

GUARANTEED FEATURES OF FUTURITY GAMES

①	SCORES ADVANCE TO <table style="margin: auto;"> <tr> <td style="padding: 2px;">RED</td> <td style="padding: 2px;">YELLOW</td> <td style="padding: 2px;">GREEN</td> </tr> <tr> <td style="padding: 2px;">300</td> <td style="padding: 2px;">96</td> <td style="padding: 2px;">96</td> </tr> <tr> <td style="padding: 2px;">144</td> <td style="padding: 2px;">50</td> <td style="padding: 2px;">24</td> </tr> <tr> <td style="padding: 2px;">64</td> <td style="padding: 2px;">16</td> <td style="padding: 2px;">8</td> </tr> </table> MAGIC SCREEN ADVANCES TO D	RED	YELLOW	GREEN	300	96	96	144	50	24	64	16	8
RED	YELLOW	GREEN											
300	96	96											
144	50	24											
64	16	8											
②	SCORES ADVANCE TO <table style="margin: auto;"> <tr> <td style="padding: 2px;">RED</td> <td style="padding: 2px;">YELLOW</td> <td style="padding: 2px;">GREEN</td> </tr> <tr> <td style="padding: 2px;">200</td> <td style="padding: 2px;">300</td> <td style="padding: 2px;">96</td> </tr> <tr> <td style="padding: 2px;">96</td> <td style="padding: 2px;">144</td> <td style="padding: 2px;">50</td> </tr> <tr> <td style="padding: 2px;">32</td> <td style="padding: 2px;">64</td> <td style="padding: 2px;">16</td> </tr> </table> RED SUPER-SECTION LIGHTS MAGIC SCREEN ADVANCES TO D RED ROLL-OVER LIGHTS	RED	YELLOW	GREEN	200	300	96	96	144	50	32	64	16
RED	YELLOW	GREEN											
200	300	96											
96	144	50											
32	64	16											
③ OR ④	SCORES ADVANCE TO <table style="margin: auto;"> <tr> <td style="padding: 2px;">RED</td> <td style="padding: 2px;">YELLOW</td> <td style="padding: 2px;">GREEN</td> </tr> <tr> <td style="padding: 2px;">300</td> <td style="padding: 2px;">300</td> <td style="padding: 2px;">200</td> </tr> <tr> <td style="padding: 2px;">144</td> <td style="padding: 2px;">144</td> <td style="padding: 2px;">96</td> </tr> <tr> <td style="padding: 2px;">64</td> <td style="padding: 2px;">64</td> <td style="padding: 2px;">32</td> </tr> </table> YELLOW SUPER-SECTION LIGHTS MAGIC SCREEN ADVANCES TO D BEFORE 5TH BALL LIGHTS	RED	YELLOW	GREEN	300	300	200	144	144	96	64	64	32
RED	YELLOW	GREEN											
300	300	200											
144	144	96											
64	64	32											
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RED	YELLOW	GREEN											
200	450	300											
96	240	144											
32	120	64											
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RED	YELLOW	GREEN											
450	450	450											
240	240	240											
120	120	120											
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RED	YELLOW	GREEN											
450	300	450											
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RED	YELLOW	GREEN											
450	450	600											
240	240	480											
120	120	192											

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