

**GUARANTEED features of Red-Letter Games. BE SURE to register replays scored in Red, Yellow, Green, Orange or Blue Sections BEFORE holding R-Button to obtain Red-Letter Game**

<p><b>SCORES-ADVANCE TO</b></p> <table border="1"> <tr> <td>RED</td> <td>YELLOW</td> <td>GREEN</td> </tr> <tr> <td>300</td> <td>96</td> <td>75 OR 96</td> </tr> <tr> <td>144</td> <td>50</td> <td>16, 20 OR 24</td> </tr> <tr> <td>64</td> <td>16</td> <td>4, 6 OR 8</td> </tr> </table> <p><b>MAGIC SCREEN ADVANCES TO D</b> <b>RED ROLL-OVER LIGHTS</b></p>	RED	YELLOW	GREEN	300	96	75 OR 96	144	50	16, 20 OR 24	64	16	4, 6 OR 8	<p><b>SCORES-ADVANCE TO</b></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><b>RED SUPER SECTION LIGHTS</b> <b>MAGIC SCREEN ADVANCES TO D</b> <b>RED ROLL-OVER LIGHTS</b></p>	RED	YELLOW	GREEN	200	300	96	96	144	50	32	64	16	<p><b>SCORES-ADVANCE TO</b></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><b>YELLOW SUPER-SECTION LIGHTS</b> <b>MAGIC SCREEN ADVANCES TO D</b> <b>BEFORE 5TH BALL LIGHTS</b></p>	RED	YELLOW	GREEN	300	300	200	144	144	96	64	64	32	<p><b>SCORES-ADVANCE TO</b></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><b>YELLOW SUPER-SECTION LIGHTS</b> <b>MAGIC SCREEN ADVANCES TO E</b></p>	RED	YELLOW	GREEN	200	450	300	96	240	144	32	120	64	<p><b>SCORES-ADVANCE TO</b></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>96</td> <td>144</td> <td>240</td> </tr> <tr> <td>32</td> <td>64</td> <td>120</td> </tr> </table> <p><b>RED SUPER-SECTION LIGHTS</b> <b>MAGIC SCREEN ADVANCES TO E</b> <b>AFTER 5TH BALL LIGHTS</b></p>	RED	YELLOW	GREEN	450	300	450	96	144	240	32	64	120	<p><b>SCORES-ADVANCE TO</b></p> <table border="1"> <tr> <td>RED</td> <td>YELLOW</td> <td>GREEN</td> </tr> <tr> <td>600</td> <td>600</td> <td>600</td> </tr> <tr> <td>480</td> <td>480</td> <td>480</td> </tr> <tr> <td>192</td> <td>192</td> <td>192</td> </tr> </table> <p><b>RED SUPER-SECTION LIGHTS</b> <b>MAGIC SCREEN ADVANCES TO G</b> <b>YELLOW ROLL-OVER LIGHTS</b></p>	RED	YELLOW	GREEN	600	600	600	480	480	480	192	192	192
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FORM CAN CAN - 2

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

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

**BLUE BUTTON FOR ADVANCING SCORES**

**GREEN BUTTON FOR FEATURES**

**RED BUTTON FOR COMBINATION SCORES AND FEATURES**

**WHITE BUTTON FOR RED OR YELLOW SUPER-SECTION PANEL (AFTER "D" IS LIT)**

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

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

FORM CAN CAN-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

**ANY 2 IN ORANGE SECTION  
STARTS NEW FREE RED LETTER GAME  
WITH GUARANTEED FEATURES  
INDICATED BY RED LETTER IN CAN CAN**

**SCORE VOID IF GAME IS TILTED**

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

FORM CAN CAN-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

**ANY 2 IN ORANGE SECTION  
STARTS NEW FREE RED LETTER GAME  
WITH GUARANTEED FEATURES  
INDICATED BY RED LETTER IN CAN CAN**

**SCORE VOID IF GAME IS TILTED**

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

FORM CAN CAN-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

**ANY 2 IN ORANGE SECTION  
STARTS NEW FREE RED LETTER GAME  
WITH GUARANTEED FEATURES  
INDICATED BY RED LETTER IN CAN CAN**

**SCORE VOID IF GAME IS TILTED**

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

FORM CAN CAN-25