

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ This game is based upon Time Units, not on balls-per-game.
- ★ Players play in sequence until time runs out; game is over for each player when Time Units run out and ball enters outhole; remaining players continue.
- ★ Up to 4 players may join a game in progress.
- ★ Hitting "S-T-O-P" targets stops clock.
- ★ Making "A-B-C-D" top lanes lites; "Playfield Scores Double", "Playfield Scores Triple", & Outlanes to Score SPECIAL.
- ★ Making two star return lanes adds Time Units.
- ★ SPECIAL: 1 Replay for ball through right Roll-over Button lane when lit for Special.
 - 1 Replay for ball in top saucer when lit for Special.
 - 1 Replay for knocking down drop targets when lit for Special.
 - 1 Replay for ball through outlanes when lit for Special.
- ★ TILT PENALTY: 15 Time Units plus time ball is on Playfield.

M051-00C70-A030

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- ★ Making "A-B-C-D" top lanes lites; "Playfield Scores Double", "Playfield Scores Triple", & Outlanes to Score SPECIAL.
- ★ Making two star return lanes adds Time Units.
- ★ SPECIAL: 25 Time Units for ball through right Roll-over Button lane when lit for Special.
 - 25 Time Units for ball in top saucer when lit for Special.
 - 25 Time Units for knocking down drop targets when lit for Special.
 - 25 Time Units for ball through outlanes when lit for Special.
- ★ TILT PENALTY: 15 Time Units plus time ball is on Playfield.

M051-00C70-A031

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- ★ Up to 4 players may join a game in progress.
- ★ Hitting "S-T-O-P" targets stops clock.
- ★ Making "A-B-C-D" top lanes lites; "Playfield Scores Double", "Playfield Scores Triple", & Outlanes to Score SPECIAL.
- ★ Making two star return lanes adds Time Units.
- ★ SPECIAL: 50.000 points for ball through right Roll-over Button lane when lit for Special.
 - 50.000 points for ball in top saucer when lit for Special.
 - 50.000 points for knocking down drop targets when lit for Special.
 - 50.000 points for ball through outlanes when lit for Special.
- ★ TILT PENALTY: 15 Time Units plus time ball is on Playfield.

M051-00C70-A032

<div>1 TO 4 CAN PLAY</div>	<div>BEAT-THE-CLOCK</div> <div>1 REPLAY FOR EACH SCORE OF 2,000,000 POINTS. 1 REPLAY FOR EACH SCORE OF 3,000,000 POINTS.</div>	<div>FOR AMUSEMENT ONLY</div> <div>M051-OOC70-A035</div>
<div>1 TO 4 CAN PLAY</div>	<div>BEAT-THE-CLOCK</div> <div>1 REPLAY FOR EACH SCORE OF 1,000,000 POINTS. 1 REPLAY FOR EACH SCORE OF 2,000,000 POINTS.</div>	<div>FOR AMUSEMENT ONLY</div> <div>M051-OOC70-A039</div>
<div>1 TO 4 CAN PLAY</div>	<div>BEAT-THE-CLOCK</div> <div>25 TIME UNITS FOR EACH SCORE OF 1,900,000 POINTS. 25 TIME UNITS FOR EACH SCORE OF 2,500,000 POINTS.</div>	<div>FOR AMUSEMENT ONLY</div> <div>M051-OOC70-A075</div>

BEAT THE CLOCK



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- ★ Up to 4 players may join a game in progress.
- ★ Hitting **"S-T-O-P" targets** stops clock.
- ★ Making **"A-B-C-D"** top lanes lites; "Playfield Scores Double", "Playfield Scores Triple", & Outlanes to Score **"SPECIAL"**.
- ★ Making two star return lanes adds **"Time Units"**.

SPECIAL

- ★ **1 replay** for ball through right Roll-over Button lane when lit for **"Special"**.
- ★ **1 replay** for ball in top saucer when lit for **"Special"**.
- ★ **1 replay** for knocking down drop targets when lit for **"Special"**.
- ★ **1 replay** for ball through outlanes when lit for **"Special"**.

TILT PENALTY:

- ★ 15 Time Units plus time ball is on Playfield.
- X-00.000.1150

BEAT THE CLOCK



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- ★ Up to 4 players may join a game in progress.
- ★ Hitting **"S-T-O-P" targets** stops clock.
- ★ Making **"A-B-C-D"** top lanes lites; "Playfield Scores Double", "Playfield Scores Triple", & Outlanes to Score **"SPECIAL"**.
- ★ Making two star return lanes adds **"Time Units"**.

SPECIAL

- ★ **25 Time Units** for ball through right Roll-over Button lane when lit for **"Special"**.
- ★ **25 Time Units** for ball in top saucer when lit for **"Special"**.
- ★ **25 Time Units** for knocking down drop targets when lit for **"Special"**.
- ★ **25 Time Units** for ball through outlanes when lit for **"Special"**.

TILT PENALTY:

- ★ 15 Time Units plus time ball is on Playfield.
- X-00.000.1151

BEAT THE CLOCK



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- ★ Making **"A-B-C-D"** top lanes lites; "Playfield Scores Double", "Playfield Scores Triple", & Outlanes to Score **"SPECIAL"**.
- ★ Making two star return lanes adds **"Time Units"**.

SPECIAL

- ★ **50,000 points** for ball through right Roll-over Button lane when lit for **"Special"**.
- ★ **50,000 points** for ball in top saucer when lit for **"Special"**.
- ★ **50,000 points** for knocking down drop targets when lit for **"Special"**.
- ★ **50,000 points** for ball through outlanes when lit for **"Special"**.

TILT PENALTY:

- ★ 15 Time Units plus time ball is on Playfield.
- X-00.000.1152

1 TO 4
CAN PLAY

BEAT-THE-CLOCK

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 1,000,000 POINTS.

1 REPLAY FOR EACH SCORE OF 2,000,000 POINTS.

1 TO 4
CAN PLAY

BEAT-THE-CLOCK

FOR
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1 REPLAY FOR EACH SCORE OF 2,000,000 POINTS.

1 REPLAY FOR EACH SCORE OF 3,000,000 POINTS.

1 TO 4
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BEAT-THE-CLOCK

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AMUSEMENT
ONLY

25 TIME UNITS FOR EACH SCORE OF 1,900,000 POINTS.

25 TIME UNITS FOR EACH SCORE OF 2,500,000 POINTS.

Game against Time Units

25 TIME UNITS FOR EACH SCORE OF 1,900,000 POINTS.

25 TIME UNITS FOR EACH SCORE OF 2,500,000 POINTS.

1 to 4
can play

for
Amusement only

X-00.000.1174

Spiel gegen Zeiteinheiten

1 Spiel 1x1 Euro
3 Spiele 1x2 Euro

X-00.000.1173

BEAT THE CLOCK – Der Kampf gegen die Zeit ★ Für 1-4 Spieler

- ★ Das Spiel geht gegen **Zeiteinheiten**. Dabei kann eine **unbegrenzte** Zahl von Kugeln gespielt werden.
- ★ Das Spiel endet erst, wenn die Kugel **nach Ablauf der Zeit** aus dem Spielfeld rollt.
- ★ Sind alle **“S-T-O-P Targets”** getroffen, hält der Zeitablauf an.
- ★ **Überrollkontakte** starten den Zeitablauf wieder.
- ★ Leuchtet **A-B-C-D** (obere Überrollbügel) werden die Spielfeldpunkte verdoppelt bzw. verdreifacht, **“SPECIAL”** an Kugelauslaufbahnen.
- ★ Auf den Rücklaufbahnen mit **“Stern”** werden **Zeiteinheiten** addiert.
- ★ Leuchtet **“TIMER”** werden 25 Zeiteinheiten addiert.

FREISPIELE

- 1x** wenn Kugel über rechten oberen Überrollkontakt rollt und **“Special”** leuchtet.
- 1x** wenn Kugel in Kugelfangloch rollt und **“Special”** leuchtet.
- 1x** wenn Fallziele versenkt werden und **“Special”** leuchtet.
- 1x** wenn Kugel durch Auslaufbahn rollt und **“Special”** leuchtet.

TILT:

15 Zeiteinheiten werden abgezogen und die Zeit, die die Kugel noch im Spielfeld ist.

X-00.000.1153

1 REPLAY FOR EACH SCORE OF 800,000 POINTS. 1 REPLAY FOR EACH SCORE OF 1,300,000 POINTS.	M051-00C70-A040
1 REPLAY FOR EACH SCORE OF 800,000 POINTS. 1 REPLAY FOR EACH SCORE OF 1,400,000 POINTS.	M051-00C70-A041
1 REPLAY FOR EACH SCORE OF 900,000 POINTS. 1 REPLAY FOR EACH SCORE OF 1,500,000 POINTS.	M051-00C70-A042
1 REPLAY FOR EACH SCORE OF 1,000,000 POINTS. 1 REPLAY FOR EACH SCORE OF 1,500,000 POINTS.	M051-00C70-A043
1 REPLAY FOR EACH SCORE OF 1,000,000 POINTS. 1 REPLAY FOR EACH SCORE OF 1,600,000 POINTS.	M051-00C70-A044
1 REPLAY FOR EACH SCORE OF 1,200,000 POINTS. 1 REPLAY FOR EACH SCORE OF 1,600,000 POINTS.	M051-00C70-A045
1 REPLAY FOR EACH SCORE OF 1,200,000 POINTS. 1 REPLAY FOR EACH SCORE OF 1,800,000 POINTS.	M051-00C70-A046
1 REPLAY FOR EACH SCORE OF 1,300,000 POINTS. 1 REPLAY FOR EACH SCORE OF 2,000,000 POINTS.	M051-00C70-A047
1 REPLAY FOR EACH SCORE OF 1,400,000 POINTS. 1 REPLAY FOR EACH SCORE OF 1,900,000 POINTS.	M051-00C70-A048
1 REPLAY FOR EACH SCORE OF 1,600,000 POINTS. 1 REPLAY FOR EACH SCORE OF 2,200,000 POINTS.	M051-00C70-A049
1 REPLAY FOR EACH SCORE OF 1,800,000 POINTS. 1 REPLAY FOR EACH SCORE OF 2,500,000 POINTS.	M051-00C70-A050
1 REPLAY FOR EACH SCORE OF 1,900,000 POINTS. 1 REPLAY FOR EACH SCORE OF 2,500,000 POINTS.	M051-00C70-A051
1 REPLAY FOR EACH SCORE OF 2,000,000 POINTS. 1 REPLAY FOR EACH SCORE OF 2,700,000 POINTS.	M051-00C70-A052

1 REPLAY FOR EACH SCORE OF 2,100,000 POINTS. 1 REPLAY FOR EACH SCORE OF 3,000,000 POINTS.	M051-00C70-A053
1 REPLAY FOR EACH SCORE OF 2,300,000 POINTS. 1 REPLAY FOR EACH SCORE OF 3,100,000 POINTS.	M051-00C70-A054
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1 REPLAY FOR EACH SCORE OF 3,000,000 POINTS. 1 REPLAY FOR EACH SCORE OF 3,900,000 POINTS.	M051-00C70-A064
1 REPLAY FOR EACH SCORE OF 3,000,000 POINTS. 1 REPLAY FOR EACH SCORE OF 4,100,000 POINTS.	M051-00C70-A065
1 REPLAY FOR EACH SCORE OF 3,200,000 POINTS. 1 REPLAY FOR EACH SCORE OF 4,300,000 POINTS.	M051-00C70-A066
1 REPLAY FOR EACH SCORE OF 3,500,000 POINTS. 1 REPLAY FOR EACH SCORE OF 4,500,000 POINTS.	M051-00C70-A067
1 REPLAY FOR EACH SCORE OF POINTS. 1 REPLAY FOR EACH SCORE OF POINTS.	M051-00C70-A068
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1 REPLAY FOR EACH SCORE OF POINTS. 1 REPLAY FOR EACH SCORE OF POINTS.	M051-00C70-A070

25 TIME UNITS FOR EACH SCORE OF 900,000 POINTS. 25 TIME UNITS FOR EACH SCORE OF 1,500,000 POINTS.	M051-00C70-A071
25 TIME UNITS FOR EACH SCORE OF 1,000,000 POINTS. 25 TIME UNITS FOR EACH SCORE OF 1,600,000 POINTS.	M051-00C70-A072
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25 TIME UNITS FOR EACH SCORE OF 1,400,000 POINTS. 25 TIME UNITS FOR EACH SCORE OF 1,900,000 POINTS.	M051-00C70-A074
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25 TIME UNITS FOR EACH SCORE OF 2,300,000 POINTS. 25 TIME UNITS FOR EACH SCORE OF 3,100,000 POINTS.	M051-00C70-A076
25 TIME UNITS FOR EACH SCORE OF 2,700,000 POINTS. 25 TIME UNITS FOR EACH SCORE OF 3,400,000 POINTS.	M051-00C70-A077
1 REPLAY FOR EACH SCORE OF POINTS. 1 REPLAY FOR EACH SCORE OF POINTS. 1 REPLAY FOR EACH SCORE OF POINTS.	M051-00C70-A078
1 REPLAY FOR EACH SCORE OF POINTS. 1 REPLAY FOR EACH SCORE OF POINTS.	M051-00C70-A079
1 EXTRA BALL FOR EACH SCORE OF POINTS. 1 EXTRA BALL FOR EACH SCORE OF POINTS.	M051-00C70-A080

1 REPLAY FOR EACH SCORE OF 800,000 POINTS. 1 REPLAY FOR EACH SCORE OF 1,300,000 POINTS.	M051-00C70-A040
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Fonts used: News Gothic MT Std, News Gothic MT Std Condensed, Wingdings, Helvetica, HelveticaNeueLT Std Blk Cn, Helvetica Narrow, Helvetica Inserat LT Std.

Cards status:

M051-00C70-A030 confirmed.
M051-00C70-A031 needed to verify.
M051-00C70-A032 needed to verify.
M051-00C70-A035 confirmed.
M051-00C70-A039 confirmed.
M051-00C70-A040 thru M051-00C70-A080 confirmed.

Recommended "High Score to Date" levels:
(reset periodically)
Liberal 3,000,000 points
Conservative 4,000,000 points

X 00.000.1150 confirmed.
X 00.000.1151 needed to verify.
X 00.000.1152 needed to verify.
X 00.000.1153 confirmed.
X 00.000.1173 confirmed. (done with Euro coins as DM do not exist anymore)
X 00.000.1174 confirmed.

The red and blue score cards are based upon the red and blue instruction card.
If you have a real red and blue score card, please send me a picture.

High score to Date inserts are available from my website in the Bally red section.
It is 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 make a donation via PayPal.