

1 TO 4
CAN PLAY

VECTOR

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 1,500,000 POINTS.

1 REPLAY FOR EACH SCORE OF 2,000,000 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-1508-104-A

1 TO 4
CAN PLAY

VECTOR

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 1,100,000 POINTS.

1 REPLAY FOR EACH SCORE OF 1,600,000 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-1508-104-B

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ Dropping X-Y-Z targets scores and spots lit value.
- ★ Dropping 3 top Flip-O-Meter Vectorscan defender targets in sequence qualifies captive ball. If targets are not dropped in sequence bottom Flip-O-Meter Vectorscan targets reset, these must be dropped to qualify captive ball.
- ★ Beating fastest flip speed scores 1 replay.
1 extra ball and outlane specials lite for speed of 750 or more.
Ball also scores lit Flip-O-Meter Vectorscan value first 2 digits X 1000.
- ★ Making H-Y-P-E targets in sequence lites all top bonus arrows; out of sequence lites only 1 arrow. Bonus arrows collected in top right storage energy saucer — 3000 points for each lit arrow.
- ★ Bonus scores are collected on playfield as indicated and also in outhole.
Bonus multipliers are scored in outhole only.
- ★ Maximum — 1 extra ball per ball in play.
- ★ Tilt penalty — Ball in play.

M-1508-104-E

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ Dropping X-Y-Z targets scores and spots lit value.
- ★ Dropping 3 top Flip-O-Meter Vectorscan defender targets in sequence qualifies captive ball. If targets are not dropped in sequence bottom Flip-O-Meter Vectorscan targets reset, these must be dropped to qualify captive ball.
- ★ Beating fastest flip speed scores 1 replay.
1 extra ball and outlane specials lite for speed of 800 or more.
Ball also scores lit Flip-O-Meter Vectorscan value first 2 digits X 1000.
- ★ Making H-Y-P-E targets in sequence lites all top bonus arrows; out of sequence lites only 1 arrow. Bonus arrows collected in top right storage energy saucer — 3000 points for each lit arrow.
- ★ Bonus scores are collected on playfield as indicated and also in outhole.
Bonus multipliers are scored in outhole only.
- ★ Maximum — 1 extra ball per ball in play.
- ★ Tilt penalty — Ball in play.

M-1508-104-E1

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ Dropping X-Y-Z targets scores and spots lit value.
- ★ Dropping 3 top Flip-O-Meter Vectorscan defender targets reset bottom defender targets; these must be dropped to qualify captive ball.
- ★ Beating fastest flip speed scores 1 replay.
1 extra ball and outlane specials lite for speed of 750 or more.
Ball also scores lit Flip-O-Meter Vectorscan value first 2 digits X 1000.
- ★ Making H-Y-P-E targets in sequence lites all top bonus arrows; out of sequence lites only 1 arrow. Bonus arrows collected in top right storage energy saucer — 3000 points for each lit arrow.
- ★ Bonus scores are collected on playfield as indicated and also in outhole.
Bonus multipliers are scored in outhole only.
- ★ Maximum — 1 extra ball per ball in play.
- ★ Tilt penalty — Ball in play.

M-1508-104-E2

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ Dropping X-Y-Z targets scores and spots lit value.
- ★ Dropping 3 top Flip-O-Meter Vectorscan defender targets in sequence qualifies captive ball. If targets are not dropped in sequence bottom Flip-O-Meter Vectorscan targets reset, these must be dropped to qualify captive ball.
- ★ Beating fastest flip speed scores 1 extra ball or 50,000 points.
1 extra ball or 25,000 points are scored and outlane specials lite to score 50,000 points for speed of 750 or more.
Ball also scores lit Flip-O-Meter Vectorscan value first 2 digits X 1000.
- ★ Making H-Y-P-E targets in sequence lites all top bonus arrows; out of sequence lites only 1 arrow. Bonus arrows collected in top right storage energy saucer — 3000 points for each lit arrow.
- ★ Bonus scores are collected on playfield as indicated and also in outhole.
Bonus multipliers are scored in outhole only.
- ★ Maximum — 1 extra ball per ball in play.
- ★ Tilt penalty — Ball in play.

M-1508-104-F

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ Dropping X-Y-Z targets scores and spots lit value.
- ★ Dropping 3 top Flip-O-Meter Vectorscan defender targets in sequence qualifies captive ball. If targets are not dropped in sequence bottom Flip-O-Meter Vectorscan targets reset, these must be dropped to qualify captive ball.
- ★ Beating fastest flip speed scores 50,000 points.
25,000 points and outlane specials lite to score 50,000 points for speed of 750 or more.
Ball also scores lit Flip-O-Meter Vectorscan value first 2 digits X 1000.
- ★ Making H-Y-P-E targets in sequence lites all top bonus arrows; out of sequence lites only 1 arrow. Bonus arrows collected in top right storage energy saucer — 3000 points for each lit arrow.
- ★ Bonus scores are collected on playfield as indicated and also in outhole.
Bonus multipliers are scored in outhole only.
- ★ Maximum — 1 extra ball per ball in play.
- ★ Tilt penalty — Ball in play.

M-1508-104-G

**1 TO 4
CAN PLAY**

VECTOR

**FOR
AMUSEMENT
ONLY**

ALL LIT SPECIALS SCORE 50,000 POINTS.

ALL LIT EXTRA BALLS SCORE 25,000 POINTS.

**5 BALLS
PER
GAME**

**5 BALLS
PER
GAME**

M-1508-104-G1

**1 TO 4
CAN PLAY**

VECTOR

**FOR
AMUSEMENT
ONLY**

ALL LIT SPECIALS SCORE 50,000 POINTS.

ALL LIT EXTRA BALLS SCORE 25,000 POINTS.

**3 BALLS
PER
GAME**

**3 BALLS
PER
GAME**

M-1508-104-G2

Es können 1 bis 4 Spieler spielen

Münze einwerfen.

Versenken von X-Y-X Fallziele multipliziert den Bonus.

Treffen der 3 linken Fallziele in Reihenfolge öffnet die Rampe, die Kugel kann im Fangloch festgehalten werden.

Treffen nicht in Reihenfolge richtet 3 neue Fallziele auf.

Übertreffen der schnellsten Flipgeschwindigkeit ergibt 1 Special.

1 Freikugel gibt es für Zeiten um 750 oder schneller (Count-Down). Die beiden ersten Zittern der Anzeige werden mit 1000 multipliziert und zum Punktestand addiert.

Anspielen der H-Y-P-E Prellkontakte beleuchtet einen Pfeil in der oberen Kugelbahn. Treffen in der Reihenfolge H-Y-P-E beleuchtet alle 8 Pfeile. Pro Pfeil 3000 Punkte, wenn die Kugel in das obere Fangloch gespielt wird.

Bonuspunkten werden auf dem Spielfeld gesammelt. Zuaddiert werden sie, wenn die Kugel in eines der Fanglöcher rechts oder links unten läuft.

Maximal 1 Freikugel pro Kugel im Spiel annulliert den Bonus.

1 Freispiel bei 1,100.000 Punkten

1 Freispiel bei 1,600.000 Punkten

VECTOR

„Tilt“

schaltet die Ergebniszählung der
in Spiel befindlichen Kugel
automatisch ab.

**ELECTRONIC
Bally**

Fonts used: Wingdings, News Gothic MT Std, News Gothic MT Std Condensed, HelveticaNeue LT 55 Roman, Futura Md BT.

Cards status:

M1508-104-A confirmed.
M1508-104-B confirmed.
M1508-104-E confirmed.
M1508-104-E1 confirmed.
M1508-104-E2 confirmed.
M1508-104-F confirmed.
M1508-104-G confirmed.
M1508-104-G1 confirmed.
M1508-104-G2 confirmed.
German card confirmed.

Recommended "High Score to Date" levels:
(reset periodically)
3 ball 1,300,000 points
5 ball 2,200,000 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