

1 TO 4 CAN PLAY	CENTAUR	FOR AMUSEMENT ONLY
	1 REPLAY FOR EACH SCORE OF 1,400,000 POINTS. 1 REPLAY FOR EACH SCORE OF 3,000,000 POINTS.	
5 BALLS PER GAME		5 BALLS PER GAME
		M-1508-102-A

1 TO 4 CAN PLAY	CENTAUR	FOR AMUSEMENT ONLY
	1 REPLAY FOR EACH SCORE OF 1,100,000 POINTS. 1 REPLAY FOR EACH SCORE OF 2,500,000 POINTS.	
3 BALLS PER GAME		3 BALLS PER GAME
		M-1508-102-B

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

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ LIGHTING TOP ROLLOVER LANES ADVANCES OUTHOLE BONUS MULTIPLIERS. FLIPPER BUTTONS ROTATE LIT LANE LIGHTS.
- ★ CAPTIVE ORB LIGHTS INDICATE THE NUMBER OF CAPTIVE BALLS. CAPTIVE BALLS ARE RELEASED BY HITTING EITHER LIT RELEASE TARGET.
- ★ DROPPING 1-4 TARGETS IN SEQUENCE ADVANCES SCORE VALUE AND LIGHTS THE RIGHT RELEASE TARGET.
- ★ LIGHTING THE 4 BOTTOM ROLLOVERS RELEASES 1 BALL.
- ★ MAKING THE ORBS TARGETS IN ORDER RELEASES 1 BALL. MAKING "O" AND "R" OR "B" AND "S" TARGETS TOGETHER SCORES 10,000 POINTS AND 5 BONUS ADVANCES. TARGETS NOT MADE IN ORDER ADVANCE NEXT ORB LITE.
- ★ DROPPING 1-4 TARGETS LIGHTS THE RIGHT RELEASE TARGET TO COLLECT BONUS.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.

M-1508-102-E

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ LIGHTING TOP ROLLOVER LANES ADVANCES OUTHOLE BONUS MULTIPLIERS. FLIPPER BUTTONS ROTATE LIT LANE LIGHTS.
- ★ CAPTIVE ORB LIGHTS INDICATE THE NUMBER OF CAPTIVE BALLS. CAPTIVE BALLS ARE RELEASED BY HITTING EITHER LIT RELEASE TARGET.
- ★ DROPPING 1-4 TARGETS IN SEQUENCE ADVANCES SCORE VALUE AND LIGHTS THE RIGHT RELEASE TARGET.
- ★ LIGHTING THE 4 BOTTOM ROLLOVERS RELEASES 1 BALL.
- ★ MAKING THE ORBS TARGETS IN ORDER RELEASES 1 BALL. TARGETS NOT MADE IN ORDER ADVANCE NEXT ORB LITE.
- ★ DROPPING 1-4 TARGETS LIGHTS THE RIGHT RELEASE TARGET TO COLLECT BONUS.
- ★ TILT PENALTY — DISQUALIFIES PLAYER.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.

M-1508-102-E1

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ LIGHTING TOP ROLLOVER LANES ADVANCES OUTHOLE BONUS MULTIPLIERS. FLIPPER BUTTONS ROTATE LIT LANE LIGHTS.
- ★ CAPTIVE ORB LIGHTS INDICATE THE NUMBER OF CAPTIVE BALLS. CAPTIVE BALLS ARE RELEASED BY HITTING EITHER LIT RELEASE TARGET.
- ★ DROPPING 1-4 TARGETS IN SEQUENCE ADVANCES SCORE VALUE AND LIGHTS THE RIGHT RELEASE TARGET.
- ★ LIGHTING THE 4 BOTTOM ROLLOVERS RELEASES 1 BALL.
- ★ MAKING THE ORBS TARGETS IN ORDER RELEASES 1 BALL. TARGETS NOT MADE IN ORDER ADVANCE NEXT ORB LITE.
- ★ DROPPING 1-4 TARGETS LIGHTS THE RIGHT RELEASE TARGET TO COLLECT BONUS.
- ★ 1 EXTRA BALL OR 50,000 POINTS BY HITTING CHAMBER TARGET OR DROPPING ORBS TARGETS WHEN SPECIAL IS LIT.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ **MAXIMUM — 1 EXTRA BALL PER BALL IN PLAY.**

M-1508-102-F

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ LIGHTING TOP ROLLOVER LANES ADVANCES OUTHOLE BONUS MULTIPLIERS. FLIPPER BUTTONS ROTATE LIT LANE LIGHTS.
- ★ CAPTIVE ORB LIGHTS INDICATE THE NUMBER OF CAPTIVE BALLS. CAPTIVE BALLS ARE RELEASED BY HITTING EITHER LIT RELEASE TARGET.
- ★ DROPPING 1-4 TARGETS IN SEQUENCE ADVANCES SCORE VALUE AND LIGHTS THE RIGHT RELEASE TARGET.
- ★ LIGHTING THE 4 BOTTOM ROLLOVERS RELEASES 1 BALL.
- ★ MAKING THE ORBS TARGETS IN ORDER RELEASES 1 BALL. TARGETS NOT MADE IN ORDER ADVANCE NEXT ORB LITE.
- ★ DROPPING 1-4 TARGETS LIGHTS THE RIGHT RELEASE TARGET TO COLLECT BONUS.
- ★ 1 EXTRA BALL OR 50,000 POINTS BY HITTING CHAMBER TARGET OR DROPPING ORBS TARGETS WHEN SPECIAL IS LIT.
- ★ TILT PENALTY — DISQUALIFIES PLAYER.
- ★ **MAXIMUM — 1 EXTRA BALL PER BALL IN PLAY.**

M-1508-102-F1

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ LIGHTING TOP ROLLOVER LANES ADVANCES OUTHOLE BONUS MULTIPLIERS. FLIPPER BUTTONS ROTATE LIT LANE LIGHTS.
- ★ CAPTIVE ORB LIGHTS INDICATE THE NUMBER OF CAPTIVE BALLS. CAPTIVE BALLS ARE RELEASED BY HITTING EITHER LIT RELEASE TARGET.
- ★ DROPPING 1-4 TARGETS IN SEQUENCE ADVANCES SCORE VALUE AND LIGHTS THE RIGHT RELEASE TARGET.
- ★ LIGHTING THE 4 BOTTOM ROLLOVERS RELEASES 1 BALL.
- ★ MAKING THE ORBS TARGETS IN ORDER RELEASES 1 BALL. TARGETS NOT MADE IN ORDER ADVANCE NEXT ORB LITE.
- ★ DROPPING 1-4 TARGETS LIGHTS THE RIGHT RELEASE TARGET TO COLLECT BONUS.
- ★ 50,000 POINTS BY HITTING CHAMBER TARGET OR DROPPING ORBS TARGETS WHEN SPECIAL IS LIT.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-102-G

**1 TO 4
CAN PLAY**

CENTAUR

**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-1508-102-G1

1 TO 4
CAN PLAY

CENTAUR

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-1508-102-G2

Es können 1 bis 4 Spieler spielen

Münze einwerfen.

Beim Durchlaufen der oberen Kugelbahnen werden diese beleuchtet.

Leuchten alle drei Lampen, erhält der Spieler einen Bonus. Mit den Flipperkontakten können diese Lampen umgesteuert werden.

Die OB-Lampen zeigen die Anzahl der erspielten Zusatzkugeln an.

Durch Treffen der roten Prellkontakte — wenn „Release“ beleuchtet ist — kommt die angezeigte Anzahl Zusatzkugeln automatisch ins Spiel.

Treffen der 1—4 Fallziele in der Reihenfolge 1—4 erhöht den Punktestand und beleuchtet den rechten „Release“-Lichtpunkt. Beleuchten der vier blauen Lichtpunkte vor den Auslaufbahnen ergibt eine Zusatzkugel.

Treffen der ORBS Fallziele in der Reihenfolge ORBS ergibt eine Zusatzkugel und 10.000 Punkte. Werden sie nicht in der richtigen Reihenfolge versenkt, erhöht sich die Anzahl der Zusatzkugeln.

1 Freispiel bei 1.200.000 Punkten

1 Freispiel bei 2.800.000 Punkten

CENTAUR

„Tilt“

schaltet die Ergebniszählung der
im Spiel befindlichen Kugel
automatisch ab.

ELECTRONIC
Bally

1 REPLAY FOR EACH SCORE OF 700,000 POINTS. 1 REPLAY FOR EACH SCORE OF 1,600,000 POINTS.	M-1508-H-1
1 REPLAY FOR EACH SCORE OF 800,000 POINTS. 1 REPLAY FOR EACH SCORE OF 1,800,000 POINTS.	M-1508-I-1
1 REPLAY FOR EACH SCORE OF 900,000 POINTS. 1 REPLAY FOR EACH SCORE OF 2,000,000 POINTS.	M-1508-J-1
1 REPLAY FOR EACH SCORE OF 1,000,000 POINTS. 1 REPLAY FOR EACH SCORE OF 2,200,000 POINTS.	M-1508-K-1
1 REPLAY FOR EACH SCORE OF 1,000,000 POINTS. 1 REPLAY FOR EACH SCORE OF 2,400,000 POINTS.	M-1508-L-1
1 REPLAY FOR EACH SCORE OF 1,100,000 POINTS. 1 REPLAY FOR EACH SCORE OF 2,300,000 POINTS.	M-1508-M-1
1 REPLAY FOR EACH SCORE OF 1,100,000 POINTS. 1 REPLAY FOR EACH SCORE OF 2,500,000 POINTS.	M-1508-N-1
1 REPLAY FOR EACH SCORE OF 1,200,000 POINTS. 1 REPLAY FOR EACH SCORE OF 2,600,000 POINTS.	M-1508-O-1
1 REPLAY FOR EACH SCORE OF 1,200,000 POINTS. 1 REPLAY FOR EACH SCORE OF 2,800,000 POINTS.	M-1508-P-1
1 REPLAY FOR EACH SCORE OF 1,300,000 POINTS. 1 REPLAY FOR EACH SCORE OF 2,800,000 POINTS.	M-1508-Q-1

1 REPLAY FOR EACH SCORE OF 1,400,000 POINTS. 1 REPLAY FOR EACH SCORE OF 3,000,000 POINTS.	M-1508-R-1
1 REPLAY FOR EACH SCORE OF 1,500,000 POINTS. 1 REPLAY FOR EACH SCORE OF 2,500,000 POINTS.	M-1508-S-1
1 REPLAY FOR EACH SCORE OF 1,500,000 POINTS. 1 REPLAY FOR EACH SCORE OF 2,700,000 POINTS.	M-1508-T-1
1 REPLAY FOR EACH SCORE OF 1,600,000 POINTS. 1 REPLAY FOR EACH SCORE OF 2,600,000 POINTS.	M-1508-U-1
1 EXTRA BALL FOR EACH SCORE OF 1,000,000 POINTS. 1 EXTRA BALL FOR EACH SCORE OF 2,000,000 POINTS.	M-1508-NN-1
1 EXTRA BALL FOR EACH SCORE OF 1,000,000 POINTS. 1 EXTRA BALL FOR EACH SCORE OF 2,000,000 POINTS.	M-1508-OO-1
1 EXTRA BALL FOR EACH SCORE OF 1,000,000 POINTS. 1 EXTRA BALL FOR EACH SCORE OF 2,000,000 POINTS.	M-1508-PP-1
1 EXTRA BALL FOR EACH SCORE OF 1,000,000 POINTS. 1 EXTRA BALL FOR EACH SCORE OF 2,000,000 POINTS.	M-1508-QQ-1
1 EXTRA BALL FOR EACH SCORE OF POINTS. 1 EXTRA BALL FOR EACH SCORE OF POINTS.	
1 REPLAY FOR EACH SCORE OF POINTS. 1 REPLAY FOR EACH SCORE OF POINTS.	

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

Cards status: complete

M1508-102-A confirmed.

M1508-102-B confirmed.

M1508-102-E confirmed.

M1508-102-E1 confirmed.

M1508-102-F confirmed.

M1508-102-F1 confirmed.

M1508-102-G confirmed.

M1508-102-G1 confirmed.

M1508-102-G2 confirmed.

German card confirmed.

All score inserts confirmed.

High Game to Date insert is available in a separate file.

Look for **High Score/Match insert label** in the red part of the Bally section.

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

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