

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 & Ramps spot 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.

FOR AMUSEMENT ONLY

**Hold Instant Info & See Back Glass Display
For Replay Value**

**3 BALLS
PER GAME**

**1 PLAY - 25¢
4 PLAY - \$1**

Maximum Credits 30

Featuring Music From -

"GET SMART" by Irving Szathmary, © 1965, 1966 Groten Music Inc.

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"SECRET AGENT MAN" by P. F. Sloan & Steve Barri,

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FOR AMUSEMENT ONLY

**Hold Instant Info & See Back Glass Display
For Replay Value**

**5 BALLS
PER GAME**

**1 PLAY - 25¢
4 PLAY - \$1**

Maximum Credits 30

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SECRET SERVICE

- ★ Schießen der Flipperkugel ins White House durch Rampenschuß, um 2-Ball-Spiel einzuleiten.
Sofortiges 2-BALL-SPIEL: 5er-Target-Bank Spione kompl. abschießen; ergibt sofortiges 2-Ball-Spiel, aktiviert Flashing Value, Extra-Ball oder 100K.
- ★ 3-BALL-SPIEL: mittlere Targets abschießen, bis Lampen komplett beleuchtet und Spion-Versteck geöffnet. Flipperkugel in das Spion-Versteck schießen.
Treffer der Targets im 3-Ball-Spiel aktiviert „Special“ in den Auslaufbahnen.
- ★ SUPER SPINNER: Auslaufbahnen aktivieren Super Spinner. Super-Spinner-Schüsse erhöhen Spion-Bar-Wert. Super-Spinner Umlaufschuß hebt Radarpfosten.
Super-Spinner-Werte werden bei Spielende addiert.
- ★ SPY-BAHNEN: erhöhen Bonus-Multiplikator. Steuerung mittels rechtem Flipperknopf. Treffen Rakete und Rampe beleuchten gleichfalls S-P-Y.
6x Bonus beleuchtet SPY-BAR-EXTRA-BALL.
- ★ JACKPOT: Rampenschuß während 3-Ball-Spiel erzielt Jackpot-Punkte.

Font used: Helvetica 55 Roman, Wingdings, Times New Roman.

Cards status:

English instruction cards confirmed.

German instruction card confirmed.

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