 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.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

M051-00A17-A030

 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.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

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

 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.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

M051-00A17-A032

 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.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

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

 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.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

M051-00A17-A034

 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.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

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

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

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

1 TO 4  
CAN PLAY

FOR  
AMUSEMENT  
ONLY

## SPY HUNTER

#### 3 BALLS PER GAME

#### 3 BALLS PER GAME

M051-00A17-A036

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

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

1 TO 4  
CAN PLAY

FOR  
AMUSEMENT  
ONLY

## SPY HUNTER

#### 5 BALLS PER GAME

#### 5 BALLS PER GAME

M051-00A17-A037

**1 REPLAY FOR EACH SCORE OF 2,800,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 4,900,000 POINTS.**

M-051-00A17-A049

**1 REPLAY FOR EACH SCORE OF 2,000,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 5,000,000 POINTS.**

M-051-00A17-A050

**1 REPLAY FOR EACH SCORE OF 2,400,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 5,500,000 POINTS.**

M-051-00A17-A051

1 TO 4  
CAN PLAY

FOR  
AMUSEMENT  
ONLY

## SPY HUNTER

#### 3 BALLS PER GAME

#### 3 BALLS PER GAME

M051-OOA17-A038

**1 REPLAY FOR EACH SCORE OF 1,700,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 3,500,000 POINTS.**

1 TO 4  
CAN PLAY

FOR  
AMUSEMENT  
ONLY

## SPY HUNTER

#### 5 BALLS PER GAME

#### 5 BALLS PER GAME

M051-OOA17-A039

**1 REPLAY FOR EACH SCORE OF 2,800,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 4,900,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 2,800,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 5,800,000 POINTS.**

M-051-00A17-A052

**1 REPLAY FOR EACH SCORE OF 3,100,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 6,000,000 POINTS.**

M-051-00A17-A053

**1 REPLAY FOR EACH SCORE OF 3,500,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 6,100,000 POINTS.**

M-051-00A17-A054

 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.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

M051-00A17-A081

 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.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

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

 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.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

M051-00A17-A083

 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.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

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

 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.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

M051-00A17-A085

 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.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

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

 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.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

M051-00A17-A087

 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.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

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

 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.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

M051-00A17-A089

 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.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

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

 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.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

M051-00A17-A091

 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.

# 1 TO 4 CAN PLAY

FOR  
AMUSEMENT  
ONLY

## INSTRUCTIONS

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 Kugel-  
fangloches **erhöht werden.**

Wird das **Waffenlager komplett beleuchtet,** erhält der Spieler 10.000 Punkte. Die Lam-  
pen 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:**

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

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.

High Game to Date inserts are available in a separate file called: [High Score/Match insert label](http://www.pinballrebel.com/pinball/cards/Bally/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 send me a donation via PayPal.