

1 TO 4
CAN PLAY

ELEKTRA

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 1,100,000 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-1508-103-A

1 TO 4
CAN PLAY

ELEKTRA

FOR
AMUSEMENT
ONLY

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

1 REPLAY FOR EACH SCORE OF 1,500,000 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

M-1508-103-B

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

Making green 1-2-3 targets lites left rollover buttons.

- ★ Ball rolling over lit buttons in direction of travelling lites, or by dropping 2X-3X-5X targets, lites top 4-5-6 target arrows.
- ★ Making 4-5-6 targets lites top saucer arrow for lock ball and lites top right rollover button intermittently to score special.

Making the 3 red targets.

1st time opens right ball return gate.

2nd time lites ball return arrow to collect bonus.

3rd time lites 2 blue target lites.

4th time lites 2 additional blue target lites.

5th time lites outlane specials, left outlane for 10 Elektra units and bottom saucer arrow for lock ball.

Making 5 blue targets.

- ★ Lites left outlane for 10 Elektra units and bottom saucer arrow for lock ball.

- ★ Making 3 middle level targets lites outlane special.

Mini-Playfield becomes active after ball-in-play enters outhole and a minimum of 6 Elektra units are achieved.

Making either 1-2-3 or 4-5-6 targets in sequence or making 1 to 6 targets in any order flashes 2X target. Target must be hit when flashing to collect double bonus.

Capturing both balls awards an extra ball.

Tilt penalty — Ball in play.

Maximum — 1 extra ball per ball in play.

M-1508-103-E

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

Making green 1-2-3 targets lites left rollover buttons.

- ★ Ball rolling over lit buttons in direction of travelling lites, or by dropping 2X-3X-5X targets, lites top 4-5-6 target arrows.
- ★ Making 4-5-6 targets lites top saucer arrow for lock ball and lites top right rollover button intermittently to score special.

Making the 3 red targets.

1st time opens right ball return gate.

2nd time lites ball return arrow to collect bonus.

3rd time lites 2 blue target lites.

4th time lites 2 additional blue target lites.

5th time lites outlane specials, left outlane for 10 Elektra units and bottom saucer arrow for lock ball.

Making 5 blue targets.

- ★ Lites left outlane for 10 Elektra units and bottom saucer arrow for lock ball.

- ★ Making 3 middle level targets lites outlane special.

Mini-Playfield becomes active after ball-in-play enters outhole and a minimum of 10 Elektra units are achieved.

Making either 1-2-3 or 4-5-6 targets in sequence or making 1 to 6 targets in any order flashes 2X target. Target must be hit when flashing to collect double bonus.

Capturing both balls awards an extra ball.

Tilt penalty — Ball in play.

Maximum — 1 extra ball per ball in play.

M-1508-103-E-1

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

Making green 1-2-3 targets lites left rollover buttons.

- ★ Ball rolling over lit buttons in direction of travelling lites, or by dropping 2X-3X-5X targets, lites top 4-5-6 target arrows.
- ★ Making 4-5-6 targets lites top saucer arrow for lock ball and lites top right rollover button intermittently to score extra ball or 50,000 points.

Making the 3 red targets.

1st time opens right ball return gate.

2nd time lites ball return arrow to collect bonus.

3rd time lites 2 blue target lites.

4th time lites 2 additional blue target lites.

5th time lites outlane specials, left outlane for 10 Elektra units and bottom saucer arrow for lock ball.

Making 5 blue targets.

- ★ Lites left outlane for 10 Elektra units and bottom saucer arrow for lock ball.

- ★ Making 3 middle level targets lites outlane special. Special scores extra ball or 50,000.

Mini-Playfield becomes active after ball-in-play enters outhole and a minimum of 6 Elektra units are achieved.

Making either 1-2-3 or 4-5-6 targets in sequence or making 1 to 6 targets in any order flashes 2X target. Target must be hit when flashing to collect double bonus.

Capturing both balls awards an extra ball or 25,000.

Tilt penalty — Ball in play.

Maximum — 1 extra ball per ball in play.

M-1508-103-F

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

Making green 1-2-3 targets lites left rollover buttons.

- ★ Ball rolling over lit buttons in direction of travelling lites, or by dropping 2X-3X-5X targets, lites top 4-5-6 target arrows.
- ★ Making 4-5-6 targets lites top saucer arrow for lock ball and lites top right rollover button intermittently to score extra ball or 50,000 points.

Making the 3 red targets.

1st time opens right ball return gate.

2nd time lites ball return arrow to collect bonus.

3rd time lites 2 blue target lites.

4th time lites 2 additional blue target lites.

5th time lites outlane specials, left outlane for 10 Elektra units and bottom saucer arrow for lock ball.

Making 5 blue targets.

- ★ Lites left outlane for 10 Elektra units and bottom saucer arrow for lock ball.

- ★ Making 3 middle level targets lites outlane special. Special scores extra ball or 50,000.

Mini-Playfield becomes active after ball-in-play enters outhole and a minimum of 10 Elektra units are achieved.

Making either 1-2-3 or 4-5-6 targets in sequence or making 1 to 6 targets in any order flashes 2X target. Target must be hit when flashing to collect double bonus.

Capturing both balls awards an extra ball or 25,000.

Tilt penalty — Ball in play.

Maximum — 1 extra ball per ball in play.

M-1508-103-F-1

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

Making green 1-2-3 targets lites left rollover buttons.

- ★ Ball rolling over lit buttons in direction of travelling lites, or by dropping 2X-3X-5X targets, lites top 4-5-6 target arrows.
- ★ Making 4-5-6 targets lites top saucer arrow for lock ball and lites top right rollover button intermittently to score 50,000 points.

Making the 3 red targets.

1st time opens right ball return gate.

2nd time lites ball return arrow to collect bonus.

3rd time lites 2 blue target lites.

4th time lites 2 additional blue target lites.

5th time lites outlane specials, left outlane for 10 Elektra units and bottom saucer arrow for lock ball.

Making 5 blue targets.

★ Lites left outlane for 10 Elektra units and bottom saucer arrow for lock ball.

★ Making 3 middle level targets lites outlane special. Special scores 50,000.

Mini-Playfield becomes active after ball-in-play enters outhole and a minimum of 6 Elektra units are achieved.

Making either 1-2-3 or 4-5-6 targets in sequence op making 1 to 6 targets in any order flashes 2X target. Target must be hit when flashing to collect double bonus.

Capturing both balls awards 25,000.

Tilt penalty — Ball in play.

M-1508-103-G

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

Making green 1-2-3 targets lites left rollover buttons.

- ★ Ball rolling over lit buttons in direction of travelling lites, or by dropping 2X-3X-5X targets, lites top 4-5-6 target arrows.
- ★ Making 4-5-6 targets lites top saucer arrow for lock ball and lites top right rollover button intermittently to score 50,000 points.

Making the 3 red targets.

1st time opens right ball return gate.

2nd time lites ball return arrow to collect bonus.

3rd time lites 2 blue target lites.

4th time lites 2 additional blue target lites.

5th time lites outlane specials, left outlane for 10 Elektra units and bottom saucer arrow for lock ball.

Making 5 blue targets.

★ Lites left outlane for 10 Elektra units and bottom saucer arrow for lock ball.

★ Making 3 middle level targets lites outlane special. Special scores 50,000.

Mini-Playfield becomes active after ball-in-play enters outhole and a minimum of 10 Elektra units are achieved.

Making either 1-2-3 or 4-5-6 targets in sequence op making 1 to 6 targets in any order flashes 2X target. Target must be hit when flashing to collect double bonus.

Capturing both balls awards 25,000.

Tilt penalty — Ball in play.

M-1508-103-G-1

Fonts used: News Gothic MT Std, News Gothic MT Std Condensed, Wingdings.

Cards status:

M1508-103-A confirmed
M1508-103-B confirmed
M1508-103-E confirmed
M1508-103-E-1 confirmed
M1508-103-F confirmed
M1508-103-F-1 confirmed
M1508-103-G confirmed
M1508-103-G-1 confirmed

Recommended "High Score to Date" levels:
(reset periodically)

3 ball 1,700,000 points
5 ball 2,500,000 points

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