

**GUARANTEED FEATURES OF FUTURITY GAMES**

<p><b>①</b></p> <p>SCORES ADVANCE TO</p> <table border="1"> <tr> <td>RED</td> <td>YELLOW</td> <td>GREEN</td> </tr> <tr> <td>300</td> <td>96</td> <td>96</td> </tr> <tr> <td>144</td> <td>50</td> <td>24</td> </tr> <tr> <td>64</td> <td>16</td> <td>8</td> </tr> </table> <p>MAGIC SCREEN ADVANCES TO D</p>	RED	YELLOW	GREEN	300	96	96	144	50	24	64	16	8	<p><b>②</b></p> <p>SCORES ADVANCE TO</p> <table border="1"> <tr> <td>RED</td> <td>YELLOW</td> <td>GREEN</td> </tr> <tr> <td>200</td> <td>300</td> <td>96</td> </tr> <tr> <td>96</td> <td>144</td> <td>50</td> </tr> <tr> <td>32</td> <td>64</td> <td>16</td> </tr> </table> <p>RED SUPER-SECTION LIGHTS MAGIC SCREEN ADVANCES TO D RED ROLL-OVER LIGHTS</p>	RED	YELLOW	GREEN	200	300	96	96	144	50	32	64	16	<p><b>③ OR ④</b></p> <p>SCORES ADVANCE TO</p> <table border="1"> <tr> <td>RED</td> <td>YELLOW</td> <td>GREEN</td> </tr> <tr> <td>300</td> <td>300</td> <td>200</td> </tr> <tr> <td>144</td> <td>144</td> <td>96</td> </tr> <tr> <td>64</td> <td>64</td> <td>32</td> </tr> </table> <p>YELLOW SUPER-SECTION LIGHTS MAGIC SCREEN ADVANCES TO D BEFORE 5TH BALL LIGHTS</p>	RED	YELLOW	GREEN	300	300	200	144	144	96	64	64	32	<p><b>⑤ OR ⑥</b></p> <p>SCORES ADVANCE TO</p> <table border="1"> <tr> <td>RED</td> <td>YELLOW</td> <td>GREEN</td> </tr> <tr> <td>200</td> <td>450</td> <td>300</td> </tr> <tr> <td>96</td> <td>240</td> <td>144</td> </tr> <tr> <td>32</td> <td>120</td> <td>64</td> </tr> </table> <p>YELLOW SUPER-SECTION LIGHTS MAGIC SCREEN ADVANCES TO E</p>	RED	YELLOW	GREEN	200	450	300	96	240	144	32	120	64	<p><b>⑦ OR ⑧</b></p> <p>SCORES ADVANCE TO</p> <table border="1"> <tr> <td>RED</td> <td>YELLOW</td> <td>GREEN</td> </tr> <tr> <td>450</td> <td>450</td> <td>450</td> </tr> <tr> <td>240</td> <td>240</td> <td>240</td> </tr> <tr> <td>120</td> <td>120</td> <td>120</td> </tr> </table> <p>YELLOW SUPER-SECTION LIGHTS MAGIC SCREEN ADVANCES TO E BEFORE 5TH BALL LIGHTS</p>	RED	YELLOW	GREEN	450	450	450	240	240	240	120	120	120	<p><b>⑨ OR ⑩ OR ⑪</b></p> <p>SCORES ADVANCE TO</p> <table border="1"> <tr> <td>RED</td> <td>YELLOW</td> <td>GREEN</td> </tr> <tr> <td>450</td> <td>300</td> <td>450</td> </tr> <tr> <td>240</td> <td>144</td> <td>240</td> </tr> <tr> <td>120</td> <td>64</td> <td>120</td> </tr> </table> <p>RED SUPER-SECTION LIGHTS MAGIC SCREEN ADVANCES TO E AFTER 5TH BALL LIGHTS</p>	RED	YELLOW	GREEN	450	300	450	240	144	240	120	64	120	<p><b>⑫</b></p> <p>SCORES ADVANCE TO</p> <table border="1"> <tr> <td>RED</td> <td>YELLOW</td> <td>GREEN</td> </tr> <tr> <td>450</td> <td>450</td> <td>600</td> </tr> <tr> <td>240</td> <td>240</td> <td>480</td> </tr> <tr> <td>120</td> <td>120</td> <td>192</td> </tr> </table> <p>RED SUPER-SECTION LIGHTS MAGIC SCREEN ADVANCES TO E AFTER 5TH BALL LIGHTS</p>	RED	YELLOW	GREEN	450	450	600	240	240	480	120	120	192
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FORM BIKINI - 2R

**Futurity Game may be held for Build-up by Future Play and Collected at Any Time by Pressing Orange Button.**

**FIRST PRESS RED BUTTON AND DEPOSIT COIN TO START GAME**

**IF ADDITIONAL COINS ARE DEPOSITED, PRESS BLUE, GREEN OR RED BUTTON BEFORE DEPOSITING EACH COIN**

**BLUE BUTTON FOR ADVANCING SCORES**

**GREEN BUTTON FOR FEATURES**

**RED BUTTON FOR COMBINATION SCORES AND FEATURES**

**TO PLAY FOR EXTRA BALLS AFTER SHOOTING 5 BALLS PRESS YELLOW BUTTON THEN DEPOSIT COINS**

**TO PLAY REPLAYS PRESS BUTTONS WITHOUT DEPOSITING COINS**

FORM BIKINI-1

## 5 BALLS 5 CENTS

Shoot to light ADJOINING numbers, connected by red, yellow or green line,  
or ANY numbers in a color section

### RED, YELLOW AND GREEN SCORE SEPARATE

5-IN-LINE OR 5 IN A SECTION 75 75 96 96 200 300 450 600  
4-IN-LINE OR 4 IN A SECTION 16 20 24 50 96 144 240 480  
3-IN-LINE OR 3 IN A SECTION 4 6 8 16 32 64 120 192

Scores are indicated at bottom of backglass and match  
colors of lines or sections in which scoring numbers are lit

Only highest score and only one 3-in-line per color registers

SCORE VOID IF GAME IS TILTED

**PRESS R-BUTTON TO REGISTER REPLAYS**  
PRESS BUTTON AFTER SHOOTING 4TH BALL

FORM BIKINIS- 5

## 5 BALLS 10 CENTS

Shoot to light ADJOINING numbers, connected by red, yellow or green line,  
or ANY numbers in a color section

### RED, YELLOW AND GREEN SCORE SEPARATE

5-IN-LINE OR 5 IN A SECTION 75 75 96 96 200 300 450 600  
4-IN-LINE OR 4 IN A SECTION 16 20 24 50 96 144 240 480  
3-IN-LINE OR 3 IN A SECTION 4 6 8 16 32 64 120 192

Scores are indicated at bottom of backglass and match  
colors of lines or sections in which scoring numbers are lit

Only highest score and only one 3-in-line per color registers

SCORE VOID IF GAME IS TILTED

**PRESS R-BUTTON TO REGISTER REPLAYS**  
PRESS BUTTON AFTER SHOOTING 4TH BALL

FORM BIKINIS- 10

## 5 BALLS 25 CENTS

Shoot to light ADJOINING numbers, connected by red, yellow or green line,  
or ANY numbers in a color section

### RED, YELLOW AND GREEN SCORE SEPARATE

5-IN-LINE OR 5 IN A SECTION 75 75 96 96 200 300 450 600  
4-IN-LINE OR 4 IN A SECTION 16 20 24 50 96 144 240 480  
3-IN-LINE OR 3 IN A SECTION 4 6 8 16 32 64 120 192

Scores are indicated at bottom of backglass and match  
colors of lines or sections in which scoring numbers are lit

Only highest score and only one 3-in-line per color registers

SCORE VOID IF GAME IS TILTED

**PRESS R-BUTTON TO REGISTER REPLAYS**  
PRESS BUTTON AFTER SHOOTING 4TH BALL

FORM BIKINIS- 25