

Amazing Memory & Recall

MAKES

Bally® EIGHT BALL

greatest pinball pool table in history



Be Price Wise!
1 PLAY
1 QUARTER
3-BALLS PLAY

ELECTRONIC
4-PLAYER FLIPPER
CONVERTIBLE TO ADD-A-BALL
Ask Your Distributor
to
Demonstrate
Memory & Recall
and
Solid or Striped Ball
Competition

See other side for **FEATURE-GRAM** 

Amazing Memory & Recall System

Regardless of number of players—1, 2, 3, 4—as each ball of each player enters out hole and each ball resets to start status for next player, playfield resets to start status for next player. playfield status of player whose ball entered out hole is **remembered** by machine and **recalled** when player is again up—actually set to exact status achieved when player's previous ball entered out hole. Thus, no player is required to "start over" with each ball but continues, ball to ball, to build score on scoring advantages remaining "live" from previous balls. **But no player can ever "cash in" on other players' success.** No pinball game, past or present, ever offered players the extra scoring thrills of the revolutionary Memory & Recall System built into EIGHT BALL.

Big Jump Spinner Gate

Value of each spin of Spinner Gate is multiplied by 100 when lit—from 10 points to 1,000 points. Gate is lit by skill shot tied to Rack balls.

24,000 Super Bonus

Super Bonus is scored by ball entering out hole with Super Bonus lit. Super Bonus lights for player who in **previous ball play** succeeds in lighting complete Rack sequence, 1 through 8 or 8 through 15, depending on player. Memory & Recall System remembers player's success in **previous ball play**, lights Super Bonus when player is up again.

Break Lane Kickback Balls

Ball entering Break Lane (left out lane) when lit is forcibly kicked back on playfield, scores 5,000, instead of normal 1,000. Lane is lit by skill shot which involves Rack ball lights.



Solid or Striped Ball Competition

First and third players shoot to light **solid** pool balls, 1 through 7, in Rack depicted on playfield. **Second and fourth players** shoot to light **striped** balls, 9 through 15. Black 8-ball is "neutral" and lit by skill shot, after each player's 1-7 or 9-15 sequence is lit. Rack is key to Specials, Bonus.

New Bank Shot Lane

Bank Shot Lane—and related skill shots—are keys to multiplied bonus scores and extra balls.

Giant Out Hole Bonus

Ball entering out hole scores 3,000 bonus for each pool ball lit in Rack. Rack balls lit and thus adding to bonus are **remembered, recalled** and lit again for continued bonus building by new Memory & Recall System.

Double, Triple, Quintuple Bonus

Bonus is doubled, tripled or multiplied by 5 when multiplier light is lit. **See Bank Shot Lane above.**

Popular Extra Balls

Ball entering out hole with Extra Ball light lit returns to shooter tip as extra ball. **See Bank Shot Lane, above.**

The operation of these games and the features therein may be subject to various state and local laws or regulations. It is not intended herein to solicit the sale of such games in any jurisdiction wherein the same may not be lawfully sold or operated.

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