

1 TO 4  
CAN PLAY

# VECTOR

FOR  
AMUSEMENT  
ONLY

1 REPLAY FOR EACH SCORE OF 1,500,000 POINTS.

1 REPLAY FOR EACH SCORE OF 2,000,000 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**

M-1508-104-A

1 TO 4  
CAN PLAY

# VECTOR

FOR  
AMUSEMENT  
ONLY

1 REPLAY FOR EACH SCORE OF 1,100,000 POINTS.

1 REPLAY FOR EACH SCORE OF 1,600,000 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**

M-1508-104-B

1 TO 4  
CAN PLAY

# INSTRUCTIONS

FOR  
AMUSEMENT  
ONLY

- ★ Dropping X-Y-Z targets scores and spots lit value.
- ★ Dropping 3 top Flip-O-Meter Vectorscan defender targets in sequence qualifies captive ball, If targets are not dropped in sequence bottom Flip-O-Meter Vectorscan targets reset, these Must be dropped to qualify captive ball.
- ★ Beating fastest flip speed scores 1 replay.  
1 extra ball is scored and outlane specials lite to score 1 replay for speed of 750 or more.  
Ball also scores lit Flip-O-Meter Vectorscan value first 2 digits X 1000.
- ★ Making H-Y-P-E targets in sequence lites all top bonus arrows; out of sequence lites only 1 arrow. Bonus arrows collected in top right storage energy saucer—3000 points for each lit arrow.
- ★ Bonus scores are collected on playfield as indicated and also in outhole.  
Bonus multipliers are scored in outhole only.
- ★ Maximum — 1 extra ball per ball in play.
- ★ Tilt penalty — Ball in play.

M-1508-104-E

1 TO 4  
CAN PLAY

# INSTRUCTIONS

FOR  
AMUSEMENT  
ONLY

- ★ Dropping X-Y-Z targets scores and spots lit value.
- ★ Dropping 3 top Flip-O-Meter Vectorscan defender targets in sequence qualifies captive ball, If targets are not dropped in sequence bottom Flip-O-Meter Vectorscan targets reset, these Must be dropped to qualify captive ball.
- ★ Beating fastest flip speed scores 1 extra ball or 50,000 points.  
1 extra ball or 25,000 points are scored and outlane specials lite to score 50,000 points for speed of 750 or more.  
Ball also scores lit Flip-O-Meter Vectorscan value first 2 digits X 1000.
- ★ Making H-Y-P-E targets in sequence lites all top bonus arrows; out of sequence lites only 1 arrow. Bonus arrows collected in top right storage energy saucer—3000 points for each lit arrow.
- ★ Bonus scores are collected on playfield as indicated and also in outhole.  
Bonus multipliers are scored in outhole only.
- ★ Maximum — 1 extra ball per ball in play.
- ★ Tilt penalty — Ball in play.

M-1508-104-F

## Cards status:

M1508-104-A needed.

M1508-104-B confirmed.

M1508-104-E1 needed.

M1508-104-F confirmed.

M1508-104-G needed.

Information on manual page 11 needed.

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun.

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