

1 TO 4
CAN PLAY

PARAGON

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF POINTS

1 REPLAY FOR EACH SCORE OF POINTS

END OF GAME REPLAY AWARDS PER PLAYER

**5 BALLS
PER
GAME**

**5 BALLS
PER
GAME**

M-1508-81-A

1 TO 4
CAN PLAY

PARAGON

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF POINTS

1 REPLAY FOR EACH SCORE OF POINTS

END OF GAME REPLAY AWARDS PER PLAYER

**3 BALLS
PER
GAME**

**3 BALLS
PER
GAME**

M-1508-81-B

Recommended "High Score to Date" levels:
(reset periodically)
3 ball 560,000 points
5 ball 600,000 points

**1 TO 4
CAN PLAY**

PARAGON

**FOR
AMUSEMENT
ONLY**

1 REPLAY FOR EACH SCORE OF POINTS

1 REPLAY FOR EACH SCORE OF POINTS

5 BALLS PER GAME

M-1508-81-C

**1 TO 4
CAN PLAY**

PARAGON

**FOR
AMUSEMENT
ONLY**

1 REPLAY FOR EACH SCORE OF POINTS

1 REPLAY FOR EACH SCORE OF POINTS

3 BALLS PER GAME

M-1508-81-D

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ BALL IN PARAGON SAUCER OR HITTING VALLEY-OF-DEMONS TARGETS SCORES 3,000 POINTS, ADVANCES BONUS AND SPOTS LIT LETTER.
- ★ COMPLETING 'P-A-R-A-G-O-N' LITES PARAGON SAUCER FOR SPECIAL AND 28,000 POINTS.
- ★ BALL IN GOLDEN CLIFFS SAUCER SCORES AND ADVANCES LIT VALUE.
- ★ WATERFALL LANE SCORES 1,000 POINTS OR LIT VALUE AND ADVANCES BONUS.
- ★ BALL IN TREASURE CHAMBER SAUCER SCORES 5,000 POINTS, LIT FEATURE VALUE AND ADVANCES FEATURE VALUE.
- ★ SPINNER AND THUMPER BUMPERS SCORE 100 POINTS.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-81-E

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ BALL IN PARAGON SAUCER ADVANCES BONUS AND SPOTS LIT LETTER.
- ★ COMPLETING 'P-A-R-A-G-O-N' LITES PARAGON SAUCER FOR SPECIAL; BALL IN PARAGON SAUCER WHEN LIT FOR SPECIAL SCORES EXTRA BALL AND 25,000 POINTS OR 75,500 POINTS IF EXTRA BALL HAS BEEN PREVIOUSLY AWARDED.
- ★ BALL IN GOLDEN CLIFFS SAUCER SCORES AND ADVANCES LIT VALUE.
- ★ WATERFALL LANE SCORES 1,000 POINTS OR LIT VALUE; WHEN SPECIAL IS LIT, SCORES EXTRA BALL OR 51,000 POINTS.
- ★ BALL IN TREASURE CHAMBER SAUCER SCORES 5,000 POINTS, SCORES AND ADVANCES LIT VALUE; WHEN SPECIAL IS LIT SAUCER SCORES 55,000 POINTS.
- ★ KNOCKING DOWN ALL WATERFALL TARGETS SCORES AND ADVANCES LIT VALUE; WHEN SPECIAL IS LIT SCORES EXTRA BALL OR 50,000 POINTS.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-81-F

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ BALL IN PARAGON SAUCER ADVANCES BONUS AND SPOTS LIT LETTER.
- ★ COMPLETING 'P-A-R-A-G-O-N' LITES PARAGON SAUCER FOR SPECIAL
- ★ BALL IN PARAGON SAUCER WHEN LIT FOR SPECIAL SCORES 75,500 POINTS.
- ★ BALL IN GOLDEN CLIFFS SAUCER SCORES AND ADVANCES LIT VALUE.
- ★ WATERFALL LANE SCORES 1,000 POINTS OR LIT VALUE AND 51,000 POINTS WHEN SPECIAL IS LIT.
- ★ BALL IN TREASURE CHAMBER SAUCER SCORES 5,000 POINTS, LIT FEATURE VALUE AND ADVANCES FEATURE VALUE; WHEN EXTRA BALL IS LIT, SAUCER SCORES 30,000 POINTS; WHEN SPECIAL IS LIT, SAUCER SCORES 55,000 POINTS.
- ★ KNOCKING DOWN ALL WATERFALL TARGETS SCORES AND ADVANCES LIT VALUE; WHEN SPECIAL IS LIT, FEATURE SCORES 50,000 POINTS.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-81-G

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ BALL IN PARAGON SAUCER SCORES 500 POINTS, ADVANCES BONUS AND SPOTS LIT LETTER.
- ★ COMPLETING 'P-A-R-A-G-O-N' LITES PARAGON SAUCER FOR SPECIAL AND 25,000 POINTS.
- ★ BALL IN GOLDEN CLIFFS SAUCER SCORES AND ADVANCES LIT VALUE.
- ★ WATERFALL LANE SCORES 1,000 POINTS OR LIT VALUE AND ADVANCES BONUS.
- ★ BALL IN TREASURE CHAMBER SAUCER SCORES 5,000 POINTS, LIT FEATURE VALUE AND ADVANCES FEATURE VALUE.
- ★ VALLEY-OF-DEMONS TARGETS SCORE 1,000 POINTS AND ADVANCE BONUS.
- ★ SPINNER AND THUMPER BUMPERS SCORE 100 POINTS.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-81-TT

1 à 4 JOUEURS	PARAGON	POUR LE DIVERTISSEMENT SEULEMENT
	1 PARTIE GRATUITE POUR 240 000 POINTS	
	1 PARTIE GRATUITE POUR 480 000 POINTS	
	NOMBRE DE PARTIES GRATUITES POUVANT ETRE GAGNEES PAR CHAQUE JOUEUR	
5 BOULES PAR PARTIE		5 BOULES PAR PARTIE
		M-1508-81-A
1 à 4 JOUEURS	PARAGON	POUR LE DIVERTISSEMENT SEULEMENT
	1 PARTIE GRATUITE POUR 200 000 POINTS	
	1 PARTIE GRATUITE POUR 440 000 POINTS	
	NOMBRE DE PARTIES GRATUITES POUVANT ETRE GAGNEES PAR CHAQUE JOUEUR	
3 BOULES PAR PARTIE		3 BOULES PAR PARTIE
		M-1508-81-A

Recommended "High Score to Date" levels:
(reset periodically)
3 ball 560,000 points
5 ball 600,000 points

1 à 4
JOUEURS

INSTRUCTIONS

POUR LE
DIVERTISSEMENT
SEULEMENT

- ★ LA BOULLE PASSANT DANS LA SOUCOUBE PARAGON MARQUE 500 POINTS. FAIT MONTER LA VALEUR DU BONUS ET ACTIVE LA LETTRE ALLUMÉE.
- ★ QUAND "PARAGON" EST FINI, LA SOUCOUBE PARAGON S'ALLUME POUR LE SPECIAL ET POUR 25500 POINTS.
- ★ LA BOULE DANS LES FALAISES DORÉES MARQUE LES POINTS CORRESPONDANTS ET FAIT MONTER LA VALEUR ALLUMÉE.
- ★ LE PASSAGE DE LA CHUTE DONNE 1000 POINTS OU LA VALEUR QUI EST ALLUMÉE ET FAIT MONTER LA VALEUR DU BONUS.
- ★ LA BOULE PASSANT DANS LA SOUCOUBE DE LA CHAMBRE AU TRESOR GAGNE 5000 POINTS. ALLUME LA VALEUR CARACTERISTIQUE ET LA FAIT MONTER.
- ★ LES CIBLES DE LA VALLEE DES DEMONS DONNENT 1000 POINTS ET FONT MONTER LA VALEUR DU BONUS.
- ★ LE TOURNIQUET ET LES POUSSEURS DONNENT 100 POINTS.
- ★ 1 BOULE SUPPLEMENTAIRE MAXIMUM POUR CHAQUE BOULE EN JEU.
- ★ PENALITE TILT: ANNULE LA BOULE EN JEU.

M-1508-81-TT

Es können 1 bis 4 Spieler spielen

Münze einwerfen.

Fällt die Kugel in das PARAGON- Auswurfloch, wird der dazugehörige Buchstabe der PARAGON- Anzeige beleuchtet und zählt 3.000 Punkte und 2.000 Bonuspunkte.

Fällt die Kugel bei komplett beleuchteter P-A-R-A-G-O-N Anzeige in das PARAGON- Kugelauswurfloch, wird ein **Freispiel** und 25.000 Punkte gewertet.

Fällt die Kugel in das GOLDEN CLIFFS- Kugelauswurfloch, wird der beleuchtete Punktbetrag gewertet.

Die Wasserfall-Kugeldurchlaufbahn wertet 1.000 Punkte oder die angezeigte Punktzahl und erhöht den Bonus.

Das TREASURE CHAMBER- Kugelauswurfloch zählt 5.000 Punkte und die beleuchtete Wertung.

3 Freispiele für das Übertreffen des bisherigen Höchstergebnisses.

1 Freispiel bei Übereinstimmung der letzten beiden Zahlen auf dem Zählwerk mit der im Match Fenster aufleuchtenden Zahl.

1 Freispiel bei 240.000 Punkten

1 Freispiel bei 480.000 Punkten

PARAGON

„Tilt“

schaltet die Ergebniszählung
automatisch ab.

ELECTRONIC
Bally

Fonts used: News Gothic MT Std, News Gothic MT Std Condensed, Wingdings, News Gothic Demi,
HelveticaNeue LT 55 Roman, News, Helvetica
Card size: 142x83mm (instructions), 114x25mm (score inserts).

Cards status English: complete

M1508-81-A confirmed.
M1508-81-B confirmed.
M1508-81-C confirmed.
M1508-81-D confirmed.
M1508-81-E confirmed.
M1508-81-F confirmed.
M1508-81-G confirmed.
M1508-81-TT confirmed.

Cards status French:

M1508-81-A confirmed.
M1508-81-B needed to verify.
M1508-81-C needed.
M1508-81-D needed.
M1508-81-E needed.
M1508-81-F needed.
M1508-81-G needed.
M1508-81-TT confirmed.

German version confirmed.

Score inserts are available in a separate file called Bally_M-1508_score_inserts.zip

High Score to Date inserts are available in a separate file called Bally_High_Score_Match_Insert_Label.zip.

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

If you like my work, please send me a donation via PayPal.