



**PRESS RED BUTTON  
AND DEPOSIT COIN**

**TO START NEW GAME**

**DEPOSIT ADDITIONAL COINS TO**

**LIGHT SUPER-CARDS 1 AND 2**

**LIGHT HOLD ODD OR EVEN OR ALL**

**LIGHT DOUBLE HOLD** WHEN DOUBLE HOLD IS LIT  
PLAYER MAY HOLD TWICE DURING ONE GAME..

**LIGHT SELECT A LIT SPOT NUMBER OR SELECT  
3 SUPER-LINE NUMBERS WHEN (SUPER-LINE) LIT**

**LIGHT SPOT-NUMBERS**

**LIGHT (SUPER-LINE)**

**LIGHT CENTER-CARD CORNERS SCORE 200**

**LIGHT YELLOW AND RED STARS** WHEN HIT WHEN LIT YELLOW ROLL-OVER  
LIGHTS SUPER-CARD 1 . . . . RED ROLL-OVER LIGHTS SUPER-CARD 2 . . . . .

**LIGHT TO ADVANCE SCORES**



**TO PLAY FOR EXTRA BALLS**  
AFTER SHOOTING 5 BALLS  
**PRESS YELLOW BUTTON**  
BEFORE EACH COIN DEPOSITED

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

FORM SURF-CLUB-1

**TO SELECT** A SPOT-NUMBER OR SUPER-LINE NUMBERS **TURN KNOB** ON FRONT OF CABINET

**TO HOLD PRESS ODD EVEN OR ALL BUTTON**

**TO GET "PRE-VIEW" OF YOUR CHOICE OF ODD OR EVEN PRESS BUTTON ONLY PART WAY IN**

**TO RELEASE BALLS FROM NUMBERS NOT HELD**  
PRESS HOLD-BUTTON ALL THE WAY IN . . . SPOTTED NUMBER IS ALWAYS HELD

**TO SCORE REPLAYS** WHEN HOLD IS LIT PRESS ODD, EVEN OR ALL BUTTON  
SCORING LINE-UPS MUST BE HELD TO REGISTER REPLAYS

FORM SURF CLUB-2

# 5 BALLS 5 CENTS

SHOOT TO LIGHT ADJOINING NUMBERS  
HORIZONTAL, VERTICAL OR DIAGONAL  
CONNECTED BY WHITE LINE  
IN CENTER CARD OR SUPER-CARDS

## CENTER CARD SCORES

5-in-Line	96	96	100	100	150	150	192	300
4-in-Line	16	20	24	32	48	72	100	200
3-in-Line	4	6	8	12	18	36	48	64

AS INDICATED BY LIT NUMBERS ON BACK GLASS

**3-IN-LINE ON A SUPER-CARD  
SCORES 4-IN-LINE SCORE  
WHEN CORRESPONDING (SUPER-CARD) LIT**

WHEN SELECTED NUMBERS ARE HIT  
2-IN-LINE IN SUPER-LINE SCORE 4-IN LINE  
3-IN-LINE IN SUPER-LINE SCORE 5-IN LINE

ONLY ONE 3-IN-LINE SCORE PER CARD  
ONLY ONE 4-IN-LINE SCORE PER GAME  
ONLY HIGHEST IN-LINE SCORE PER GAME REGISTERS

FORM SURF -CLUB-5

# 5 BALLS 10 CENTS

SHOOT TO LIGHT ADJOINING NUMBERS  
HORIZONTAL, VERTICAL OR DIAGONAL  
CONNECTED BY WHITE LINE  
IN CENTER CARD OR SUPER-CARDS

## CENTER CARD SCORES

5-in-Line	96	96	100	100	150	150	192	300
4-in-Line	16	20	24	32	48	72	100	200
3-in-Line	4	6	8	12	18	36	48	64

AS INDICATED BY LIT NUMBERS ON BACK GLASS

**3-IN-LINE ON A SUPER-CARD  
SCORES 4-IN-LINE SCORE  
WHEN CORRESPONDING (SUPER-CARD) LIT**

WHEN SELECTED NUMBERS ARE HIT  
2-IN-LINE IN SUPER-LINE SCORE 4-IN LINE  
3-IN-LINE IN SUPER-LINE SCORE 5-IN LINE

ONLY ONE 3-IN-LINE SCORE PER CARD  
ONLY ONE 4-IN-LINE SCORE PER GAME  
ONLY HIGHEST IN-LINE SCORE PER GAME REGISTERS

FORM SURF -CLUB-10

# 5 BALLS 25 CENTS

SHOOT TO LIGHT ADJOINING NUMBERS  
HORIZONTAL, VERTICAL OR DIAGONAL  
CONNECTED BY WHITE LINE  
IN CENTER CARD OR SUPER-CARDS

## CENTER CARD SCORES

5-in-Line	96	96	100	100	150	150	192	300
4-in-Line	16	20	24	32	48	72	100	200
3-in-Line	4	6	8	12	18	36	48	64

AS INDICATED BY LIT NUMBERS ON BACK GLASS

**3-IN-LINE ON A SUPER-CARD  
SCORES 4-IN-LINE SCORE  
WHEN CORRESPONDING (SUPER-CARD) LIT**

WHEN SELECTED NUMBERS ARE HIT  
2-IN-LINE IN SUPER-LINE SCORE 4-IN LINE  
3-IN-LINE IN SUPER-LINE SCORE 5-IN LINE

ONLY ONE 3-IN-LINE SCORE PER CARD  
ONLY ONE 4-IN-LINE SCORE PER GAME  
ONLY HIGHEST IN-LINE SCORE PER GAME REGISTERS

FORM SURF -CLUB-25