

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ Spinner advances right “Spy Hunter” Bonus lites.
- ★ “SHOT” targets lite spinner.
- ★ Saucer scores and advances “Spy Hunter” Bonus Value, opens gate and advances multipliers when matched.
- ★ Knocking down all Drop Targets advances “Spy Hunter” Bonus Value.
- ★ Outhole scores 10,000 points for each lit “Weapons Warehouse” lite, each lit “AGENT-GK” lite and each lit Drop Target lite.
- ★ SPECIAL: 1 Replay for lighting all “Weapons Warehouse” lites when lit for Special.
  - 1 Replay for hitting Boop-Ball “Missile” target when flashing for Special.
  - 1 Replay for completing “AGENT-GK” lites when lit for Special.
  - 1 Replay for ball in Saucer when Bonus Value is lit and matched for Special.
  - 1 Replay for knocking down all Drop Targets when lit for Special.
- ★ EXTRA BALL: 1 Extra Ball for lighting all “Weapons Warehouse” lites when lit for Extra Ball.
- ★ Maximum 1 Extra Ball per Ball-in-Play.
- ★ Tilt Penalty — ball in play.

M051-00A17-A030

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ Spinner advances right “Spy Hunter” Bonus lites.
- ★ “SHOT” targets lite spinner.
- ★ Saucer scores and advances “Spy Hunter” Bonus Value, opens gate and advances multipliers when matched.
- ★ Outhole scores 10,000 points for each lit “Weapons Warehouse” lite, each lit “AGENT-GK” lite and each lit Drop Target lite.
- ★ SPECIAL: 1 Replay for lighting all “Weapons Warehouse” lites when lit for Special.
  - 1 Replay for hitting Boop-Ball “Missile” target when flashing for Special.
  - 1 Replay for completing “AGENT-GK” lites when lit for Special.
  - 1 Replay for ball in Saucer when Bonus Value is lit and matched for Special.
  - 1 Replay for knocking down all Drop Targets when lit for Special.
- ★ EXTRA BALL: 1 Extra Ball for lighting all “Weapons Warehouse” lites when lit for Extra Ball.
- ★ Maximum 1 Extra Ball per Ball-in-Play.
- ★ Tilt Penalty — ball in play.

M051-00A17-A031

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

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

M-051-00A17-A040

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

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

M-051-00A17-A041

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

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

M-051-00A17-A042

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ Spinner advances right “Spy Hunter” Bonus lites.
- ★ “SHOT” targets lite spinner.
- ★ Saucer scores and advances “Spy Hunter” Bonus Value, opens gate and advances multipliers when matched.
- ★ Knocking down all Drop Targets advances “Spy Hunter” Bonus Value.
- ★ Outhole scores 10,000 points for each lit “Weapons Warehouse” lite, each lit “AGENT-GK” lite and each lit Drop Target lite.
- ★ SPECIAL: 1 Extra Ball or 50,000 points for lighting all “Weapons Warehouse” lites when lit for Special.
  - 1 Extra Ball or 50,000 points for hitting Boop-Ball “Missile” target when flashing for Special.
  - 1 Extra Ball or 50,000 points for completing “AGENT-GK” lites when lit for Special.
  - 1 Extra Ball or 50,000 points for ball in Saucer when Bonus Value is lit and matched for Special.
  - 1 Extra Ball or 50,000 points for knocking down all Drop Targets when lit for Special.
- ★ EXTRA BALL: 1 Extra Ball or 25,000 points for lighting all “Weapons Warehouse” lites when lit for Extra Ball.
- ★ Maximum 1 Extra Ball per Ball-in-Play.
- ★ Tilt Penalty — ball in play.

M051-00A17-A032

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ Spinner advances right “Spy Hunter” Bonus lites.
- ★ “SHOT” targets lite spinner.
- ★ Saucer scores and advances “Spy Hunter” Bonus Value, opens gate and advances multipliers when matched.
- ★ Outhole scores 10,000 points for each lit “Weapons Warehouse” lite, each lit “AGENT-GK” lite and each lit Drop Target lite.
- ★ SPECIAL: 1 Extra Ball or 50,000 points for lighting all “Weapons Warehouse” lites when lit for Special.
  - 1 Extra Ball or 50,000 points for hitting Boop-Ball “Missile” target when flashing for Special.
  - 1 Extra Ball or 50,000 points for completing “AGENT-GK” lites when lit for Special.
  - 1 Extra Ball or 50,000 points for ball in Saucer when Bonus Value is lit and matched for Special.
  - 1 Extra Ball or 50,000 points for knocking down all Drop Targets when lit for Special.
- ★ EXTRA BALL: 1 Extra Ball or 25,000 points for lighting all “Weapons Warehouse” lites when lit for Extra Ball.
- ★ Maximum 1 Extra Ball per Ball-in-Play.
- ★ Tilt Penalty — ball in play.

M051-00A17-A033

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

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

M-051-00A17-A043

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

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

M-051-00A17-A044

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

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

M-051-00A17-A045

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ Spinner advances right “Spy Hunter” Bonus lites.
- ★ “SHOT” targets lite spinner.
- ★ Saucer scores and advances “Spy Hunter” Bonus Value, opens gate and advances multipliers when matched.
- ★ Knocking down all Drop Targets advances “Spy Hunter” Bonus Value.
- ★ Outhole scores 10,000 points for each lit “Weapons Warehouse” lite, each lit “AGENT-GK” lite and each lit Drop Target lite.
- ★ SPECIAL: 50,000 points for lighting all “Weapons Warehouse” lites when lit for Special.  
50,000 points for hitting Boop-Ball “Missile” target when flashing for Special.  
50,000 points for completing “AGENT-GK” lites when lit for Special.  
50,000 points for ball in Saucer when Bonus Value is lit and matched for Special.  
50,000 points for knocking down all Drop Targets when lit for Special.
- ★ EXTRA BALL: 25,000 points for lighting all “Weapons Warehouse” lites when lit for Extra Ball.
- ★ Tilt Penalty — ball in play.

M051-00A17-A034

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ Spinner advances right “Spy Hunter” Bonus lites.
- ★ “SHOT” targets lite spinner.
- ★ Saucer scores and advances “Spy Hunter” Bonus Value, opens gate and advances multipliers when matched.
- ★ Outhole scores 10,000 points for each lit “Weapons Warehouse” lite, each lit “AGENT-GK” lite and each lit Drop Target lite.
- ★ SPECIAL: 50,000 points for lighting all “Weapons Warehouse” lites when lit for Special.  
50,000 points for hitting Boop-Ball “Missile” target when flashing for Special.  
50,000 points for completing “AGENT-GK” lites when lit for Special.  
50,000 points for ball in Saucer when Bonus Value is lit and matched for Special.  
50,000 points for knocking down all Drop Targets when lit for Special.
- ★ EXTRA BALL: 25,000 points for lighting all “Weapons Warehouse” lites when lit for Extra Ball.
- ★ Tilt Penalty — ball in play.

M051-00A17-A035

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

**1 REPLAY FOR EACH SCORE OF 4,300,000 POINTS.**

M-051-00A17-A046

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

**1 REPLAY FOR EACH SCORE OF 4,500,000 POINTS.**

M-051-00A17-A047

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

**1 REPLAY FOR EACH SCORE OF 4,800,000 POINTS.**

M-051-00A17-A048

<div>1 TO 4 CAN PLAY</div> <div>3 BALLS PER GAME</div>	<div>SPY HUNTER</div> <div>ALL LIT SPECIALS SCORE 50,000 POINTS.</div> <div>ALL LIT EXTRA BALLS SCORE 25,000 POINTS.</div>	<div>FOR AMUSEMENT ONLY</div> <div>3 BALLS PER GAME</div> <div>M051-00A17-A036</div>
<div>1 TO 4 CAN PLAY</div> <div>5 BALLS PER GAME</div>	<div>SPY HUNTER</div> <div>ALL LIT SPECIALS SCORE 50,000 POINTS.</div> <div>ALL LIT EXTRA BALLS SCORE 25,000 POINTS.</div>	<div>FOR AMUSEMENT ONLY</div> <div>5 BALLS PER GAME</div> <div>M051-00A17-A037</div>
	<div>1 REPLAY FOR EACH SCORE OF 2,800,000 POINTS.</div> <div>1 REPLAY FOR EACH SCORE OF 4,900,000 POINTS.</div>	<div>M-051-00A17-A049</div>
	<div>1 REPLAY FOR EACH SCORE OF 2,000,000 POINTS.</div> <div>1 REPLAY FOR EACH SCORE OF 5,000,000 POINTS.</div>	<div>M-051-00A17-A050</div>
	<div>1 REPLAY FOR EACH SCORE OF 2,400,000 POINTS.</div> <div>1 REPLAY FOR EACH SCORE OF 5,500,000 POINTS.</div>	<div>M-051-00A17-A051</div>

<div>1 TO 4 CAN PLAY</div> <div>3 BALLS PER GAME</div>	<div>SPY HUNTER</div> <div>1 REPLAY FOR EACH SCORE OF 1,700,000 POINTS. 1 REPLAY FOR EACH SCORE OF 3,500,000 POINTS.</div>	<div>FOR AMUSEMENT ONLY</div> <div>3 BALLS PER GAME</div> <div>M051-00A17-A038</div>
<div>1 TO 4 CAN PLAY</div> <div>5 BALLS PER GAME</div>	<div>SPY HUNTER</div> <div>1 REPLAY FOR EACH SCORE OF 2,800,000 POINTS. 1 REPLAY FOR EACH SCORE OF 4,900,000 POINTS.</div>	<div>FOR AMUSEMENT ONLY</div> <div>5 BALLS PER GAME</div> <div>M051-00A17-A039</div>
	<div>1 REPLAY FOR EACH SCORE OF 2,800,000 POINTS. 1 REPLAY FOR EACH SCORE OF 5,800,000 POINTS.</div>	<div>M-051-00A17-A052</div>
	<div>1 REPLAY FOR EACH SCORE OF 3,100,000 POINTS. 1 REPLAY FOR EACH SCORE OF 6,000,000 POINTS.</div>	<div>M-051-00A17-A053</div>
	<div>1 REPLAY FOR EACH SCORE OF 3,500,000 POINTS. 1 REPLAY FOR EACH SCORE OF 6,100,000 POINTS.</div>	<div>M-051-00A17-A054</div>

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ Saucer scores and advances “Spy Hunter” Bonus Value when qualified.
- ★ Saucer is qualified when right “Spy Hunter” Bonus lite is lit.
- ★ Skill shot “50.000” points qualifies Saucer.
- ★ “SHOT” targets lite spinner and qualifies Saucer.
- ★ Knocking down all Drop Targets opens gate, qualifies Saucer, advances Bonus Multipliers, and “Spy Hunter” Bonus Value.
- ★ Outhole scores 10,000 points for each lit “Weapons Warehouse” lite, each lit “AGENT-GK” lite and each lit Drop Target lite.
- ★ SPECIAL: 1 Replay for lighting all “Weapons Warehouse” lites when lit for Special.
  - 1 Replay for hitting Boop-Ball “Missile” target when flashing for Special.
  - 1 Replay for completing “AGENT-GK” lites when lit for Special.
  - 1 Replay for ball in Saucer when Bonus Value is lit and qualified for Special.
  - 1 Replay for knocking down all Drop Targets when lit for Special.
- ★ EXTRA BALL: 1 Extra Ball for lighting all “Weapons Warehouse” lites when lit for Extra Ball.
- ★ Maximum 1 Extra Ball per Ball-in-Play.
- ★ Tilt Penalty — ball in play.

M051-00A17-A081

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ Saucer scores and advances “Spy Hunter” Bonus Value when qualified.
- ★ Saucer is qualified when right “Spy Hunter” Bonus lite is lit.
- ★ Skill shot “50.000” points qualifies Saucer.
- ★ “SHOT” targets lite spinner and qualifies Saucer.
- ★ Knocking down all Drop Targets opens gate, advances Bonus Multipliers, and “Spy Hunter” Bonus Value.
- ★ Outhole scores 10,000 points for each lit “Weapons Warehouse” lite, each lit “AGENT-GK” lite and each lit Drop Target lite.
- ★ SPECIAL: 1 Replay for lighting all “Weapons Warehouse” lites when lit for Special.
  - 1 Replay for hitting Boop-Ball “Missile” target when flashing for Special.
  - 1 Replay for completing “AGENT-GK” lites when lit for Special.
  - 1 Replay for ball in Saucer when Bonus Value is lit and qualified for Special.
  - 1 Replay for knocking down all Drop Targets when lit for Special.
- ★ EXTRA BALL: 1 Extra Ball for lighting all “Weapons Warehouse” lites when lit for Extra Ball.
- ★ Maximum 1 Extra Ball per Ball-in-Play.
- ★ Tilt Penalty — ball in play.

M051-00A17-A082

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

**1 REPLAY FOR EACH SCORE OF 5,000,000 POINTS.**

M-051-00A17-A055

**1 REPLAY FOR EACH SCORE OF 3,200,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 5,300,000 POINTS.**

M-051-00A17-A056

**1 REPLAY FOR EACH SCORE OF 3,200,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 5,500,000 POINTS.**

M-051-00A17-A057

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ Saucer scores and advances “Spy Hunter” Bonus Value when qualified.
- ★ Saucer is qualified when right “Spy Hunter” Bonus lite is lit.
- ★ Skill shot “50.000” points qualifies Saucer.
- ★ “SHOT” targets lite spinner and qualifies Saucer.
- ★ Knocking down all Drop Targets opens gate, qualifies Saucer, advances Bonus Multipliers.
- ★ Outhole scores 10,000 points for each lit “Weapons Warehouse” lite, each lit “AGENT-GK” lite and each lit Drop Target lite.
- ★ SPECIAL: 1 Replay for lighting all “Weapons Warehouse” lites when lit for Special.
  - 1 Replay for hitting Boop-Ball “Missile” target when flashing for Special.
  - 1 Replay for completing “AGENT-GK” lites when lit for Special.
  - 1 Replay for ball in Saucer when Bonus Value is lit and qualified for Special.
  - 1 Replay for knocking down all Drop Targets when lit for Special.
- ★ EXTRA BALL: 1 Extra Ball for lighting all “Weapons Warehouse” lites when lit for Extra Ball.
- ★ Maximum 1 Extra Ball per Ball-in-Play.
- ★ Tilt Penalty — ball in play.

M051-00A17-A083

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ Saucer scores and advances “Spy Hunter” Bonus Value when qualified.
- ★ Saucer is qualified when right “Spy Hunter” Bonus lite is lit.
- ★ Skill shot “50.000” points qualifies Saucer.
- ★ “SHOT” targets lite spinner and qualifies Saucer.
- ★ Knocking down all Drop Targets opens gate and advances Bonus Multipliers.
- ★ Outhole scores 10,000 points for each lit “Weapons Warehouse” lite, each lit “AGENT-GK” lite and each lit Drop Target lite.
- ★ SPECIAL: 1 Replay for lighting all “Weapons Warehouse” lites when lit for Special.
  - 1 Replay for hitting Boop-Ball “Missile” target when flashing for Special.
  - 1 Replay for completing “AGENT-GK” lites when lit for Special.
  - 1 Replay for ball in Saucer when Bonus Value is lit and qualified for Special.
  - 1 Replay for knocking down all Drop Targets when lit for Special.
- ★ EXTRA BALL: 1 Extra Ball for lighting all “Weapons Warehouse” lites when lit for Extra Ball.
- ★ Maximum 1 Extra Ball per Ball-in-Play.
- ★ Tilt Penalty — ball in play.

M051-00A17-A084

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

**1 REPLAY FOR EACH SCORE OF 5,700,000 POINTS.**

M-051-00A17-A064

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

**1 REPLAY FOR EACH SCORE OF 5,900,000 POINTS.**

M-051-00A17-A065

**1 REPLAY FOR EACH SCORE OF 3,800,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 6,100,000 POINTS.**

M-051-00A17-A066

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ Saucer scores and advances “Spy Hunter” Bonus Value when qualified.
- ★ Saucer is qualified when right “Spy Hunter” Bonus lite is lit.
- ★ Skill shot “50,000” points qualifies Saucer.
- ★ “SHOT” targets lite spinner and qualifies Saucer.
- ★ Knocking down all Drop Targets opens gate, qualifies Saucer, advances Bonus Multipliers and “Spy Hunter” Bonus Value.
- ★ Outhole scores 10,000 points for each lit “Weapons Warehouse” lite, each lit “AGENT-GK” lite and each lit Drop Target lite.
- ★ SPECIAL: 1 Extra Ball or 50,000 points for lighting all “Weapons Warehouse” lites when lit for Special.
  - 1 Extra Ball or 50,000 points for hitting Boop-Ball “Missile” target when flashing for Special.
  - 1 Extra Ball or 50,000 points for completing “AGENT-GK” lites when lit for Special.
  - 1 Extra Ball or 50,000 points for ball in Saucer when Bonus Value is lit and qualified for Special.
  - 1 Extra Ball or 50,000 points for knocking down all Drop Targets when lit for Special.
- ★ EXTRA BALL: 1 Extra Ball or 25,000 points for lighting all “Weapons Warehouse” lites when lit for Extra Ball.
- ★ Maximum 1 Extra Ball per Ball-in-Play.
- ★ Tilt Penalty — ball in play.

M051-00A17-A085

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ Saucer scores and advances “Spy Hunter” Bonus Value when qualified.
- ★ Saucer is qualified when right “Spy Hunter” Bonus lite is lit.
- ★ Skill shot “50,000” points qualifies Saucer.
- ★ “SHOT” targets lite spinner and qualifies Saucer.
- ★ Knocking down all Drop Targets opens gate, advances Bonus Multipliers and “Spy Hunter” Bonus Value.
- ★ Outhole scores 10,000 points for each lit “Weapons Warehouse” lite, each lit “AGENT-GK” lite and each lit Drop Target lite.
- ★ SPECIAL: 1 Extra Ball or 50,000 points for lighting all “Weapons Warehouse” lites when lit for Special.
  - 1 Extra Ball or 50,000 points for hitting Boop-Ball “Missile” target when flashing for Special.
  - 1 Extra Ball or 50,000 points for completing “AGENT-GK” lites when lit for Special.
  - 1 Extra Ball or 50,000 points for ball in Saucer when Bonus Value is lit and qualified for Special.
  - 1 Extra Ball or 50,000 points for knocking down all Drop Targets when lit for Special.
- ★ EXTRA BALL: 1 Extra Ball or 25,000 points for lighting all “Weapons Warehouse” lites when lit for Extra Ball.
- ★ Maximum 1 Extra Ball per Ball-in-Play.
- ★ Tilt Penalty — ball in play.

M051-00A17-A086

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

**1 REPLAY FOR EACH SCORE OF 6,100,000 POINTS.**

M-051-00A17-A067

**1 REPLAY FOR EACH SCORE OF 4,200,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 6,300,000 POINTS.**

M-051-00A17-A068

**1 REPLAY FOR EACH SCORE OF 4,400,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 6,500,000 POINTS.**

M-051-00A17-A069



**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ Saucer scores and advances “Spy Hunter” Bonus Value when qualified.
- ★ Saucer is qualified when right “Spy Hunter” Bonus lite is lit.
- ★ Skill shot “50.000” points qualifies Saucer.
- ★ “SHOT” targets lite spinner and qualifies Saucer.
- ★ Knocking down all Drop Targets opens gate, qualifies Saucer, advances Bonus Multipliers.
- ★ Outhole scores 10,000 points for each lit “Weapons Warehouse” lite, each lit “AGENT-GK” lite and each lit Drop Target lite.
- ★ SPECIAL: 1 Extra Ball or 50,000 points for lighting all “Weapons Warehouse” lites when lit for Special.
  - 1 Extra Ball or 50,000 points for hitting Boop-Ball “Missile” target when flashing for Special.
  - 1 Extra Ball or 50,000 points for completing “AGENT-GK” lites when lit for Special.
  - 1 Extra Ball or 50,000 points for ball in Saucer when Bonus Value is lit and qualified for Special.
  - 1 Extra Ball or 50,000 points for knocking down all Drop Targets when lit for Special.
- ★ EXTRA BALL: 1 Extra Ball or 25,000 points for lighting all “Weapons Warehouse” lites when lit for Extra Ball.
- ★ Maximum 1 Extra Ball per Ball-in-Play.
- ★ Tilt Penalty — ball in play.

M051-00A17-A087

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ Saucer scores and advances “Spy Hunter” Bonus Value when qualified.
- ★ Saucer is qualified when right “Spy Hunter” Bonus lite is lit.
- ★ Skill shot “50.000” points qualifies Saucer.
- ★ “SHOT” targets lite spinner and qualifies Saucer.
- ★ Knocking down all Drop Targets opens gate and advances Bonus Multipliers.
- ★ Outhole scores 10,000 points for each lit “Weapons Warehouse” lite, each lit “AGENT-GK” lite and each lit Drop Target lite.
- ★ SPECIAL: 1 Extra Ball or 50,000 points for lighting all “Weapons Warehouse” lites when lit for Special.
  - 1 Extra Ball or 50,000 points for hitting Boop-Ball “Missile” target when flashing for Special.
  - 1 Extra Ball or 50,000 points for completing “AGENT-GK” lites when lit for Special.
  - 1 Extra Ball or 50,000 points for ball in Saucer when Bonus Value is lit and qualified for Special.
  - 1 Extra Ball or 50,000 points for knocking down all Drop Targets when lit for Special.
- ★ EXTRA BALL: 1 Extra Ball or 25,000 points for lighting all “Weapons Warehouse” lites when lit for Extra Ball.
- ★ Maximum 1 Extra Ball per Ball-in-Play.
- ★ Tilt Penalty — ball in play.

M051-00A17-A088

**1 REPLAY FOR EACH SCORE OF 4,600,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 6,800,000 POINTS.**

M-051-00A17-A070

**1 EXTRA BALL FOR EACH SCORE OF 3,000,000 POINTS.**

**1 EXTRA BALL FOR EACH SCORE OF 4,000,000 POINTS.**

M-051-00A17-A071

**1 EXTRA BALL FOR EACH SCORE OF 3,500,000 POINTS.**

**1 EXTRA BALL FOR EACH SCORE OF 4,500,000 POINTS.**

M-051-00A17-A072

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ Spinner advances right “Spy Hunter” Bonus lites.
- ★ “SHOT” targets lite spinner.
- ★ Saucer scores and advances “Spy Hunter” Bonus Value, opens gate and advances multipliers when matched.
- ★ Knocking down all Drop Targets opens gate, qualifies Saucer, advances Bonus Multipliers and “Spy Hunter” Bonus Value.
- ★ Outhole scores 10,000 points for each lit “Weapons Warehouse” lite, each lit “AGENT-GK” lite and each lit Drop Target lite.
- ★ SPECIAL: 50,000 points for lighting all “Weapons Warehouse” lites when lit for Special.  
50,000 points for hitting Boop-Ball “Missile” target when flashing for Special.  
50,000 points for completing “AGENT-GK” lites when lit for Special.  
50,000 points for ball in Saucer when Bonus Value is lit and qualified for Special.  
50,000 points for knocking down all Drop Targets when lit for Special.
- ★ EXTRA BALL: 25,000 points for lighting all “Weapons Warehouse” lites when lit for Extra Ball.
- ★ Tilt Penalty — ball in play.

M051-00A17-A089

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ Spinner advances right “Spy Hunter” Bonus lites.
- ★ “SHOT” targets lite spinner.
- ★ Saucer scores and advances “Spy Hunter” Bonus Value, opens gate and advances multipliers when matched.
- ★ Knocking down all Drop Targets opens gate, advances Bonus Multipliers and “Spy Hunter” Bonus Value.
- ★ Outhole scores 10,000 points for each lit “Weapons Warehouse” lite, each lit “AGENT-GK” lite and each lit Drop Target lite.
- ★ SPECIAL: 50,000 points for lighting all “Weapons Warehouse” lites when lit for Special.  
50,000 points for hitting Boop-Ball “Missile” target when flashing for Special.  
50,000 points for completing “AGENT-GK” lites when lit for Special.  
50,000 points for ball in Saucer when Bonus Value is lit and qualified for Special.  
50,000 points for knocking down all Drop Targets when lit for Special.
- ★ EXTRA BALL: 25,000 points for lighting all “Weapons Warehouse” lites when lit for Extra Ball.
- ★ Tilt Penalty — ball in play.

M051-00A17-A090

**1 EXTRA BALL FOR EACH SCORE OF 3,500,000 POINTS.**

**1 EXTRA BALL FOR EACH SCORE OF 5,000,000 POINTS.**

M-051-00A17-A073

**1 EXTRA BALL FOR EACH SCORE OF 3,500,000 POINTS.**

**1 EXTRA BALL FOR EACH SCORE OF 5,500,000 POINTS.**

M-051-00A17-A074

**1 EXTRA BALL FOR EACH SCORE OF 4,000,000 POINTS.**

**1 EXTRA BALL FOR EACH SCORE OF 5,000,000 POINTS.**

M-051-00A17-A075

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ Spinner advances right “Spy Hunter” Bonus lites.
- ★ “SHOT” targets lite spinner.
- ★ Saucer scores and advances “Spy Hunter” Bonus Value, opens gate and advances multipliers when matched.
- ★ Knocking down all Drop Targets opens gate, qualifies Saucer and advances Bonus Multipliers.
- ★ Outhole scores 10,000 points for each lit “Weapons Warehouse” lite, each lit “AGENT-GK” lite and each lit Drop Target lite.
- ★ SPECIAL: 50,000 points for lighting all “Weapons Warehouse” lites when lit for Special.  
50,000 points for hitting Boop-Ball “Missile” target when flashing for Special.  
50,000 points for completing “AGENT-GK” lites when lit for Special.  
50,000 points for ball in Saucer when Bonus Value is lit and qualified for Special.  
50,000 points for knocking down all Drop Targets when lit for Special.
- ★ EXTRA BALL: 25,000 points for lighting all “Weapons Warehouse” lites when lit for Extra Ball.
- ★ Tilt Penalty — ball in play.

M051-00A17-A091

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ Spinner advances right “Spy Hunter” Bonus lites.
- ★ “SHOT” targets lite spinner.
- ★ Saucer scores and advances “Spy Hunter” Bonus Value, opens gate and advances multipliers when matched.
- ★ Knocking down all Drop Targets opens gate and advances Bonus Multipliers.
- ★ Outhole scores 10,000 points for each lit “Weapons Warehouse” lite, each lit “AGENT-GK” lite and each lit Drop Target lite.
- ★ SPECIAL: 50,000 points for lighting all “Weapons Warehouse” lites when lit for Special.  
50,000 points for hitting Boop-Ball “Missile” target when flashing for Special.  
50,000 points for completing “AGENT-GK” lites when lit for Special.  
50,000 points for ball in Saucer when Bonus Value is lit and qualified for Special.  
50,000 points for knocking down all Drop Targets when lit for Special.
- ★ EXTRA BALL: 25,000 points for lighting all “Weapons Warehouse” lites when lit for Extra Ball.
- ★ Tilt Penalty — ball in play.

M051-00A17-A092

**1 EXTRA BALL FOR EACH SCORE OF 4,500,000 POINTS.**

**1 EXTRA BALL FOR EACH SCORE OF 5,500,000 POINTS.**

M-051-00A17-A076

**1 EXTRA BALL FOR EACH SCORE OF 5,500,000 POINTS.**

**1 EXTRA BALL FOR EACH SCORE OF 6,000,000 POINTS.**

M-051-00A17-A077

**Es können 1 bis 4 Spieler spielen.**

## **SPY HUNTER**

Bei einem **gezielten Abschuß** der Kugel werden **10.000, 20.000 oder 50.000 Punkte** gegeben. Werden 50.000 Punkte erreicht, öffnet sich das linke Tor.

Wenn **„SHOT“ beleuchtet ist**, kann der **SPY HUNTER Bonus** durch Treffen des Kugelfangloches **erhöht werden**.

Wird das **Waffenlager komplett beleuchtet**, erhält der Spieler 10.000 Punkte. Die Lampen des Waffenlagers können mit dem rechten Flipperknopf gesteuert werden.

**10.000 Punkte** für jede beleuchtete Lampe von „AGENT-GK“.

**10.000 Punkte** für das Abschießen der vier Targets.

**SPECIAL: 1 Freispiel** für das Beleuchten des kompletten Waffenlagers, wenn Special leuchtet.

**1 Freispiel** für das anschießen der oberen Kugel, wenn der Missile-Pfeil und Special leuchten.

**1 Freispiel** für das Beleuchten sämtlicher „AGENT GK“ -Lampen, wenn Special leuchtet.

**1 Freispiel** für das Treffen des Kugelfangloches, wenn bei dem SPY HUNTER Bonus „Special“ leuchtet.

Fonts used: News Gothic MT Std, News Gothic MT Std Condensed, Wingdings, HelvCondensed Normal, HelveticaNeue LT 55 Roman

### **Cards status:**

M051-00A17-A030 confirmed.  
M051-00A17-A031 confirmed.  
M051-00A17-A032 confirmed.  
M051-00A17-A033 confirmed.  
M051-00A17-A034 confirmed.  
M051-00A17-A035 confirmed.  
M051-00A17-A036 confirmed.  
M051-00A17-A037 confirmed.  
M051-00A17-A038 needed to verify.  
M051-00A17-A039 confirmed.  
M051-00A17-A081 confirmed.  
M051-00A17-A082 confirmed.  
M051-00A17-A083 confirmed.  
M051-00A17-A084 confirmed.  
M051-00A17-A085 confirmed.  
M051-00A17-A086 confirmed.  
M051-00A17-A087 confirmed.  
M051-00A17-A088 confirmed.  
M051-00A17-A089 confirmed.  
M051-00A17-A090 confirmed.  
M051-00A17-A091 confirmed.  
M051-00A17-A092 confirmed.  
German card confirmed.

Recommended "High Game to Date" levels:  
(reset periodically)

	3 balls	5 balls
Version A-Random	5,000,000	6,000,000
Version B-Skill	5,500,000	6,500,000

High Game to Date inserts are available in a separate file called: [High Score/Match insert label](#)

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)

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