

METEOR

- Insert coins for credits ANYTIME game is on. Press credit button to start game. Press credit button for additional players ANYTIME before ball in play #2.
- Each METEOR drop target increases spinner value.
- Completing ALL M-E-T-E-O-R drop targets:
 - (1) Increases bonus multiplier "X".
 - (2) Flashes dead bumpers and outlanes for remainder of ball in play.
- Bonus multiplier and METEOR drop targets are held in memory and restore for each players NEXT ball in play, except multiplier resets for next ball when on "6X" or "7X".
- WOW's flash on METEOR targets when bonus multiplier is at "6X" only.
- Dead bumpers, when lit, and indicated drop targets advance and score corresponding rockets.
- Aligning all rockets on same value flashes WOW's as indicated.
- Aligning all rockets at 7000 flashes SPECIAL's as indicated.
- Outhole scores all rockets times bonus multiplier value.
- TILT PENALTY: ball in play only. Maximum 1 WOW per ball in play.

12B-2-113-22

METEOR

- Insert coins for credits ANYTIME game is on. Press credit button to start game. Press credit button for additional players ANYTIME before ball in play #2.
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 - (1) Increases bonus multiplier "X".
 - (2) Flashes dead bumpers and outlanes for remainder of ball in play.
- Bonus multiplier and METEOR drop targets are held in memory and restore for each players NEXT ball in play, except multiplier resets for next ball when on "6X" or "7X".
- WOW's flash on METEOR targets when bonus multiplier is at "6X" only.
- Dead bumpers, when lit, and indicated drop targets advance and score corresponding rockets.
- Aligning all rockets on same value (except 7000) flashes WOW's as indicated.
- Aligning all rockets at 7000 flashes SPECIAL's as indicated.
- Outhole scores all rockets times bonus multiplier value.
- TILT PENALTY: ball in play only. Maximum 1 WOW per ball in play.

12B-2-113-22b

METEOR

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- WOW's flash on METEOR targets when bonus multiplier is at "6X" or "7X" only.
- Dead bumpers, when lit, and indicated drop targets advance and score corresponding rockets.
- Aligning all rockets on same value flashes WOW's as indicated.
- Aligning all rockets at 7000 flashes SPECIAL's as indicated.
- Outhole scores all rockets times bonus multiplier value.
- TILT PENALTY: ball in play only. Maximum 1 WOW per ball in play.

12B-2-113-24

METEOR

- Insert coins for credits ANYTIME game is on. Press credit button to start game. Press credit button for additional players ANYTIME before ball in play #2.
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 - (1) Increases bonus multiplier "X".
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- Bonus multiplier and METEOR drop targets are held in memory and restore for each players NEXT ball in play, except multiplier resets for next ball when on "6X" or "7X".
- WOW's flash on METEOR targets when bonus multiplier is at "6X" or "7X" only.
- Dead bumpers, when lit, and indicated drop targets advance and score corresponding rockets.
- Aligning all rockets on same value (except 7000) flashes WOW's as indicated.
- Aligning all rockets at 7000 flashes SPECIAL's as indicated.
- Outhole scores all rockets times bonus multiplier value.
- TILT PENALTY: ball in play only. Maximum 1 WOW per ball in play.

12B-2-113-24b

METEOR

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- Completing ALL M-E-T-E-O-R drop targets:
 - (1) Increases bonus multiplier "X".
 - (2) Flashes dead bumpers and outlanes for remainder of ball in play.
- Bonus multiplier and METEOR drop targets are held in memory and restore for each players NEXT ball in play, except multiplier resets for next ball when on "6X" or "7X".
- WOW's flash on METEOR targets when bonus multiplier is at "7X" only.
- Dead bumpers, when lit, and indicated drop targets advance and score corresponding rockets.
- Aligning all rockets on same value flashes WOW's as indicated.
- Aligning all rockets at 7000 flashes SPECIAL's as indicated.
- Outhole scores all rockets times bonus multiplier value.
- TILT PENALTY: ball in play only. Maximum 1 WOW per ball in play.

12B-2-113-XX

METEOR

- Insert coins for credits ANYTIME game is on. Press credit button to start game. Press credit button for additional players ANYTIME before ball in play #2.
- Each METEOR drop target increases spinner value.
- Completing ALL M-E-T-E-O-R drop targets:
 - (1) Increases bonus multiplier "X".
 - (2) Flashes dead bumpers and outlanes for remainder of ball in play.
- Bonus multiplier and METEOR drop targets are held in memory and restore for each players NEXT ball in play, except multiplier resets for next ball when on "6X" or "7X".
- WOW's flash on METEOR targets when bonus multiplier is at "7X" only.
- Dead bumpers, when lit, and indicated drop targets advance and score corresponding rockets.
- Aligning all rockets on same value (except 7000) flashes WOW's as indicated.
- Aligning all rockets at 7000 flashes SPECIAL's as indicated.
- Outhole scores all rockets times bonus multiplier value.
- TILT PENALTY: ball in play only. Maximum 1 WOW per ball in play.

12B-2-113-XXb

METEOR

3 BALLS
PER GAME

1 PLAY — QUARTER
5 PLAYS — DOLLAR COIN

500,000 _____ 1 REPLAY

740,000 _____ 1 REPLAY

- ★ *WOW lights SHOOT AGAIN.*
- ★ *SPECIAL awards 1 replay.*

3 Replays For Beating High Score to Date.
1 Replay For Matching Last Two Score
Numbers With Match Numbers.

METEOR

5 BALLS
PER GAME

1 PLAY — QUARTER
5 PLAYS — DOLLAR COIN

600,000 _____ 1 REPLAY

900,000 _____ 1 REPLAY

- ★ *WOW lights SHOOT AGAIN.*
- ★ *SPECIAL awards 1 replay.*

3 Replays For Beating High Score to Date.
1 Replay For Matching Last Two Score
Numbers With Match Numbers.

Used fonts: Webdings, Helvetica, Helvetica Narrow.

Cards status:

12B-2-113-22 confirmed.
12B-2-113-22b confirmed.
12B-2-113-24 confirmed.
12B-2-113-24b confirmed.
12B-2-113-XX confirmed (unknown card number).
12B-2-113-XXb confirmed (unknown card number).
Score cards confirmed (unknown card number).
Score levels are as recommended by the manual, with a 800,000 (3 balls) and
900,000 (5 balls) level for the High Score to Date.

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