

## HOW TO PLAY

# JAMES BOND

MAXIMUM  
50 TIME UNITS  
PER PLAYER

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.

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.

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A-20291

## COMMENT JOUER

# JAMES BOND

MAXIMUM  
50 UNITES DE  
TEMPS PAR JOUEUR

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 comptage du temps et donne 3 unités de temps.

Les cibles donnent la valeur du multiplicateur de bonus temps des spots allumés.

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

Lorsque le multiplicateur de bonus est à 5X il revient à 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 couloir du haut pour donner 10 unités de temps.

La cible "SPECIAL" s'allume lorsque le temps arrive à zéro.

Chaque bille perdue soustrait 5 unités de temps. La partie est terminée si la bille en jeu est perdue lorsque le temps est égal ou inférieur à 5 unités.

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A-20293

# JAMES BOND

## INSTRUCTIONS

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.

## 5 BALLS PER PLAYER

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.

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# JAMES BOND

## INSTRUCTIONS

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.

## 3 BALLS PER PLAYER

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.

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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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