

FIRST

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

**DEPOSIT ADDITIONAL COINS TO
LIGHT MAGIC SQUARES A, B, C
LIGHT 2 OR 18 SPOTTED
LIGHT MAGIC SQUARE D
LIGHT PRESS BUTTONS BEFORE SHOOTING 5th BALL
LIGHT PRESS BUTTONS AFTER SHOOTING 5th BALL
LIGHT YELLOW SCORES DOUBLE
LIGHT RED SCORES DOUBLE
LIGHT YELLOW SCORES TRIPLE
LIGHT RED SCORES TRIPLE
LIGHT YELLOW SCORES QUADRUPLE
LIGHT RED SCORES QUADRUPLE
LIGHT BALL IN BALLYHOLE LIGHTS 1st EXTRA BALL
LIGHT CORNERS SCORE 5-IN-LINE
LIGHT AND ADVANCE SCORES**

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

**MAGIC-SQUARES CANNOT BE SHIFTED
AFTER SHOOTING FIRST EXTRA BALL**

**TO PLAY REPLAYS PRESS BUTTONS INSTEAD OF DEPOSITING COINS
FOR AMUSEMENT ONLY. No prizes or gambling permitted.
SCORE VOID IF GAME IS TILTED**

5 BALLS 5 CENTS

SHOOT TO LIGHT ADJOINING NUMBERS
HORIZONTAL, VERTICAL OR DIAGONAL
CONNECTED BY RED, YELLOW OR WHITE LINE

SCORES

5-in-Line	64	72	96	96	96	144	144	192
4-in-Line	16	18	24	36	48	72	96	144
3-in-Line	4	6	8	12	18	24	36	48

AS INDICATED BY LIT NUMBERS ON BACK GLASS

ONLY HIGHEST SCORE PER GAME REGISTERS

ONLY ONE 3-IN-LINE SCORE PER GAME REGISTERS

FORM-NIGHT-CLUB-5

5 BALLS 10 CENTS

SHOOT TO LIGHT ADJOINING NUMBERS
HORIZONTAL, VERTICAL OR DIAGONAL
CONNECTED BY RED, YELLOW OR WHITE LINE

SCORES

5-in-Line	64	72	96	96	96	144	144	192
4-in-Line	16	18	24	36	48	72	96	144
3-in-Line	4	6	8	12	18	24	36	48

AS INDICATED BY LIT NUMBERS ON BACK GLASS

ONLY HIGHEST SCORE PER GAME REGISTERS

ONLY ONE 3-IN-LINE SCORE PER GAME REGISTERS

FORM-NIGHT-CLUB-10

5 BALLS 25 CENTS

SHOOT TO LIGHT ADJOINING NUMBERS
HORIZONTAL, VERTICAL OR DIAGONAL
CONNECTED BY RED, YELLOW OR WHITE LINE

SCORES

5-in-Line	64	72	96	96	96	144	144	192
4-in-Line	16	18	24	36	48	72	96	144
3-in-Line	4	6	8	12	18	24	36	48

AS INDICATED BY LIT NUMBERS ON BACK GLASS

ONLY HIGHEST SCORE PER GAME REGISTERS

ONLY ONE 3-IN-LINE SCORE PER GAME REGISTERS

FORM-NIGHT-CLUB-25