***• 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.***

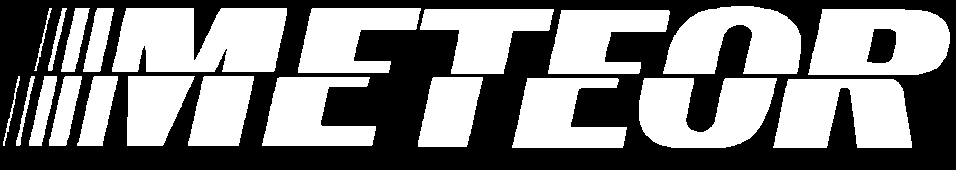
***• Aligning all rockets on same value flashes WOW’s as indicated.***

***• 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



***• 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  
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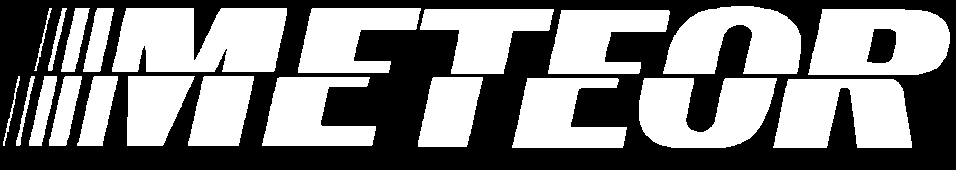
***• Aligning all rockets on same value (except 7000) flashes WOW’s as indicated.***

***• 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



***• 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.***

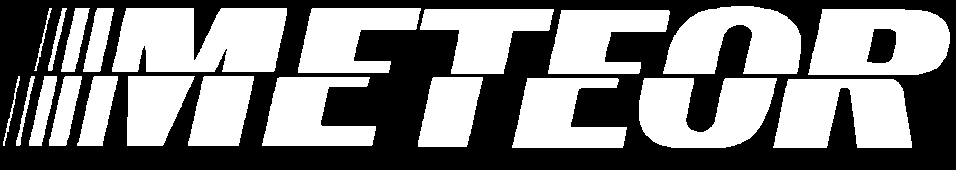
***• Aligning all rockets on same value flashes WOW’s as indicated.***

***• 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



***• 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.***

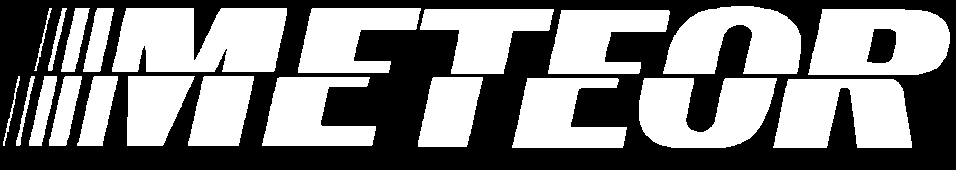
***• Aligning all rockets on same value (except 7000) flashes WOW’s as indicated.***

***• 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



***• 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.***

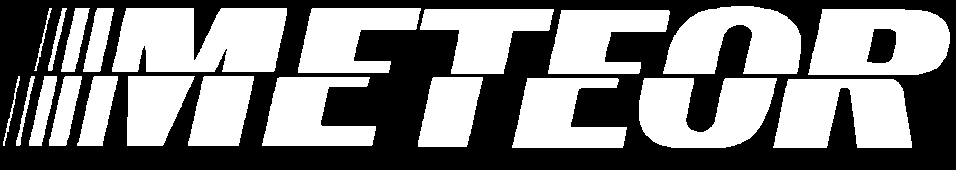
***• Aligning all rockets on same value flashes WOW’s as indicated.***

***• 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-2-113-24



***• 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.***

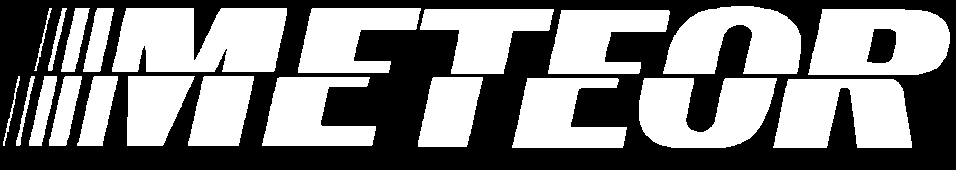
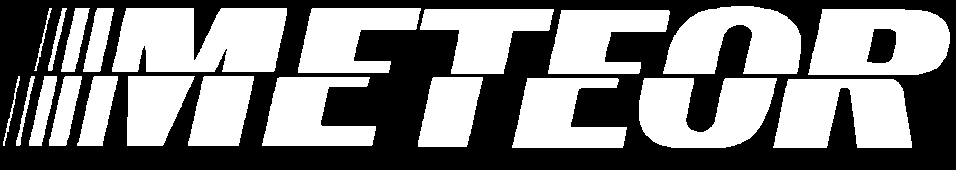
***• Aligning all rockets on same value (except 7000) flashes WOW’s as indicated.***

***• 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



*3 BALLS  
PER GAME*

1 PLAY — QUARTER

5 PLAYS — DOLLAR COIN

*500,000 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 1 REPLAY*

*740,000 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 1 REPLAY*

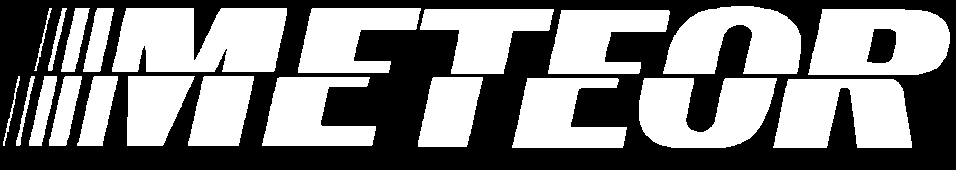
* WOW lights SHOOT AGAIN.*

* SPECIAL awards 1 replay.*

**3 Replays For Beating High Score to Date.**

**1 Replay For Matching Last Two Score**

**Numbers With Match Numbers.**



*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 laan, rollend over het contact,  
 laat de meteoor 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](http://www.inkochnito.nl)

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