

Fastest Money-Maker in WIR

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PLAYED BY 1, 2, 3 OR 4 PLAYERS TAKES IN UP TO \$12 AN HOUR

Played by 2, 3, or 4 players in competition or by a solo player, rapid action in continuous play takes in up to \$12 an hour. And continuous repeat play is insured by true bowling performance and try-again appeal. Give players the thrill of sit-down bowling in compact space that wins a welcome in every type of location. Give your locations a game as permanent as any fixture. And give yourself record-smashing profits, year after year. Get BALLY ALLEY, BALLY LANE now.

Cabinet Style

CABINET STYLE fits in pinball floor space, 73 in. long, 34 in. wide, 68 in. high. Players' Remote-Control Box may be mounted on Cabinet for self-contained game, illustrated, or remain free for free movement from place to place in location. If Cabinet Style is desired for original installation, order Wall Style plus Cabinet. To convert Wall Style or Pedestal Style to Cabinet Style, simply order Cabinet, utilizing three basic units from the original installation. Always specify model desired, BALLY ALLEY or BALLY LANE.

WALL STYLE consists of three basic units, Play-and-Scoring Panel, Coin-Mechanism Console, Players' Remote-Control Box; and is the most compact style, Panel extending only 6 in. from surface of wall. If Wall Style is desired for original installation, order Wall

Style. To convert Cabinet Style or Pedestal Style to Wall Style, remove Panel and Coin-Mechanism Console from original installation, mount on wall. Always specify model desired, either BALLY ALLEY or BALLY LANE.

PEDESTAL STYLE is an extremely compact style, only 27 in. deep, 34 in. wide. Players' Remote-Control Box may be placed on shelf of Pedestal or freely moved from place to place in location. If Pedestal Style is desired

Wall Style

PLAYER UP

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for original installation, order Wall Style plus Pedestal. To convert Wall Style or Cabinet Style to Pedestal Style, simply order Pedestal, utilizing basic units from original installation. Specify model desired, BALLY ALLEY or BALLY LANE, as described at right.



A.B.C. RULES

(Bally Alley

WITH MATCH AND SCORE-TO-BEAT FEATURES

WITHOUT MATCH AND SCORE-TO-BEAT FEATURES

Player's Remote Control Box is not wired to Play Panel, may be freely moved from place to place in a location, as far as 30 feet from panel, on a table or bar or in a booth—wherever the customers are.

By pressing Control Button, player starts tracer ball flashing rapidly back and forth across front end of alley on Play Panel. Releasing Control Button delivers lightin-action ball up the alley, delivery of ball and success in hitting pins depending on position of tracer ball at moment of delivery.

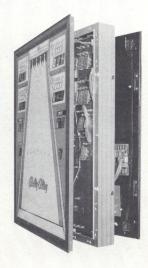
Pins are lit until hit, and contrasting lit and dark pins depict every situation of real bowling—strikes, spares. blows, fancy pick-ups. Progress of each 10-Frame Line of each player is "chalked up" in brilliant lights on the Play Panel.

Match Feature is described on back page.

Score-to-Beat Feature is described on back page.

TRIPLE MODULES SIMPLIFY INSTALLATION

Although complete Play Panel is easily installed, installation may be simplified by modular installation. First, mount back board to frame of Cabinet or Pedestal or directly on wall of location. Second, hang inner swinging module on the back board on built-in hinges. Third, hang face module on inner module by means of built-in hinges. Then, after a simple wire connection between Playand-Scoring Panel and Coin-Mechanism Console and plugin to house current, you are in the business of minting money. And hinged modular design provide easy access for lamp replacement and maintenance.

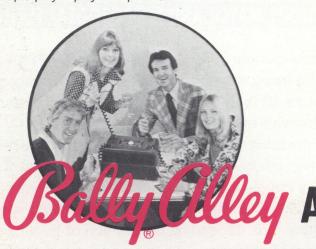


Control Box Stand

Metal Stand for Players' Remote-Control Box is not necessary for successful operation but may be used if desired.

Dollar Bill Acceptor

Dollar Bill Accepter and Stacker may be readily installed in Coin-Mechanism Console to increase multiple-player play and profits.



WITHOUT MATCH AND SCORE-TO-BEAT FEATURES

Cabinet, Pedestal or Wall Style

BALLY LANE is identical to BALLY ALLEY but does **not** include features described below.

Match Feature: matching last number of final score with number which lights on Play Panel at end of game awards one free game.

Score-to-Beat Feature permits operator to mark any score to beat on Play Panel and to adjust mechanism to award one complete game to player who beats indicated challenge score.

Order BALLY ALLEY if the above free game features are desired.

Order BALLY LANE if the above free game features are **not** desired.

ley AND Bally Lane

EARN TOP MONEY YEAR AFTER YEAR

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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