



**SKILL SHOT** Use flippers to change *Displayed Award*. Shoot ball to collect.

**HARLEY MULTIBALL** Shoot **Motorcycle** to spell **H-A-R-L-E-Y**. Completing letters opens **Motorcycle** to **Lock Balls**. Locking 4 Balls begins **Harley Multiball**. During **Harley Multiball**, shoot **Motorcycle** for **H-A-R-L-E-Y Jackpots**, then shoot open **Motorcycle** for **Super Jackpot**.

**SPEEDOMETER MULTIBALL** Shoot **Ramp** to advance **Gears** towards **Speedometer Multiball**. During this feature, you need to get up-to-speed to collect **Jackpots**. *Hint: Watch the Display!*

**RED LIGHT MULTIBALL** Shooting *any shot* changes the corresponding **Traffic Signal**. Completing all **Red Lights** qualify **Big Traffic Signal** for **Red Light Multiball**. During **Red Light Multiball**, Playfield **Green & Yellow Lights** collect **Jackpot**. Completing all Playfield **Red Lights** qualifies **Big Traffic Signal** for **SUPER JACKPOT**.

**MILES** All shots *add miles* and advance player toward **Next City**. Each *city* gives an **Award** as indicated in the **Display**. Getting to **Milwaukee** starts the **Final Mode**.

**MYSTERY RIDER** *Random Award*. This feature may *give player a consolation award* on **Last Ball**.

**VIDEO MODE** Completing the *Harley Logo Sequence* lights **Big Traffic Signal** for **Video Mode**.

**FASTEST RAMP SHOT** *This shot is timed*. Faster shots award more **Miles**. Exceeding the fastest time awards **Enter Initials**.

**PATCH** When entering a **New City**, the **Big Traffic Signal** shot awards a **Patch** for that city (sewn onto Jacket). Collecting **Patches** advances final mode **Jackpot Awards**.

**EXTRA BALL** *Mystery Rider, Patches, or Consolation* may award or light **Extra Ball**.

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**SKILL SHOT** Angebot vom Display auswählen, mit dem Ballabschuß annehmen.

**HARLEY MULTIBALL** Triff Motorrad für Buchstaben. Nach vier Treffern öffnet sich das Motorrad. Versenke die Kugeln, dann wird der Multiball gestartet. Triff jetzt das Motorrad für Jackpots.

**SPEEDOMETER MULTIBALL** Triff die Rampe, um die Gänge Hochzuschalten. Während des Multiballs Display beachten.

**RED LIGHT MULTIBALL** Triff alle Ampeln, um sie auf rot zu schalten. Während Multiball alle Ampeln für Jackpots treffen.

**MILES** Alle Ziel - Treffer geben Meilen und bringen Dich zur nächsten Stadt. Schafft man es bis Milwaukee, wird der Final Modus gestartet.

**MYSTERY RIDER** Zufallsgewinn. Kann auch Trostpreis während der letzten Kugel sein.

**VIDEO MODE** Triff alle Harley Logos und dann die große Ampel zum Starten des Video Modes.

**FASTEST RAMP SHOT** Die Zeit des Schusses wird gemessen. Je schneller der Schuß, desto mehr Meilen erhält man. Für den schnellsten Schuß kann man sich eintragen.

**PATCH** Wenn eine Stadt erreicht ist und die Ampel getroffen wird Gibt es einen Aufnäher. Die Aufnäher erhöhen den finalen Jackpot.

**EXTRA BALL** Mystery Rider, Patches, oder Consolation können Extra Ball beleuchten, oder geben.

**SPECIAL** Consolation oder andere Features können Special erteilen.



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**Tips für Anfänger:** Für mehr Punkte blinkende Ziele Treffen.  
Das Display für Spielanweisungen beachten!

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SPI Part N°: 755-5167-03 GERMAN

Translation:  
Bally Wulff, Hannover

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**SKILL SHOT** Utilizzare i flipper per cambiare i premi sul display. Lanciare la pallina per vincere.

**HARLEY MULTIBALL** Tirare a **MOTORCYCLE** per comporre **H-A-R-L-E-Y**. Al completamento delle lettere, **Motorcycle** si apre per i **Lock Balls**. Imprigionando 4 palline si abilita il **Multiball Harley**. Durante il **Multiball Harley**, tirare a **Motorcycle** per i **Jackpot H-A-R-L-E-Y**, poi tirare a **Motorcycle** aperto per il **Super Jackpot**.

**SPEEDOMETER MULTIBALL** Tirare sulla **Rampa** per aumentare le marce verso il **Contachilometri Multiball**. Durante questa fase è necessario aumentare la velocità per vincere i **Jackpot**. **Attenti al display!**

**RED LIGHT MULTIBALL** Il lancio di qualsiasi pallina cambia il semaforo corrispondente. Il completamento di tutti i **Red Lights** (rossi) abilita il **Big Traffic Signal** (semaforo grande) per il **Red Light Multiball**. Durante il **Red Light Multiball**, i gialli e i verdi **Green & Yellow Lights** sulla piano di gioco sul piano di gioco totalizzano il **Jackpot**. Il completamento di tutte le luci rosse abilita il **Big Traffic Signal** per il **SUPER JACKPOT**.

**MILES** Tutti i tiri aggiungono miglia e fanno avanzare il giocatore verso la Città successiva. Ciascuna città dà un premio come indicato sul **Display**. Arrivando a **Milwaukee** si abilita il **Final Mode**.

**MYSTERY RIDER** *Premio Random*. Questa caratteristica costituisce un premio di consolazione per il giocatore sull'ultima pallina **Last Ball**.

**VIDEO MODE** Completando le luci del **logo HARLEY** si accende il **Big Traffic Signal** per il **Video Mode**.

**FASTER RAMP SHOT** Questo tiro è a tempo. Più i tiri sono veloci, più miglia danno. Superando il miglior tempo si possono inserire le proprie iniziali.

**PATCH** Entrando in una nuova città, il tiro **Big Traffic Signal** fa vincere una toppa da cucire sulla giacca. Collezionando più toppe (Patch) si avanza fino al **Mode Premi Jackpot**.

**EXTRA BALL** *Mystery Rider, Patches* o *Consolazione* fanno vincere o accendere gli **Extra Ball**.

**SPECIAL** *Consolazione* o *Features* fanno vincere lo **Special**.

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Translation by  
Tecnoplay S.A., Italy



**CONSIGLIO AI PRINCIPIANTI :**  
Per ottenere un punteggio migliore, lanciare il ((FLASHING SHOT)) !!

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SPI Part N°: 755-5167-04 ITALIAN

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**TIR D'ADRESSE** Utilisez les flippers pour choisir le *bonus*. Tirez pour le prendre.

**MULTIBILLE HARLEY** Visez **Motorcycle** pour épeler **H-A-R-L-E-Y**. Le mot complet ouvre **MOTORCYCLE** pour *capturer les billes*. 4 billes capturées donnent le **Multibille Harley**. Durant le multibille, visez **Motorcycle** pour obtenir les **Jackpots H-A-R-L-E-Y**, puis **Motorcycle** pour le **Super Jackpot**.

**MULTIBILLE COMPTEUR** Visez la **Rampe** pour monter les **vitesse** (*gears*) jusqu'au **Multibille Compteur**. Pendant cette phase, vous devez être à vitesse maximum pour obtenir les **Jackpots**. **Truc: Regardez l'affichage!**

**MULTIBILLE FEU ROUGE** N'importe quel tire change l'état du **feu tricolore**. Compléter tous les **feux rouges** afin de valider le **Grand Feu Central** pour le **Multibille FEU ROUGE**. A ce moment, les **lampes vertes et oranges** donnent le **jackpot**. Compléter toutes les **lampes rouges** a nouveau pour le **SUPER JACKPOT**.

**MILES** Tous les tirs *ajoutent des miles* qui vous rapprochent de la *Prochaine Ville*. Chaque *ville* donne un bonus indiqué sur **l'afficheur**. L'arrivée à *Milwaukee* lance le *Mode Final*.

**MOTARD MYSTERE** Bonus *aléatoire*. Cette fonction peut donner au *joueur* un *bonus de consolation* à la dernière bille.

**MODE VIDEO** Compléter la *Sequence du Logo Harley* allume le **Grand Feu Rouge** pour le **Mode Video**.

**LE TIR DE RAMPE LE PLUS RAPIDE** *Ce tir est chronométré*. Le plus rapide obtient de **Miles**. Dépasser le temps imparti vous mènera à **Entrer vos Initiales**.

**PIECE (PATCH)** Lors de l'entrée dans une **nouvelle ville**, le tir sur le **Grand Feu Rouge** donne une pièce pour cette ville (visible sur la veste). Collectionner les pièces pour avancer vers le **Jackpot** du *Mode Final*.

**EXTRA BILLE** *Motard Mystère, Pièces ou Consolation* peuvent donner ou allumer l'**Extra Bille**.

**SPECIAL** *Consolation ou Modes* peuvent donner le **Special**.

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**Info pour les débutants** : Pour un meilleur score, visez **“ CE QUI CLIGNOTE ”**.  
Quand c'est possible, assurez-vous que vous **REGARDEZ** l'afficheur donnant des instructions.

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**SPEEDOMETER MULTIBALL** Shoot *Ramp* to advance *Gears* towards *Speedometer Multiball*. During this feature, you need to get up-to-speed to collect *Jackpots*. *Hint: Watch the Display!*  
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**MILES** All shots *add miles* and advance player toward *Next City*. Each city gives an *Award* as indicated in the *Display*. Getting to *Milwaukee* starts the *Final Mode*.  
**MYSTERY RIDER Random Award**. This feature may give player a *consolation award on Last Ball*.  
**VIDEO MODE** Completing the *Harley Logo Sequence* lights *Big Traffic Signal for Video Mode*.  
**FASTEST RAMP SHOT** This shot is *timed*. Faster shots award more *Miles*. Exceeding the fastest time awards *Enter Initials*.  
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Cutting Instructions: Trim side edges to leave 5-7/16" Wide Card (5.44") from center line. Trim top edges to leave 2-15/16" Height Card (2.94") from equator line.

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**RED LIGHT MULTIBALL** Triff alle Ampeln, um sie auf rot zu schalten. Während Multiball alle Ampeln für Jackpots treffen.

**MILES** Alle Ziel - Treffer geben Meilen und bringen Dich zur nächsten Stadt. Schaffst man es bis Milwaukee, wird der Final Modus gestartet.

**MYSTERY RIDER** Zufallsgewinn. Kann auch Trostpreis während der letzten Kugel sein.  
**VIDEO MODE** Triff alle Harley Logos und dann die große Ampel zum Starten des Video Modes.  
**FASTEST RAMP SHOT** Die Zeit des Schusses wird gemessen. Je schneller der Schuß, desto mehr Meilen erhält man. Für den schnellsten Schuß kann man sich eintragen.

**PATCH** Wenn eine Stadt erreicht ist und die Ampel getroffen wird Gibt es einen Aufnäher. Die Aufnäher erhöhen den finalen Jackpot.

**EXTRA BALL** Mystery Rider, Patches, oder Consolation können Extra Ball beleuchten, oder geben.

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 Das Display für Spielanweisungen beachten!**

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**SKILL SHOT** Angebot vom Display auswählen, mit dem Ballabschuß annehmen.

**HARLEY MULTIBALL** Triff Motorrad für Buchstaben. Nach vier Treffern öffnet sich das Motorrad Versenke die Kugeln, dann wird der Multiball gestartet. Triff jetzt das Motorrad für Jackpots.

**SPEEDOMETER MULTIBALL** Triff die Rampe, um die Gänge Hochzuschalten. Während des Multiballs Display beachten.

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**SKILL SHOT** Utilizzare i flipper per cambiare i premi sul display. Lanciare la pallina per vincere.  
**HARLEY MULTIBALL** Tirare a **MOTORCYCLE** per comporre **H-A-R-L-E-Y**. Al completamento delle lettere **Motorcycle** si apre per i **Lock Balls**. Impugnando 4 palline si abilita il **Multiball Harley**. Durante il **Multiball Harley**, tirare a **Motorcycle** per i **Jackpot H-A-R-L-E-Y**, poi tirare a **Motorcycle** aperto per il **Super Jackpot**.  
**SPEEDOMETER MULTIBALL** Tirare sulla **Rampa** per aumentare la marce verso il **Contachilometri Multiball**. Durante questa fase è necessario aumentare la velocità per vincere i **Jackpot Attenti al display!**  
**RED LIGHT MULTIBALL** Il lancio di qualsiasi pallina cambia il semaforo corrispondente. Il completamento di tutti i **Red Lights** (rossi) abilita il **Big Traffic Signal** (semaforo grande) per il **Red Light Multiball**. Durante il **Red Light Multiball**, i gialli e i verdi **Green & Yellow Lights** sulla piano di gioco sul piano di gioco totalizzano il **Jackpot**. Il completamento di tutte le luci rosse abilita la **Città** e **Milwaukee** si abilita il **Final Mode**.  
**MILE S** Tutti i tiri aggiungono miglia e fanno avanzare il giocatore verso la **Città** successiva. Ciascuna città da un premio come indicato sul **Display**. Arrivando a **Milwaukee** si abilita il **Final Mode**.  
**MYSTERY RIDER** **Premio Random**. Questa caratteristica costituisce un premio di consolazione per il giocatore sull'ultima pallina **Last Ball**.  
**VIDEO MODE** Completando le luci del **logo HARLEY** si accende il **Big Traffic Signal** per il **Video Mode**.  
**FASTER RAMP SHOT** Questo tiro è a tempo. Più i tiri sono veloci, più miglia danno. Superando il miglior tempo si possono inserire le proprie iniziali.  
**PATCH** Entrando in una nuova città, il tiro **Big Traffic Signal** fa vincere una topa da cucire sulla giacca. Collezionando più toppe (Patch) si avanza fino al **Mode Premi Jackpot**.  
**EXTRA BALL** **Mystery Rider**, **Patches** o **Consolazione** fanno vincere o accendere gli **Extra Ball**.  
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**MULTIBILITE HARLEY** Visez **Motorcycle** pour épeler **H-A-R-L-E-Y**. Le mot complet ouvre **MOTORCYCLE** pour capturer les billes. 4 billes capturées donnent le **Multibilite Harley**. Durant le multibilite, visez **Motorcycle** pour obtenir les **Jackpots H-A-R-L-E-Y**, puis **Motorcycle** pour le **Super Jackpot**.  
**MULTIBILITE COMPTEUR** Visez la **Rampe** pour monter les **vitesse (gears)** jusqu'au **Multibilite Compteur**. Pendant cette phase, vous devez être à vitesse maximum pour obtenir les **Jackpots**. **Truc: Regardez l'affichage!**  
**MULTIBILITE FEU ROUGE** N'importe quel tire change l'état du **feu tricolore**. Compléter tous les **feux rouges** afin de valider le **Grand Feu Central** pour le **Multibilite FEU ROUGE**. A ce moment, les **lampes vertes et oranges** donnent le **jackpot**. Compléter toutes les **lampes rouges** a nouveau pour le **SUPER JACKPOT**.  
**MILES** Lors de l'entrée dans une **nouvelle ville**, le tir sur le **Grand Feu Rouge** donne une pièce pour cette ville (visible sur la veste). Collectionner les pièces pour avancer vers le **Jackpot du Mode Final**.  
**MOTARD MYSTERE** Bonus **aléatoire**. Cette fonction peut donner un **bonus de consolation** à la dernière bille.  
**MODE VIDEO** Compléter la **Sequence du Logo Harley** allume le **Grand Feu Rouge** pour le **Mode Video**.  
**LE TIR DE RAMPE LE PLUS RAPIDE** Ce tir est **chronométré**. Le plus rapide obtient de **Miles**. Dépasser le temps impartit vous mènera à **Entrer vos Initiales**.  
**PIECE (PATCH)** Lors de l'entrée dans une **nouvelle ville**, le tir sur le **Grand Feu Rouge** donne une pièce pour cette ville (visible sur la veste). Collectionner les pièces pour avancer vers le **Jackpot du Mode Final**.  
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**MILES** Lors de l'entrée dans une **nouvelle ville**, le tir sur le **Grand Feu Rouge** donne une pièce pour cette ville (visible sur la veste). Collectionner les pièces pour avancer vers le **Jackpot du Mode Final**.  
**MOTARD MYSTERE** Bonus **aléatoire**. Cette fonction peut donner un **bonus de consolation** à la dernière bille.  
**MODE VIDEO** Compléter la **Sequence du Logo Harley** allume le **Grand Feu Rouge** pour le **Mode Video**.  
**LE TIR DE RAMPE LE PLUS RAPIDE** Ce tir est **chronométré**. Le plus rapide obtient de **Miles**. Dépasser le temps impartit vous mènera à **Entrer vos Initiales**.  
**PIECE (PATCH)** Lors de l'entrée dans une **nouvelle ville**, le tir sur le **Grand Feu Rouge** donne une pièce pour cette ville (visible sur la veste). Collectionner les pièces pour avancer vers le **Jackpot du Mode Final**.  
**EXTRA BILLE** Motard **Mystère**, **Pièces** ou **Consolation** peuvent donner ou allumer l'**Extra Bille**.  
**SPECIAL** *Consolation* ou *Modes* peuvent donner le **Special**.

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**Info pour les débutants : Pour un meilleur score, visez " CE QUI CLIGNOTE "**  
 Quand c'est possible, assurez-vous que vous REGARDEZ l'afficheur donnant des instructions.  
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**TIR D'ADRESSE** Utilisez les filppers pour choisir le **bonus**. Tirez pour le prendre.  
**MULTIBILITE HARLEY** Visez **Motorcycle** pour épeler **H-A-R-L-E-Y**. Le mot complet ouvre **MOTORCYCLE** pour capturer les billes. 4 billes capturées donnent le **Multibilite Harley**. Durant le multibilite, visez **Motorcycle** pour obtenir les **Jackpots H-A-R-L-E-Y**, puis **Motorcycle** pour le **Super Jackpot**.  
**MULTIBILITE COMPTEUR** Visez la **Rampe** pour monter les **vitesse (gears)** jusqu'au **Multibilite Compteur**. Pendant cette phase, vous devez être à vitesse maximum pour obtenir les **Jackpots**. **Truc: Regardez l'affichage!**  
**MULTIBILITE FEU ROUGE** N'importe quel tire change l'état du **feu tricolore**. Compléter tous les **feux rouges** afin de valider le **Grand Feu Central** pour le **Multibilite FEU ROUGE**. A ce moment, les **lampes vertes et oranges** donnent le **jackpot**. Compléter toutes les **lampes rouges** a nouveau pour le **SUPER JACKPOT**.  
**MILES** Lors de l'entrée dans une **nouvelle ville**, le tir sur le **Grand Feu Rouge** donne une pièce pour cette ville (visible sur la veste). Collectionner les pièces pour avancer vers le **Jackpot du Mode Final**.  
**MOTARD MYSTERE** Bonus **aléatoire**. Cette fonction peut donner un **bonus de consolation** à la dernière bille.  
**MODE VIDEO** Compléter la **Sequence du Logo Harley** allume le **Grand Feu Rouge** pour le **Mode Video**.  
**LE TIR DE RAMPE LE PLUS RAPIDE** Ce tir est **chronométré**. Le plus rapide obtient de **Miles**. Dépasser le temps impartit vous mènera à **Entrer vos Initiales**.  
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