

GUARANTEED Red-Letter Games. BE SURE to register replays scored in Red, Yellow, Green or Blue Lines or Sections BEFORE holding R-Button to start Red-Letter Game

SCORES ADVANCE TO			SCORES ADVANCE TO			SCORES ADVANCE TO			SCORES ADVANCE TO			SCORES ADVANCE TO		
RED	YELLOW	GREEN	RED	YELLOW	GREEN	RED	YELLOW	GREEN	RED	YELLOW	GREEN	RED	YELLOW	GREEN
300	96	75 OR 96	300	300	200	200	450	300	450	300	450	600	600	600
144	50	16,20 OR 24	144	144	96	96	240	144	240	144	240	480	480	480
64	16	4, 6 OR 8	64	64	32	32	120	64	64	64	120	192	192	192
Magic Screen Advances to D Red Super-Section Lights Magic Screen Advances to D Red Roll-Over Lights			Yellow Super-Section Lights Magic Screen Advances to D Before Ball Lights			Yellow Super-Section Lights Magic Screen Advances to E			Red Super-Section Lights Magic Screen Advances to E After 5th Ball Lights			Red Super-Section Lights Magic Screen Advances to G Yellow Roll-Over Lights		

A GAME OF SKILL FOR AMUSEMENT ONLY. NO PRIZES OR GAMBLING PERMITTED. SCORE VOID IF GAME IS TILTED.

FIRST PRESS RED BUTTON AND DEPOSIT COIN TO START GAME

IF ADDITIONAL COINS ARE DEPOSITED Press White, Blue, Green or Red Button BEFORE DEPOSITING EACH COIN

SKILL-SHOT

WHEN WHITE BUTTON IS PRESSED, each coin or replay advances Skill-Shot Score at least one step. When Score is advanced to desired point, PRESS GOLD BUTTON to light Skill-Shot selection on backglass.

COINS OR REPLAYS CANNOT BE PLAYED AFTER GOLD BUTTON IS PRESSED

SKILL-SHOT MUST BE SCORED WITH FIRST BALL

If Skill-Shot is scored, wait for Replays to register before shooting second ball

When OK is lit, Orange Section may be moved to first 2 vertical rows

When EXTRA OK is lit, Orange Section may be moved one extra row to right

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

TO PLAY REPLAYS PRESS BUTTONS WITHOUT DEPOSITING COINS

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 SEPARATELY

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

PRESS R-BUTTON TO REGISTER REPLAYS
(Press after shooting 4th ball)

ANY 2 IN ORANGE SECTION
GIVES NEW FREE RED LETTER GAME
WITH GUARANTEED FEATURES
INDICATED BY RED LETTER IN BOUNTY

WHEN SUPER OK IS LIT, ANY 2 IN
ORANGE SECTION GIVES N-GAME

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 SEPARATELY

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

PRESS R-BUTTON TO REGISTER REPLAYS
(Press after shooting 4th ball)

ANY 2 IN ORANGE SECTION
GIVES NEW FREE RED LETTER GAME
WITH GUARANTEED FEATURES
INDICATED BY RED LETTER IN BOUNTY

WHEN SUPER OK IS LIT, ANY 2 IN
ORANGE SECTION GIVES N-GAME

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 SEPARATELY

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

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