 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.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

M051-00C70-A030

 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: 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 Untis for ball through outlanes when lit for Special.

 TILT PENALTY: 15 Time Units plus time ball is on Playfield.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

M051-00C70-A031

 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: 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.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

M051-00C70-A032

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

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

1 TO 4  
CAN PLAY

FOR  
AMUSEMENT  
ONLY

## BEAT-THE-CLOCK

M051-OOC70-A035

**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

FOR  
AMUSEMENT  
ONLY

## BEAT-THE-CLOCK

M051-OOC70-A039

**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

## BEAT-THE-CLOCK

M051-OOC70-A075



BEAT THE CLOCK

1 to 4 can play.

X-00.000.1150

 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.



BEAT THE CLOCK

1 to 4 can play.

X-00.000.1151

 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

 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.



BEAT THE CLOCK

1 to 4 can play.

X-00.000.1152

 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

 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.

**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

FOR

AMUSEMENT

ONLY

## BEAT-THE-CLOCK

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

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

1 TO 4

CAN PLAY

FOR

AMUSEMENT

ONLY

## BEAT-THE-CLOCK

**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

## BEAT-THE-CLOCK

**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

## Game against Time Units

**1 Spiel 1x1 Euro**

**3 Spiele 1x2 Euro**

X-00.000.1173

## Spiel gegen Zeiteinheiten

 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 Überroll-  
 kontakt 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.

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

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 1,000,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 1,500,000 POINTS.**

**M051-00C70-A043**

**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 1,200,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 1,600,000 POINTS.**

**M051-00C70-A045**

**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 1,300,000 POINTS.**

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

**M051-00C70-A047**

**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 1,800,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 2,500,000 POINTS.**

**M051-00C70-A050**

**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 1,400,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 1,900,000 POINTS.**

**M051-00C70-A048**

**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 1,900,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 2,500,000 POINTS.**

**M051-00C70-A051**

**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 2,700,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 3,400,000 POINTS.**

**M051-00C70-A056**

**1 REPLAY FOR EACH SCORE OF 2,500,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 3,300,000 POINTS.**

**M051-00C70-A055**

**1 REPLAY FOR EACH SCORE OF 2,300,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 3,100,000 POINTS.**

**M051-00C70-A054**

**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 3,000,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 4,100,000 POINTS.**

**M051-00C70-A065**

**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 2,900,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 3,600,000 POINTS.**

**M051-00C70-A057**

**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**

**1 REPLAY FOR EACH SCORE OF . . . . . . . . POINTS.**

**1 REPLAY FOR EACH SCORE OF . . . . . . . . POINTS.**

**M051-00C70-A069**

**1 REPLAY FOR EACH SCORE OF . . . . . . . . POINTS.**

**1 REPLAY FOR EACH SCORE OF . . . . . . . . POINTS.**

**M051-00C70-A070**

**25 TIME UNITS FOR EACH SCORE OF 1,200,000 POINTS.**

**25 TIME UNITS FOR EACH SCORE OF 1,800,000 POINTS.**

**M051-00C70-A073**

**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**

**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 1,400,000 POINTS.**

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

**M051-00C70-A074**

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

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

**M051-00C70-A075**

**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**

**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 1,000,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 1,500,000 POINTS.**

**M051-00C70-A043**

**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 1,200,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 1,600,000 POINTS.**

**M051-00C70-A045**

**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 1,300,000 POINTS.**

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

**M051-00C70-A047**

**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 1,800,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 2,500,000 POINTS.**

**M051-00C70-A050**

**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 1,400,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 1,900,000 POINTS.**

**M051-00C70-A048**

**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 1,900,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 2,500,000 POINTS.**

**M051-00C70-A051**

**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 2,700,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 3,400,000 POINTS.**

**M051-00C70-A056**

**1 REPLAY FOR EACH SCORE OF 2,500,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 3,300,000 POINTS.**

**M051-00C70-A055**

**1 REPLAY FOR EACH SCORE OF 2,300,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 3,100,000 POINTS.**

**M051-00C70-A054**

**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 3,000,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 4,100,000 POINTS.**

**M051-00C70-A065**

**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 2,900,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 3,600,000 POINTS.**

**M051-00C70-A057**

**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**

**1 REPLAY FOR EACH SCORE OF . . . . . . . . POINTS.**

**1 REPLAY FOR EACH SCORE OF . . . . . . . . POINTS.**

**M051-00C70-A069**

**1 REPLAY FOR EACH SCORE OF . . . . . . . . POINTS.**

**1 REPLAY FOR EACH SCORE OF . . . . . . . . POINTS.**

**M051-00C70-A070**

**25 TIME UNITS FOR EACH SCORE OF 1,200,000 POINTS.**

**25 TIME UNITS FOR EACH SCORE OF 1,800,000 POINTS.**

**M051-00C70-A073**

**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**

**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 1,400,000 POINTS.**

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

**M051-00C70-A074**

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

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

**M051-00C70-A075**

**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**

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:**

Recommended “High Score to Date” levels:

(reset periodically)

Liberal 3,000,000 points

Conservative 4,000,000 points

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.

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](http://www.inkochnito.nl)

If you like my work, please make a donation via PayPal.