007

**MAXIMUM**

**50 TIME UNITS**

**PER PLAYER**

**JAMES BOND**

**HOW TO**

**PLAY**

Advance bonus multiplier  
when at 5X to score 50,000  
points, reset multiplier to 1X,  
and light lower target for ADD  
10 TIME UNITS.

Complete all target banks  
with one ball to light upper  
lane for ADD 10 TIME UNITS.

SPECIAL target lights when  
time reaches zero.

Each ball lost subtracts 5 time  
units. Game is over when ball  
in play is lost with 5 or less  
time units remaining.

Build score and ADD TIME  
UNITS — there is no limit to  
the number of balls which  
may be played.

Hitting a yellow rollover or  
any drop target starts the  
timer. Complete yellow roll-  
overs or any target bank to  
stop the timer and ADD 3  
TIME UNITS.

Drop targets score lit circle  
value times bonus multiplier.  
Hit two targets at once to  
score 10,000 points and ADD  
2 TIME UNITS.

**A-20291**

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**JAMES BOND**

**MAXIMUM**

**50 UNITES DE**

**TEMPS PAR JOUEUR**

COMMENT  
JOUER

Lorsque le multiplicateur de bonus  
est a 5X il revient a 1X donne 50.000  
points et allume les cibles du bas  
pour donner 10 unités de temps.

Abattre toutes les rangées de cibles  
avec une seule bille allume le coul-  
oir du haut pour donner 10 unités  
de temps.

La cible "SPECIAL" s’allume lorsque  
le temps arrive á zéro.

Chaque bille perdue soustrait 5  
unités de temps. La partie est ter-  
minée si la bille en jeu est perdue  
lorsque le temps est égal ou inféri-  
eur á 5 unités.

Augmenter votre score et gagner  
des unités de temps. Il n’y a pas de  
limite au nombre de billes à jouer.

Faire un passage jaune ou abattre  
une cible déclenche le comptage  
du temps. Faire tous les passages  
jaunes ou abattre une des rangées  
complète de cibles arrête le comp-  
tage cu temps et donne 3 unités de  
temps.

Les cibles donnent la valeur du mul-tiplicateur de bonus temps des spots allumés.

Abattre deux cibles en même temps  
donne 10.000 points et 2 unités de  
temps.

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**JAMES BOND**

5 BALLS PER PLAYER

INSTRUCTIONS

Advance bonus multiplier  
when at 5x to score 50,000  
points, reset multiplier  
to 1x, and light lower  
target for 10 time units.

Pop bumpers score 100  
(5-ball)

Time units are accumulated  
to collect Special. At  
the end of any ball, if a  
player’s time units exceed  
required amount, Special  
is awarded.

At the end of each game  
or when time unit Special  
is awarded, player scores  
1,000 points for each  
time unit.

Build high scores and  
collect time units.  
Either can award  
Special.

Drop targets score lit  
circle value times  
bonus multiplier. Hit  
2 targets at once to  
score 10,000 points and  
2 time units.

Completing all target  
banks with one ball  
lights Special and  
lights upper lane for  
10 time units.

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**JAMES BOND**

3 BALLS PER PLAYER

INSTRUCTIONS

Advance bonus multiplier  
when at 5x to score 50,000  
points, reset multiplier  
to 1x, and light lower  
target for 10 time units.

Pop bumpers score 1000  
(3-ball)

Time units are accumulated  
to collect Special. At  
the end of any ball, if a  
player’s time units exceed  
required amount, Special  
is awarded.

At the end of each game  
or when time unit Special  
is awarded, player scores  
1,000 points for each  
time unit.

Build high scores and  
collect time units.  
Either can award  
Special.

Drop targets score lit  
circle value times  
bonus multiplier. Hit  
2 targets at once to  
score 10,000 points and  
2 time units.

Completing all target  
banks with one ball  
lights Special and  
lights upper lane for  
10 time units.

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**SPECIAL WHEN LIT**

**TARGET AWARDS 20**

**ADDITIONAL TIME UNITS**

A-20347

1 REPLAY FOR 460,000 POINTS.

1 REPLAY FOR 800,000 POINTS.

1 REPLAY FOR 70 TIME UNITS.

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Fonts used: News Gothic MT Std, News Gothic MT Std Condensed, Helvetica 55 Roman, Futura Md BT, Helvetica-Black, HelveticaNeue

Card size: 152x108mm (instructions), 152x58mm (score).

**Cards status:**

A-20291 confirmed.

A-20493 confirmed.

A-20347 score card confirmed.

5 balls version confirmed.

3 balls version needed to verify.

Score card needed to verify.

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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