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

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

1 TO 4  
CAN PLAY

FOR  
AMUSEMENT  
ONLY

## CENTAUR

#### 5 BALLS PER GAME

#### 5 BALLS PER GAME

M-1508-102-A

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

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

1 TO 4  
CAN PLAY

FOR  
AMUSEMENT  
ONLY

## CENTAUR

#### 3 BALLS PER GAME

#### 3 BALLS PER GAME

M-1508-102-B

“High Score to Date” recommended levels:

(reset periodically)

3 ball 3,300,000 points

5 ball 3,200,000 points

 LIGHTING TOP ROLLOVER LANES ADVANCES OUTHOLE BONUS MULTIPLIERS.  
 FLIPPER BUTTONS ROTATE LIT LANE LIGHTS.

 CAPTIVE ORB LIGHTS INDICATE THE NUMBER OF CAPTIVE BALLS.  
 CAPTIVE BALLS ARE RELEASED BY HITTING EITHER LIT RELEASE TARGET.

 DROPPING 1-4 TARGETS IN SEQUENCE ADVANCES SCORE VALUE AND LIGHTS THE  
 RIGHT RELEASE TARGET.

 LIGHTING THE 4 BOTTOM ROLLOVERS RELEASES 1 BALL.

 MAKING THE ORBS TARGETS IN ORDER RELEASES 1 BALL.  
 MAKING “O” AND “R” OR “B” AND “S” TARGETS TOGETHER SCORES 10,000 POINTS  
 AND 5 BONUS ADVANCES.  
 TARGETS NOT MADE IN ORDER ADVANCE NEXT ORB LITE.

 DROPPING 1-4 TARGETS LIGHTS THE RIGHT RELEASE TARGET TO COLLECT BONUS.

 TILT PENALTY — BALL IN PLAY.

 **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.

## INSTRUCTIONS

FOR  
AMUSEMENT  
ONLY

# 1 TO 4 CAN PLAY

M-1508-102-E

 LIGHTING TOP ROLLOVER LANES ADVANCES OUTHOLE BONUS MULTIPLIERS.  
 FLIPPER BUTTONS ROTATE LIT LANE LIGHTS.

 CAPTIVE ORB LIGHTS INDICATE THE NUMBER OF CAPTIVE BALLS.  
 CAPTIVE BALLS ARE RELEASED BY HITTING EITHER LIT RELEASE TARGET.

 DROPPING 1-4 TARGETS IN SEQUENCE ADVANCES SCORE VALUE AND LIGHTS THE  
 RIGHT RELEASE TARGET.

 LIGHTING THE 4 BOTTOM ROLLOVERS RELEASES 1 BALL.

 MAKING THE ORBS TARGETS IN ORDER RELEASES 1 BALL.  
 TARGETS NOT MADE IN ORDER ADVANCE NEXT ORB LITE.

 DROPPING 1-4 TARGETS LIGHTS THE RIGHT RELEASE TARGET TO COLLECT BONUS.

 TILT PENALTY — DISQUALIFIES PLAYER.

 **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.

## INSTRUCTIONS

FOR  
AMUSEMENT  
ONLY

# 1 TO 4 CAN PLAY

M-1508-102-E1

 LIGHTING TOP ROLLOVER LANES ADVANCES OUTHOLE BONUS MULTIPLIERS.  
 FLIPPER BUTTONS ROTATE LIT LANE LIGHTS.

 CAPTIVE ORB LIGHTS INDICATE THE NUMBER OF CAPTIVE BALLS.  
 CAPTIVE BALLS ARE RELEASED BY HITTING EITHER LIT RELEASE TARGET.

 DROPPING 1-4 TARGETS IN SEQUENCE ADVANCES SCORE VALUE AND LIGHTS THE  
 RIGHT RELEASE TARGET.

 LIGHTING THE 4 BOTTOM ROLLOVERS RELEASES 1 BALL.

 MAKING THE ORBS TARGETS IN ORDER RELEASES 1 BALL.  
 TARGETS NOT MADE IN ORDER ADVANCE NEXT ORB LITE.

 DROPPING 1-4 TARGETS LIGHTS THE RIGHT RELEASE TARGET TO COLLECT BONUS.

 1 EXTRA BALL OR 50,000 POINTS BY HITTING CHAMBER TARGET OR DROPPING ORBS  
 TARGETS WHEN SPECIAL IS LIT.

 TILT PENALTY — BALL IN PLAY.

 **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.

## INSTRUCTIONS

FOR  
AMUSEMENT  
ONLY

# 1 TO 4 CAN PLAY

M-1508-102-F

 LIGHTING TOP ROLLOVER LANES ADVANCES OUTHOLE BONUS MULTIPLIERS.  
 FLIPPER BUTTONS ROTATE LIT LANE LIGHTS.

 CAPTIVE ORB LIGHTS INDICATE THE NUMBER OF CAPTIVE BALLS.  
 CAPTIVE BALLS ARE RELEASED BY HITTING EITHER LIT RELEASE TARGET.

 DROPPING 1-4 TARGETS IN SEQUENCE ADVANCES SCORE VALUE AND LIGHTS THE  
 RIGHT RELEASE TARGET.

 LIGHTING THE 4 BOTTOM ROLLOVERS RELEASES 1 BALL.

 MAKING THE ORBS TARGETS IN ORDER RELEASES 1 BALL.  
 TARGETS NOT MADE IN ORDER ADVANCE NEXT ORB LITE.

 DROPPING 1-4 TARGETS LIGHTS THE RIGHT RELEASE TARGET TO COLLECT BONUS.

 1 EXTRA BALL OR 50,000 POINTS BY HITTING CHAMBER TARGET OR DROPPING ORBS  
 TARGETS WHEN SPECIAL IS LIT.

 TILT PENALTY — DISQUALIFIES PLAYER.

 **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.

## INSTRUCTIONS

FOR  
AMUSEMENT  
ONLY

# 1 TO 4 CAN PLAY

M-1508-102-F1

 LIGHTING TOP ROLLOVER LANES ADVANCES OUTHOLE BONUS MULTIPLIERS.  
 FLIPPER BUTTONS ROTATE LIT LANE LIGHTS.

 CAPTIVE ORB LIGHTS INDICATE THE NUMBER OF CAPTIVE BALLS.  
 CAPTIVE BALLS ARE RELEASED BY HITTING EITHER LIT RELEASE TARGET.

 DROPPING 1-4 TARGETS IN SEQUENCE ADVANCES SCORE VALUE AND LIGHTS THE  
 RIGHT RELEASE TARGET.

 LIGHTING THE 4 BOTTOM ROLLOVERS RELEASES 1 BALL.

 MAKING THE ORBS TARGETS IN ORDER RELEASES 1 BALL.  
 TARGETS NOT MADE IN ORDER ADVANCE NEXT ORB LITE.

 DROPPING 1-4 TARGETS LIGHTS THE RIGHT RELEASE TARGET TO COLLECT BONUS.

 50,000 POINTS BY HITTING CHAMBER TARGET OR DROPPING ORBS TARGETS WHEN  
 SPECIAL IS LIT.

 TILT PENALTY — BALL IN PLAY.

## INSTRUCTIONS

FOR  
AMUSEMENT  
ONLY

# 1 TO 4 CAN PLAY

M-1508-102-G

**ALL LIT SPECIALS SCORE 50,000 POINTS.**

**ALL LIT EXTRA BALLS SCORE 25,000 POINTS.**

1 TO 4  
CAN PLAY

FOR  
AMUSEMENT  
ONLY

## CENTAUR

#### 5 BALLS PER GAME

#### 5 BALLS PER GAME

M-1508-102-G1

**ALL LIT SPECIALS SCORE 50,000 POINTS.**

**ALL LIT EXTRA BALLS SCORE 25,000 POINTS.**

1 TO 4  
CAN PLAY

FOR  
AMUSEMENT  
ONLY

## CENTAUR

#### 3 BALLS PER GAME

#### 3 BALLS PER GAME

M-1508-102-G2

## Es können 1 bis 4 Spieler spielen

**Münze einwerfen.**

Beim Durchlaufen der oberen Kugelbahnen werden diese beleuchtet.

Leuchten alle drei Lampen, erhält der Spieler einen Bonus. Mit den Flipperkontakten können diese  
 Lampen umgesteuert werden.

Die OB-Lampen zeigen die Anzahl der erspielten Zusatzkugeln an.

Durch Treffen der roten Prellkontakte — wenn „Release“ beleuchtet ist — kommt die angezeigte An-  
 Zahl Zusatzkugeln automatisch ins Spiel.

Treffen der 1—4 Fallziele in der Reihenfolge 1—4 erhöht den Punktestand und beleuchtet den rechten

„Release“-Lichtpunkt. Beleuchten der vier blauen Lichtpunkte vor den Auslaufbahnen ergibt eine Zu-

satzkugel.

Treffen der ORBS Fallziele in der Reihenfolge ORBS ergibt eine Zusatzkugel und 10.000 Punkte. Wer-

den sie nicht in der richtigen Reihenfolge versenkt, erhöht sich die Anzahl der Zusatzkugeln.

## CENTAUR

## „Tilt“

## schaltet die Ergebniszählung der im Spiel befindlichen Kugel automatisch ab.

1 Freispiel bei 1.200.000 Punkten

1 Freispiel bei 2.800.000 Punkten



**1 REPLAY FOR EACH SCORE OF 700,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 1,600,000 POINTS.**

M-1508-H-1

**1 REPLAY FOR EACH SCORE OF 800,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 1,800,000 POINTS.**

M-1508-I-1

**1 REPLAY FOR EACH SCORE OF 1,000,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 2,200,000 POINTS.**

M-1508-K-1

**1 REPLAY FOR EACH SCORE OF 900,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 2,000,000 POINTS.**

M-1508-J-1

**1 REPLAY FOR EACH SCORE OF 1,100,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 2,300,000 POINTS.**

M-1508-M-1

**1 REPLAY FOR EACH SCORE OF 1,000,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 2,400,000 POINTS.**

M-1508-L-1

**1 REPLAY FOR EACH SCORE OF 1,200,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 2,800,000 POINTS.**

M-1508-P-1

**1 REPLAY FOR EACH SCORE OF 1,200,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 2,600,000 POINTS.**

M-1508-O-1

**1 REPLAY FOR EACH SCORE OF 1,100,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 2,500,000 POINTS.**

M-1508-N-1

**1 REPLAY FOR EACH SCORE OF 1,300,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 2,800,000 POINTS.**

M-1508-Q-1

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

M-1508-R-1

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

M-1508-S-1

**1 REPLAY FOR EACH SCORE OF 1,600,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 2,600,000 POINTS.**

M-1508-U-1

**1 REPLAY FOR EACH SCORE OF 1,500,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 2,700,000 POINTS.**

M-1508-T-1

**1 EXTRA BALL FOR EACH SCORE OF 1,000,000 POINTS.  
1 EXTRA BALL FOR EACH SCORE OF 2,000,000 POINTS.**

M-1508-OO-1

**1 EXTRA BALL FOR EACH SCORE OF 1,000,000 POINTS.  
1 EXTRA BALL FOR EACH SCORE OF 2,000,000 POINTS.**

M-1508-NN-1

**1 EXTRA BALL FOR EACH SCORE OF . . . . . . . POINTS.  
1 EXTRA BALL FOR EACH SCORE OF . . . . . . . POINTS.**

**1 EXTRA BALL FOR EACH SCORE OF 1,000,000 POINTS.  
1 EXTRA BALL FOR EACH SCORE OF 2,000,000 POINTS.**

M-1508-QQ-1

**1 EXTRA BALL FOR EACH SCORE OF 1,000,000 POINTS.  
1 EXTRA BALL FOR EACH SCORE OF 2,000,000 POINTS.**

M-1508-PP-1

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

Fonts used: News Gothic MT Std, News Gothic MT Std Condensed, HelveticaNeue LT 55 Roman, Futura Md BT.

**Cards status: complete**

M1508-102-A confirmed.

M1508-102-B confirmed.

M1508-102-E confirmed.

M1508-102-E1 confirmed.

M1508-102-F confirmed.

M1508-102-F1 confirmed.

M1508-102-G confirmed.

M1508-102-G1 confirmed.

M1508-102-G2 confirmed.

German card confirmed.

All score inserts confirmed.

High Game to Date insert is available in a separate file.

Look for High Score/Match insert label in the red part of the Bally section.

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 send me a donation via PayPal.