

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ Spinner advances right “Spy Hunter” Bonus lites.
- ★ “Shot” targets lite spinner.
- ★ Saucer scores and advances “Spy Hunter” Bonus Value, opens gate and advances multipliers when matched.
- ★ Knocking down all Drop Targets advances “Spy Hunter” Bonus Value.
- ★ Outhole scores 10,000 points for each lit “Weapons Warehouse” lite, each lit “AGENT-GK” lite and each lit Drop Target lite.
- ★ SPECIAL: 1 Replay for lighting all “Weapons Warehouse” lites when lit for Special.
 - 1 Replay for hitting Boop-Ball “Missile” target when flashing for Special.
 - 1 Replay for completing “AGENT-GK” lites when lit for Special.
 - 1 Replay for ball in Saucer when Bonus Value is lit and matched for Special.
 - 1 Replay for knocking down all Drop Targets when lit for Special.
- ★ EXTRA BALL: 1 Extra Ball for lighting all “Weapons Warehouse” lites when lit for Extra Ball.
- ★ Maximum 1 Extra Ball per Ball-in-Play.
- ★ Tilt penalty — ball in play.

M051-00A17-A030

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ Spinner advances right “Spy Hunter” Bonus lites.
- ★ “Shot” targets lite spinner.
- ★ Saucer scores and advances “Spy Hunter” Bonus Value, opens gate and advances multipliers when matched.
- ★ Outhole scores 10,000 points for each lit “Weapons Warehouse” lite, each lit “AGENT-GK” lite and each lit Drop Target lite.
- ★ SPECIAL: 1 Replay for lighting all “Weapons Warehouse” lites when lit for Special.
 - 1 Replay for hitting Boop-Ball “Missile” target when flashing for Special.
 - 1 Replay for completing “AGENT-GK” lites when lit for Special.
 - 1 Replay for ball in Saucer when Bonus Value is lit and matched for Special.
 - 1 Replay for knocking down all Drop Targets when lit for Special.
- ★ EXTRA BALL: 1 Extra Ball for lighting all “Weapons Warehouse” lites when lit for Extra Ball.
- ★ Maximum 1 Extra Ball per Ball-in-Play.
- ★ Tilt penalty — ball in play.

M051-00A17-A031

**1 TO 4
CAN PLAY**

SPY HUNTER

**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**

M051-00A17-A036

**1 TO 4
CAN PLAY**

SPY HUNTER

**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**

M051-00A17-A037

1 TO 4
CAN PLAY

SPY HUNTER

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

M051-00A17-A038

1 TO 4
CAN PLAY

SPY HUNTER

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

M051-00A17-A039

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ Saucer scores and advances "Spy Hunter" Bonus Value when qualified.
- ★ Saucer is qualified when right "Spy Hunter" Bonus lite is lit.
- ★ Skill shot "50,000" points qualifies saucer.
- ★ "SHOT" targets lite spinner and qualify Saucer.
- ★ Knocking down all Drop Targets opens gate and advances Bonus Multipliers.
- ★ Outhole scores 10,000 points for each lit "Weapons Warehouse" lite, each lit "AGENT-GK" lite and each lit Drop Target lite.
- ★ SPECIAL: 1 Extra Ball or 50,000 points for lighting all "Weapons Warehouse" lites when lit for Special.
 - 1 Extra Ball or 50,000 points for hitting Boop-Ball "Missile" target when flashing for Special.
 - 1 Extra Ball or 50,000 points for completing "AGENT-GK" 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 "Weapons Warehouse" lites when lit for Extra Ball.
- ★ Maximum 1 Extra Ball per Ball-in-Play.
- ★ Tilt penalty — ball in play.

M051-00A17-A088

Es können 1 bis 4 Spieler spielen.

SPY HUNTER

Bei einem **gezielten Abschuß** der Kugel werden **10.000, 20.000 oder 50.000 Punkte** gegeben. Werden 50.000 Punkte erreicht, öffnet sich das linke Tor.

Wenn "SHOT" beleuchtet ist, kann der **SPY HUNTER Bonus** durch Treffen des Kugelfangloches **erhöht werden**.

Wird das **Waffenlager komplett beleuchtet**, erhält der Spieler 10.000 Punkte. Die Lampen des Waffenlagers können mit dem rechten Flipperknopf gesteuert werden.

10.000 Punkte für jede beleuchtete Lampe von „AGENT-GK“.

10.000 Punkte für das Abschießen der vier Targets.

SPECIAL: 1 Freispiel für das Beleuchten des kompletten Waffenlagers, wenn Special leuchtet.

1 Freispiel für das anschießen der oberen Kugel, wenn der Missile-Pfeil und Special leuchten.

1 Freispiel für das Beleuchten sämtlicher „AGENT GK“ -Lampen, wenn Special leuchtet.

1 Freispiel für das Treffen des Kugelfangloches, wenn bei dem SPY HUNTER Bonus "Special" leuchtet.

Fonts used: News Gothic MT Std, News Gothic MT Std Condensed, Wingdings, HelvCondensed Normal, HelveticaNeue LT 55 Roman

Cards status:

M051-00A17-A030 confirmed.
M051-00A17-A031 confirmed.
M051-00A17-A032 needed.
M051-00A17-A033 needed.
M051-00A17-A034 needed.
M051-00A17-A035 needed.
M051-00A17-A036 confirmed.
M051-00A17-A037 confirmed.
M051-00A17-A038 needed for double check.
M051-00A17-A039 confirmed.
M051-00A17-A081 needed.
M051-00A17-A082 needed.
M051-00A17-A083 needed.
M051-00A17-A084 needed.
M051-00A17-A085 needed.
M051-00A17-A086 needed.
M051-00A17-A087 needed.
M051-00A17-A088 confirmed.
M051-00A17-A089 needed.
M051-00A17-A090 needed.
M051-00A17-A091 needed.
M051-00A17-A092 needed.
German card confirmed.

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

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