGET SPECIAL SCORES EXTRA BALL OR 50,000.
- ★ BALL SHOOTER LANE ROLLOVER SCORES SUPER RING BONUS WHEN SINGLE TARGET IS DROPPED.
- ★ LIGHTING FLASHING AMBER, YELLOW, BLUE AND WHITE BUTTONS NEXT TO THE 4 DROP TARGETS, 2 RIGHT TARGETS AND FLIPPER RETURN LANES LITES SUPER BONUS FOR 100,000 AND SAUCER FOR 3X.
- ★ DROPPING 4 DROP TARGETS FOUR TIMES ADVANCES SAUCER VALUE AND LITES SPINNERS. 5TH TIME LITES OUTLANES FOR SPECIAL TO SCORE EXTRA BALL OR 50,000.
- ★ BALL IN SAUCER WHEN 2X OR 3X ARE LIT LITES 15 CLOCK SECONDS TO INCREASE PLAYFIELD SCORES 2X OR 3X. WHEN BOTH ARE LIT 5X VALUE IS SCORED.
- ★ BONUS MULTIPLIER 2X AND 3X ARE LIT BY DROPPING INLINE TARGETS.
- ★ DROPPING TOP 1-2-3 TARGETS LITES 4X, AFTER 3X IS LIT.
- ★ DROPPING 4 LOWER TARGETS LITES 5X, AFTER 4X IS LIT.
- ★ SUPER AND MINI BONUS SCORES ARE COLLECTED IN OUTHOLE ONLY.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-96-F

1 à 4
JOUEURS PEUVENT
Y JOUER

FLASH GORDON

JEU DE
DIVERTISSEMENT

800,000 POINTS 1 PARTIE GRATUITE

1,300,000 POINTS 1 PARTIE GRATUITE

UNE
PARTIE
CINQ
BILLES

UNE
PARTIE
CINQ
BILLES

M-1508-96-A

1 à 4
JOUEURS PEUVENT
Y JOUER

FLASH GORDON

JEU DE
DIVERTISSEMENT

600,000 POINTS 1 PARTIE GRATUITE

1,100,000 POINTS 1 PARTIE GRATUITE

UNE
PARTIE
TROIS
BILLES

UNE
PARTIE
TROIS
BILLES

M-1508-96-B

1 à 4
JOUEURS PEUVENT
Y JOUER

REGLE DU JEU

JEU DE
DIVERTISSEMENT

- ★ EN ALLUMANT LES FLECHES CLIGNOTANTES 1-2-3 ON ALLUME LE MINI-BONUS DE 50.000 POINTS, LA FLECHE 2X POUR DOUBLER LE SCORE ET LE BUMPER SUPERIEUR. EN FAISANT TOMBER LES CIBLES 1-2-3 ALLUMÉES LA DEUXIEME ET TROISIEME FOIS ON ALLUME ET ON FAIT AVANCER ET AUGMENTER LA MARQUE DE LA CIBLE SUPERIEURE.
- ★ LES ROLLOVERS EN FORME D'ETOILE DU COULOIR DE TIR MARQUENT LE SUPER BONUS QUAND L'UNIQUE CIBLE EST TOMBEE.
- ★ EN ALLUMANT LES BOUTONS DE CONTACT CLIGNOTANTS AMBRES, JAUNES, BLEUS ET BLANCS PRES DES 4 CIBLES TOMBANTES, LES 2 CIBLES DE DROITE ET LES COULOIRS DE RENVOI DU FLIPPER, ON ALLUME LE SUPER BONUS DE 100.000 POINTS ET 3X.
- ★ EN FAISANT TOMBER 4 FOIS LES 4 CIBLES TOMBANTES ON AUGMENTE LA VALEUR DES POINTS DU TROU ET ON ALLUME LES SPINNERS. LA 5EME FOIS ON ALLUME LES COULOIRS EXTERIEURS DU SPECIAL.
- ★ QUAND LES 2X OU 3X SONT ALLUMES LA MINUTERIE DE 15 SECONDES S'ALLUME DES QUE LA BILLE EST PRISONNIERE DANS LE TROU ET L'ON PEUT DOUBLER ET TRIPLER LE SCORE DU PLATEAU DE JEU. QUAND LES DEUX SONT ALLUMES ENSEMBLE LA MARQUE EST MULTIPLIEE PAR 5X.
- ★ L'ON ALLUME LES MULTIPLICATEURS 2X ET 3X EN FAISANT TOMBER LES CIBLES EN LIGNE.
- ★ EN FAISANT TOMBER LES CIBLES 1-2-3 ON ALLUME 4X.
- ★ EN FAISANT TOMBER LES 4 CIBLES INFERIEURES ON ALLUME 5X.
- ★ LES SCORES SUPER ET MINI BONUS SONT ENREGISTRES EN FIN DE JEU DE LA BILLE.
- ★ **MAXIMUM — 1 BILLE SUPPLEMENTAIRE** PAR PARTIE.
- ★ PENALITE TILT — BILLE EN JEU.

M-1508-96-E

Cards status English:

M1508-96-A needed to verify.
M1508-96-B confirmed.
M1508-96-E confirmed.
M1508-96-F confirmed.
M1508-96-G needed.

Recommended "High Score to Date" levels:
(reset periodically)

3 ball 1,300,000 points
5 ball 1,500,000 points

Cards status French:

M1508-96-A needed to verify.
M1508-96-B needed to verify.
M1508-96-E needed (I've only got a text file).
M1508-96-F needed.
M1508-96-G 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