

1 TO 4
CAN PLAY

FATHOM

FOR
AMUSEMENT
ONLY

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

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

5 BALLS
PER
GAME

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.
1 REPLAY FOR MATCHING LAST TWO SCORE
NUMBERS WITH MATCH NUMBERS.

5 BALLS
PER
GAME

M-1508-100-A

1 TO 4
CAN PLAY

FATHOM

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 900,000 POINTS.

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

3 BALLS
PER
GAME

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.
1 REPLAY FOR MATCHING LAST TWO SCORE
NUMBERS WITH MATCH NUMBERS.

3 BALLS
PER
GAME

M-1508-100-B

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ MAKING A-B-C LANES.
RIGHT FLIPPER BUTTON ROTATES LIT A-B-C LITES.
1ST TIME LITES LEFT BALL RETURN LANE FOR 50,000.
2ND TIME LITES REMAINING BALL RETURN LANE FOR 50,000.
3RD TIME LITES OUTLANE SPECIAL.
4TH TIME LITES A-B-C LANES SPECIAL.
1 REPLAY FOR COMPLETING A-B-C WHEN LIT FOR SPECIAL.
1 REPLAY FOR BALL THRU OUTLANES WHEN LIT FOR SPECIAL.
- ★ DROPPING 1-2-3 CENTER TARGETS IN SEQUENCE LITES YELLOW TARGET EXTRA BALL FLASHING LITE.
1 EXTRA BALL FOR HITTING TARGET WHILE FLASHING.
- ★ BALL FALLING INTO LAGOON OR CAVE TRAP SAUCER REMAINS CAPTIVE UNTIL 3 TARGETS IN FRONT OF RESPECTIVE SAUCER ARE DROPPED.
DROPPING 3 LEFT BLUE OR GREEN TARGETS ALSO DROPS 1 RESPECTIVE CAPTIVE BALL TARGET.
- ★ WHEN MULTI BALLS ARE IN PLAY, BALL DROPPING INTO EITHER SAUCER REMAINS CAPTIVE AND IS RELEASED BY DROPPING LEFT 3 BLUE OR GREEN TARGETS WHEN RESPECTIVE CAPTIVE BALL TARGETS ARE NOT UP.
- ★ BONUS MULTIPLIERS 3X, 4X, 5X ARE ADVANCED BY DROPPING CAPTIVE BALL TARGETS OR LEFT 3 BLUE OR GREEN TARGETS.
- ★ TWO BALLS IN PLAY AT ONE TIME DOUBLES ALL PLAYFIELD SCORES, 3 BALLS TRIPLES ALL PLAYFIELD SCORES.
- ★ BONUS SPECIAL LITES BY ATTAINING 55,000 ON GREEN AND BLUE BONUS.
1 REPLAY BY ADVANCING GREEN OR BLUE BONUS TO 110,000 POINTS.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-100-E

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ MAKING A-B-C LANES.
RIGHT FLIPPER BUTTON ROTATES LIT A-B-C LITES.
1ST TIME LITES LEFT BALL RETURN LANE FOR 50,000.
2ND TIME LITES REMAINING BALL RETURN LANE FOR 50,000.
3RD TIME LITES OUTLANE SPECIAL.
4TH TIME LITES A-B-C LANES SPECIAL.
1 REPLAY FOR COMPLETING A-B-C WHEN LIT FOR SPECIAL.
1 REPLAY FOR BALL THRU OUTLANES WHEN LIT FOR SPECIAL.
- ★ DROPPING 1-2-3 CENTER TARGETS IN SEQUENCE LITES YELLOW TARGET EXTRA BALL FLASHING LITE.
1 EXTRA BALL FOR HITTING TARGET WHILE FLASHING.
- ★ BALL FALLING INTO LAGOON OR CAVE TRAP SAUCER REMAINS CAPTIVE UNTIL 3 TARGETS IN FRONT OF RESPECTIVE SAUCER ARE DROPPED.
DROPPING 3 LEFT BLUE OR GREEN TARGETS ALSO DROPS 1 RESPECTIVE CAPTIVE BALL TARGET.
- ★ WHEN MULTI BALLS ARE IN PLAY, BALL DROPPING INTO EITHER SAUCER REMAINS CAPTIVE AND IS RELEASED BY DROPPING LEFT 3 BLUE OR GREEN TARGETS WHEN RESPECTIVE CAPTIVE BALL TARGETS ARE NOT UP.
- ★ BONUS MULTIPLIERS 3X, 4X, 5X ARE ADVANCED BY DROPPING CAPTIVE BALL TARGETS OR LEFT 3 BLUE OR GREEN TARGETS.
- ★ TWO BALLS IN PLAY AT ONE TIME DOUBLES ALL PLAYFIELD SCORES, 3 BALLS TRIPLES ALL PLAYFIELD SCORES.
- ★ BONUS SPECIAL LITES BY ATTAINING 55,000 ON GREEN AND BLUE BONUS.
1 REPLAY BY ADVANCING GREEN AND BLUE BONUS TO 110,000 POINTS.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-100-E1

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ MAKING A-B-C LANES.
RIGHT FLIPPER BUTTON ROTATES LIT A-B-C LITES.
1ST TIME LITES LEFT BALL RETURN LANE FOR 50,000.
2ND TIME LITES REMAINING BALL RETURN LANE FOR 50,000.
3RD TIME LITES OUTLANE SPECIAL.
4TH TIME LITES A-B-C LANES SPECIAL.
1 EXTRA BALL OR 50,000 POINTS FOR COMPLETING A-B-C WHEN LIT FOR SPECIAL.
1 EXTRA BALL OR 50,000 POINTS FOR BALL THRU OUTLANES WHEN LIT FOR SPECIAL.
- ★ DROPPING 1-2-3 CENTER TARGETS IN SEQUENCE LITES YELLOW TARGET EXTRA BALL FLASHING LITE.
1 EXTRA BALL OR 25,000 POINTS FOR HITTING TARGET WHILE FLASHING.
- ★ BALL FALLING INTO LAGOON OR CAVE TRAP SAUCER REMAINS CAPTIVE UNTIL 3 TARGETS IN FRONT OF RESPECTIVE SAUCER ARE DROPPED.
DROPPING 3 LEFT BLUE OR GREEN TARGETS ALSO DROPS 1 RESPECTIVE CAPTIVE BALL TARGET.
- ★ WHEN MULTI BALLS ARE IN PLAY, BALL DROPPING INTO EITHER SAUCER REMAINS CAPTIVE AND IS RELEASED BY DROPPING LEFT 3 BLUE OR GREEN TARGETS WHEN RESPECTIVE CAPTIVE BALL TARGETS ARE NOT UP.
- ★ BONUS MULTIPLIERS 3X, 4X, 5X ARE ADVANCED BY DROPPING CAPTIVE BALL TARGETS OR LEFT 3 BLUE OR GREEN TARGETS.
- ★ TWO BALLS IN PLAY AT ONE TIME DOUBLES ALL PLAYFIELD SCORES, 3 BALLS TRIPLES ALL PLAYFIELD SCORES.
- ★ BONUS SPECIAL LITES BY ATTAINING 55,000 ON GREEN AND BLUE BONUS.
1 EXTRA BALL OR 50,000 POINTS BY ADVANCING GREEN OR BLUE BONUS TO 110,000 POINTS.
- ★ **MAXIMUM — 1 EXTRA BALL** PER BALL IN PLAY.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-100-F

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ MAKING A-B-C LANES.
RIGHT FLIPPER BUTTON ROTATES LIT A-B-C LITES.
1ST TIME LITES LEFT BALL RETURN LANE FOR 50,000.
2ND TIME LITES REMAINING BALL RETURN LANE FOR 50,000.
3RD TIME LITES OUTLANE SPECIAL.
4TH TIME LITES A-B-C LANES SPECIAL.
50,000 POINTS FOR COMPLETING A-B-C WHEN LIT FOR SPECIAL.
50,000 POINTS FOR BALL THRU OUTLANES WHEN LIT FOR SPECIAL.
- ★ DROPPING 1-2-3 CENTER TARGETS IN SEQUENCE LITES YELLOW TARGET EXTRA BALL FLASHING LITE.
25,000 POINTS FOR HITTING TARGET WHILE FLASHING.
- ★ BALL FALLING INTO LAGOON OR CAVE TRAP SAUCER REMAINS CAPTIVE UNTIL 3 TARGETS IN FRONT OF RESPECTIVE SAUCER ARE DROPPED.
DROPPING 3 LEFT BLUE OR GREEN TARGETS ALSO DROPS 1 RESPECTIVE CAPTIVE BALL TARGET.
- ★ WHEN MULTI BALLS ARE IN PLAY, BALL DROPPING INTO EITHER SAUCER REMAINS CAPTIVE AND IS RELEASED BY DROPPING LEFT 3 BLUE OR GREEN TARGETS WHEN RESPECTIVE CAPTIVE BALL TARGETS ARE NOT UP.
- ★ BONUS MULTIPLIERS 3X, 4X, 5X ARE ADVANCED BY DROPPING CAPTIVE BALL TARGETS OR LEFT 3 BLUE OR GREEN TARGETS.
- ★ TWO BALLS IN PLAY AT ONE TIME DOUBLES ALL PLAYFIELD SCORES, 3 BALLS TRIPLES ALL PLAYFIELD SCORES.
- ★ BONUS SPECIAL LITES BY ATTAINING 55,000 ON GREEN AND BLUE BONUS.
50,000 POINTS BY ADVANCING GREEN OR BLUE BONUS TO 110,000 POINTS WHEN SPECIAL IS LIT.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-100-G

**1 TO 4
CAN PLAY**

FATHOM

**FOR
AMUSEMENT
ONLY**

ALL LIT SPECIALS SCORE 50,000 POINTS.

ALL LIT EXTRA BALLS SCORE 25,000 POINTS.

**5 BALLS
PER
GAME**

**5 BALLS
PER
GAME**

M-1508-100-G1

**1 TO 4
CAN PLAY**

FATHOM

**FOR
AMUSEMENT
ONLY**

ALL LIT SPECIALS SCORE 50,000 POINTS.

ALL LIT EXTRA BALLS SCORE 25,000 POINTS.

**3 BALLS
PER
GAME**

**3 BALLS
PER
GAME**

M-1508-100-G2

1 à 4
JOUEURS PEUVENT
Y JOUER

FATHOM

JEU DE
DIVERTISSEMENT

1 PARTIE GRATUITE POUR 1,200,000 POINTS.

1 PARTIE GRATUITE POUR 2,400,000 POINTS.

UNE
PARTIE
CINQ
BILLES

UNE
PARTIE
CINQ
BILLES

M-1508-100-A

1 à 4
JOUEURS PEUVENT
Y JOUER

FATHOM

JEU DE
DIVERTISSEMENT

1 PARTIE GRATUITE POUR 900,000 POINTS.

1 PARTIE GRATUITE POUR 1,900,000 POINTS.

UNE
PARTIE
TROIS
BILLES

UNE
PARTIE
TROIS
BILLES

M-1508-100-B

1 à 4
JOUEURS PEUVENT
Y JOUER

REGLE DU JEU

JEU DE
DIVERTISSEMENT

- ★ EN FAISANT TOMBER LES COULOIRS A - B - C.
ON FAIT TOURNER AVEC LE BOUTON DU FLIPPER LES LUMIERES ALLUMÉES A - B - C.
LA PREMIERE FOIS ON ALLUME LE COULOIR DE RENVOI DE LA BILLE DE GAUCHE DE 50.000 POINTS.
LA DEUXIEME FOIS ON ALLUME LE COULOIR DE RENVOI DE LA BILLE RESTANT DE 50.000 POINTS.
LA TROISIEME FOIS ON ALLUME LE COULOIR SPECIAL EXTERIEUR.
LA QUATRIEME FOIS ON ALLUME LES COULOIRS SPECIAUX A - B - C.
50.000 POINTS SI L'ON COMPLETE A - B - C QUAND ILS SONT ALLUMES POUR LE SPECIAL.
50.000 POINTS SI LA BILLE PASSE PAR LES COULOIRS EXTERIEURS QUAND ILS SONT ALLUMES POUR LE SPECIAL.
- ★ EN FAISANT TOMBER LES CIBLES CENTRALES 1 - 2 - 3 EN SUCCESSION ON ALLUME LA LUMIERE CLIGNOTANTE DE LA BILLE SUPPLEMENTAIRE DE LA CIBLE JAUNE.
25.000 POINTS SI L'ON TOUCHE LA CIBLE PENDANT QU'ELLE CLIGNOTE.
- ★ LA BILLE QUI TOMBE DANS LA LAGUNE OU DANS LE TROU A TRAPPE DE LA CAVE RESTERA CAPTIVE TANT QUE LES 3 CIBLES QUI SE TROUVENT DEVANT LE TROU RESPECTIF NE SONT PAS TOMBÉES.
EN FAISANT TOMBER LES 3 CIBLES BLEUES OU VERTES DE GAUCHE ON FAIT AUSSI TOMBER 1 CIBLE DE LA BILLE CAPTIVE.
- ★ QUAND PLUSIEURS BILLES SONT EN JEU, LA BILLE QUI TOMBE DANS UN DES TROUS RESTE CAPTIVE, NE SERA LIBEREE QU'AU MOMENT OU L'ON FAIT TOMBER LES 3 CIBLES BLEUES OU VERTES DE GAUCHE QUAND LES CIBLES RESPECTIVES DES BILLES CAPTIVES NE SONT RELEVÉES DES BILLES CAPTIVES NE SONT PAS RELEVÉES.
- ★ L'ON FAIT AVANCER LES MULTIPLICATEURS DE BONUS 3X, 4X, 5X EN FAISANT TOMBER LES CIBLES DE LA BILLE CAPTIVE OU LES 3 CIBLES BLEUES OU VERTES.
- ★ DEUX BILLES EN JEU AU MEME MOMENT DOUBLENT TOUS LES SCORES DU PLATEAU DE JEU, 3 BILLES TRIPLÉNT TOUS LES SCORES DU PLATEAU DE JEU.
- ★ LE *BONUS SPECIAL* S'ALLUME DES QUE L'ON ATTEINT 50.000 POINTS SUR LE BONUS VERT OU BLEU.
50.000 POINTS DES QUE L'ON FAIT AUGMENTER LE BONUS VERT OU BLEU JUSQU'A 110.000 POINTS QUAND LE SPECIAL EST ALLUME.
- ★ PENALTY TILT — BILLE EN JEU

M-1508-100-G

Es können 1 bis 4 Spieler spielen

Betätigung des rechten Flipperknopfes bewirkt eine Weiterschaltung der A-B-C Kugelbahnbeleuchtung. Komplette Betätigung der A-B-C Kugelbahnen beleuchtet beim 1. Mal 50.000 Punkte an der rechten Kugelrücklaufbahn, beim 2. Mal 50.000 Punkte an der linken Kugelrücklaufbahn, beim 3. Mal „Special“ an den A-B-C Kugelbahnen.

Betätigung der 1-2-3 Fallziele in der Reihenfolge ihrer Nummerierung läßt die „Extraball“-Beleuchtung am gelben Zielkontakt für eine bestimmte Zeit aufblitzen.

Fällt die Kugel in das „Lagoon“- oder „Cave Trap“-Kugelfangloch, kommt eine neue Kugel in das Spiel. Die im Loch befindliche Kugel wird erst nach Abschluß der 3 davor befindlichen Reihenfallziele ausgeworfen. Abschluß der 3 grünen oder blauen Targetbankfallziele bewirkt die automatische Betätigung eines farbgleichen Reihenfallzieles.

Die Bonusmultiplikatoren 3x, 4x, 5x werden durch Abschluß der Reihenfallzieleinheit oder der 3 farbgleichen Targetbankfallziele gesteigert.

Sind 2 Kugeln im Spiel, wird die Spielflächenwertung verdoppelt. Sind 3 Kugeln im Spiel, wird sie verdreifacht.

3 Freispiele für das Übertreffen von 10.000.000 Punkten oder des bisherigen Höchstergebnisses.

1 Freispiel bei Übereinstimmung der beiden letzten Zahlen auf dem Zählwerk mit der bei Spielende aufleuchtenden Endzahl.

1 Freispiel bei 1.200.000 Punkten

1 Freispiel bei 2.400.000 Punkten

FATHOM

„Tilt“
schaltet die Ergebniszählung der
im Spiel befindlichen Kugel
automatisch ab.

ELECTRONIC
Bally

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

Cards status:

M1508-100-A confirmed.
M1508-100-B confirmed.
M1508-100-E confirmed.
M1508-100-E1 confirmed.
M1508-100-F confirmed.
M1508-100-G confirmed.
M1508-100-G1 confirmed.
M1508-100-G2 confirmed.
M1508-100-A French confirmed.
M1508-100-B French confirmed.
M1508-100-G French needed to verify.
German card confirmed.

Recommended "High Score to Date" levels:
(reset periodically)
3 ball 2,600,000 points
5 ball 2,900,000 points

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.