

**1 TO 4  
CAN PLAY**

**INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ Saucer scores and advances Bonus Value when qualified.
- ★ Saucer is qualified when right green Bonus lite is lit.
- ★ Skill shot “50,000” points qualifies Saucer.
- ★ Fire targets lite spinner an qualify Saucer.
- ★ Knocking down all Drop Targets opens gate, qualifies Saucer, and advances Bonus Multipliers.
- ★ Outhole scores 10,000 points for each lit “Combact-Area” lite, each lit “Saturn 2” lite and each lit Drop Target lite.
- ★ SPECIAL: 1 Replay for lighting all “Combact-Area” lites when lit for Special.  
1 Replay for hitting Missile target when flashing for Special.  
1 Replay for completing “Saturn 2” 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 “Combact-Area” lites when lit for Extra Ball.
- ★ Maximum 1 Extra Ball per Ball-in-Play.
- ★ Tilt penalty — ball in play.

A087

**1 TO 4  
CAN PLAY**

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- ★ Saucer scores and advances Bonus Value when qualified.
- ★ Saucer is qualified when right green Bonus lite is lit.
- ★ Skill shot “50,000” points qualifies Saucer.
- ★ Fire targets lite spinner an qualify Saucer.
- ★ Knocking down all Drop Targets opens gate, qualifies Saucer, and advances Bonus Multipliers.
- ★ Outhole scores 10,000 points for each lit “Combact-Area” lite, each lit “Saturn 2” lite and each lit Drop Target lite.
- ★ SPECIAL: 1 Extra Ball or 50,000 points for lighting all “Combact-Area” lites when lit for Special.  
1 Extra Ball or 50,000 points for hitting Missile target when flashing for Special.  
1 Extra Ball or 50,000 points for completing “Saturn 2” 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 “Combact-Area” lites when lit for Extra Ball.
- ★ Maximum 1 Extra Ball per Ball-in-Play.
- ★ Tilt penalty — ball in play.

A088

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CAN PLAY**

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- ★ Saucer scores and advances Bonus Value when qualified.
- ★ Saucer is qualified when right green Bonus lite is lit.
- ★ Skill shot “50,000” points qualifies Saucer.
- ★ Fire targets lite spinner an qualify Saucer.
- ★ Knocking down all Drop Targets opens gate, qualifies Saucer, and advances Bonus Multipliers.
- ★ Outhole scores 10,000 points for each lit “Combact-Area” lite, each lit “Saturn 2” lite and each lit Drop Target lite.
- ★ SPECIAL: 50,000 points for lighting all “Combact-Area” lites when lit for Special.  
50,000 points for hitting Missile target when flashing for Special.  
50,000 points for completing “Saturn 2” 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 “Combact-Area” lites when lit for Extra Ball.
- ★ Tilt penalty — ball in play.

A089

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## **SATURN 2**

**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**

**1 TO 4  
CAN PLAY**

## **SATURN 2**

**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**

1 TO 4  
CAN PLAY

## SATURN 2

FOR  
AMUSEMENT  
ONLY

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

1 REPLAY FOR EACH SCORE OF 3,500,000 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

1 TO 4  
CAN PLAY

## SATURN 2

FOR  
AMUSEMENT  
ONLY

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

1 REPLAY FOR EACH SCORE OF 4,900,000 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

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

Fonts used: News Gothic MT Std, News Gothic MT Std Condensed, Wingdings

### Cards status:

A088 card confirmed, but is without card number.

All cards are needed to verify.

The numbers I've placed on the card are just like the Spy Hunter cards.

Originally there are no numbers on the cards for Saturn 2.

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun,  
Peter

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