

METEOR

- *Insert coins for credits ANYTIME game is on. Press credit button to start game. Press credit button for additional players ANYTIME before ball in play #2.*
- *Each METEOR drop target increases spinner value.*
- *Completing ALL M-E-T-E-O-R drop targets:
(1) Increases bonus multiplier "X".
(2) Flashes dead bumpers and outlanes for remainder of ball in play.*
- *Bonus multiplier and METEOR drop targets are held in memory and restore for each players NEXT ball in play, except multiplier resets for next ball when on "6X" or "7X".*
- *WOW's flash on METEOR targets when bonus multiplier is at "6X" only.*
- *Dead bumpers, when lit, and indicated drop targets advance and score corresponding rockets.*
- *Aligning all rockets on same value flashes WOW's as indicated.*
- *Aligning all rockets at 7000 flashes SPECIAL's as indicated.*
- *Outhole scores all rockets times bonus multiplier value.*
- *TILT PENALTY: ball in play only. Maximum 1 WOW per ball in play.*

12B-2-113-22

METEOR

- *Insert coins for credits ANYTIME game is on. Press credit button to start game. Press credit button for additional players ANYTIME before ball in play #2.*
- *Each METEOR drop target increases spinner value.*
- *Completing ALL M-E-T-E-O-R drop targets:
(1) Increases bonus multiplier "X".
(2) Flashes dead bumpers and outlanes for remainder of ball in play.*
- *Bonus multiplier and METEOR drop targets are held in memory and restore for each players NEXT ball in play, except multiplier resets for next ball when on "6X" or "7X".*
- *WOW's flash on METEOR targets when bonus multiplier is at "6X" only.*
- *Dead bumpers, when lit, and indicated drop targets advance and score corresponding rockets.*
- *Aligning all rockets on same value (except 7000) flashes WOW's as indicated.*
- *Aligning all rockets at 7000 flashes SPECIAL's as indicated.*
- *Outhole scores all rockets times bonus multiplier value.*
- *TILT PENALTY: ball in play only. Maximum 1 WOW per ball in play.*

12B-2-113-22b

METEOR

- Insert coins for credits ANYTIME game is on. Press credit button to start game. Press credit button for additional players ANYTIME before ball in play #2.
- Each METEOR drop target increases spinner value.
- Completing ALL M-E-T-E-O-R drop targets:
 - (1) Increases bonus multiplier "X".
 - (2) Flashes dead bumpers and outlanes for remainder of ball in play.
- Bonus multiplier and METEOR drop targets are held in memory and restore for each players NEXT ball in play, except multiplier resets for next ball when on "6X" or "7X".
- WOW's flash on METEOR targets when bonus multiplier is at "7X" only.
- Dead bumpers, when lit, and indicated drop targets advance and score corresponding rockets.
- Aligning all rockets on same value flashes WOW's as indicated.
- Aligning all rockets at 7000 flashes SPECIAL's as indicated.
- Outhole scores all rockets times bonus multiplier value.
- TILT PENALTY: ball in play only. Maximum 1 WOW per ball in play.

12B-2-113-23

METEOR

- Insert coins for credits ANYTIME game is on. Press credit button to start game. Press credit button for additional players ANYTIME before ball in play #2.
- Each METEOR drop target increases spinner value.
- Completing ALL M-E-T-E-O-R drop targets:
 - (1) Increases bonus multiplier "X".
 - (2) Flashes dead bumpers and outlanes for remainder of ball in play.
- Bonus multiplier and METEOR drop targets are held in memory and restore for each players NEXT ball in play, except multiplier resets for next ball when on "6X" or "7X".
- WOW's flash on METEOR targets when bonus multiplier is at "7X" only.
- Dead bumpers, when lit, and indicated drop targets advance and score corresponding rockets.
- Aligning all rockets on same value (except 7000) flashes WOW's as indicated.
- Aligning all rockets at 7000 flashes SPECIAL's as indicated.
- Outhole scores all rockets times bonus multiplier value.
- TILT PENALTY: ball in play only. Maximum 1 WOW per ball in play.

12B-2-113-23b

METEOR

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- *Each METEOR drop target increases spinner value.*
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(1) Increases bonus multiplier "X".
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- *Dead bumpers, when lit, and indicated drop targets advance and score corresponding rockets.*
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- *Aligning all rockets at 7000 flashes SPECIAL's as indicated.*
- *Outhole scores all rockets times bonus multiplier value.*
- *TILT PENALTY: ball in play only. Maximum 1 WOW per ball in play.*

12B-2-113-24

METEOR

- *Insert coins for credits ANYTIME game is on. Press credit button to start game. Press credit button for additional players ANYTIME before ball in play #2.*
- *Each METEOR drop target increases spinner value.*
- *Completing ALL M-E-T-E-O-R drop targets:
(1) Increases bonus multiplier "X".
(2) Flashes dead bumpers and outlanes for remainder of ball in play.*
- *Bonus multiplier and METEOR drop targets are held in memory and restore for each players NEXT ball in play, except multiplier resets for next ball when on "6X" or "7X".*
- *WOW's flash on METEOR targets when bonus multiplier is at "6X" or "7X" only.*
- *Dead bumpers, when lit, and indicated drop targets advance and score corresponding rockets.*
- *Aligning all rockets on same value (except 7000) flashes WOW's as indicated.*
- *Aligning all rockets at 7000 flashes SPECIAL's as indicated.*
- *Outhole scores all rockets times bonus multiplier value.*
- *TILT PENALTY: ball in play only. Maximum 1 WOW per ball in play.*

12B-2-113-24b

METEOR

3 BALLS
PER GAME

1 PLAY — QUARTER
5 PLAYS — DOLLAR COIN

500,000 _____ 1 REPLAY

740,000 _____ 1 REPLAY

- ★ *WOW lights SHOOT AGAIN.*
- ★ *SPECIAL awards 1 replay.*

3 Replays For Beating High Score to Date.
1 Replay For Matching Last Two Score
Numbers With Match Numbers.

METEOR

5 BALLS
PER GAME

1 PLAY — QUARTER
5 PLAYS — DOLLAR COIN

600,000 _____ 1 REPLAY

900,000 _____ 1 REPLAY

- ★ *WOW lights SHOOT AGAIN.*
- ★ *SPECIAL awards 1 replay.*

3 Replays For Beating High Score to Date.
1 Replay For Matching Last Two Score
Numbers With Match Numbers.

- METEOR is het thema van een geweldige speelfilm, die de aanval van meteoren op de aarde, inhoudt.
 - geld insteken, het spel start met 1 bonus.
 - nieuwe elektronica; de bal, in spel gebracht, rollend over de drie rode knoppen, laat de staande doelwitten neervallen ;
de bal terugkerende langs de linkse en de rechtse baan, rollend over het contact, laat de meteor doelwitten neervallen.
 - elk opstaand doelwit van METEOR verhoogt de waarde van het 'spinnerwiel'
 - telkenmale METEOR uitgespeeld wordt, verhoogt de bonuswaarde tot 'zevenmaal'
 - de doelwitten genummerd 1-2-3 dienen uitgespeeld om de bonus op te drijven.
Als deze op EEN lijn gespeeld worden, gaat WOW branden.
 - Extra bal bekomen de spelers als het middelste doelwit van 1-2-3 gespeeld wordt, als de WOW brandt.
 - Specials gaan branden als de waarde van de raketten alle drie tot 7000 klimt.
 - Special geeft 100.000 als eveneens het middelste doelwit van 1-2-3 gespeeld wordt als special brandt.
 - 980.000 geeft vrijspel.
- Veel METEOR genot.

Used fonts: Wingdings, Helvetica, Helvetica Narrow.

Cards status:

12B-2-113-22 confirmed.

12B-2-113-22b confirmed.

12B-2-113-23 confirmed.

12B-2-113-23b confirmed.

12B-2-113-24 confirmed.

12B-2-113-24b confirmed.

Score cards confirmed (unknown card number).

Dutch card confirmed.

Score levels are as recommended by the manual,

with a 800,000 (3 balls) and 900,000 (5 balls) level for the High Score to Date.

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

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