

DOUBLE AGENTS ONLY . . .

LOCKBALL by plunging or shooting ramp.

INSTANT 2 BALL - Shooting 5 Agents scores **FLASHING VALUE**,
INSTANT 2 BALL, **EXTRA BALL**, **BONUS HOLDOVER & 100K**.

INSTANT 3 BALL - Shoot 3 bank of Training Targets to complete grid & infiltrate the **KGB HIDEOUT** for **INSTANT 3 BALL**. Lite targets in **3 BALL** play for out lane **SPECIAL**.

SUPER SPINNER - Return lanes lite & score Spinner Value for End of Game Spinner Bonus. Spinner spots **SPY BAR VALUE & U-TURN** raises **RADAR POST**.

SPY LANES - Lanes lite "X" value. Missiles & Ramp spots **S-P-Y**. **6X** lites **SPY BAR EXTRA BALL**.

JACKPOT - Shoot ramp in **3 BALL** for **JACKPOT & HIDEOUT**.

THIS CARD WILL VAPORIZE WHEN GAME OVER!



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SPI Part N°: 755-5002-01 Rev. A

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