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

SCORES ADVANCE TO

RED	YELLOW	GREEN
600	600	600
480	480	480
192	192	192

RED SUPER-SECTION LIGHTS
MAGIC SCREEN ADVANCES TO G
YELLOW ROLL-OVER LIGHTS

SCORES ADVANCE TO

RED	YELLOW	GREEN
450	300	450
240	144	240
120	64	120

RED SUPER-SECTION LIGHTS
MAGIC SCREEN ADVANCES TO E
AFTER 5TH BALL LIGHTS

SCORES ADVANCE TO

RED	YELLOW	GREEN
200	450	300
96	240	144
32	120	64

YELLOW SUPER-SECTION LIGHTS
MAGIC SCREEN ADVANCES TO E

SCORES ADVANCE TO

RED	YELLOW	GREEN
300	300	200
144	144	98
64	64	32

YELLOW SUPER-SECTION LIGHTS
MAGIC SCREEN ADVANCES TO D
BEFORE 5TH BALL LIGHTS

SCORES ADVANCE TO

RED	YELLOW	GREEN
200	300	96
96	144	50
32	64	16

RED SUPER-SECTION LIGHTS
MAGIC SCREEN ADVANCES TO D
RED ROLL-OVER LIGHTS

SCORES ADVANCE TO

RED	YELLOW	GREEN
300	96	75 OR 96
144	50	16, 20 OR 24
64	16	4, 6 OR 8

MAGIC SCREEN ADVANCES TO D

FIRST PRESS RED BUTTON
AND DEPOSIT COIN TO START GAME

Deposit additional coins to light
Magic Screen Positions A, B, C, D, E, F, G
OK Feature

OK LIT
PERMITS PLAYER TO SHIFT MAGIC SCREEN
TO O OR K POSITION
TO SCORE IN ORANGE SECTION

Yellow or Red Super-Section Score Boosters
2 in Blue Super-Section Scores Green 5
Yellow Star Roll-Over
Red Star Roll-Over
Press Buttons Before Shooting 5th Ball
Press Buttons After Shooting 5th Ball
Advancing Scores

TO PLAY FOR EXTRA BALLS
AFTER SHOOTING 5 BALLS
PRESS YELLOW BUTTON
THEN 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 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 COUNTY FAIR

SCORE VOID IF GAME IS TILTED

PRESS R-BUTTON TO REGISTER REPLAYS

PRESS BUTTON AFTER SHOOTING 4TH BALL

FORM COUNTY FAIR-5

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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 COUNTY FAIR

SCORE VOID IF GAME IS TILTED

PRESS R-BUTTON TO REGISTER REPLAYS

PRESS BUTTON AFTER SHOOTING 4TH BALL

FORM COUNTY FAIR-10

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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 COUNTY FAIR

SCORE VOID IF GAME IS TILTED

PRESS R-BUTTON TO REGISTER REPLAYS

PRESS BUTTON AFTER SHOOTING 4TH BALL

FORM COUNTY FAIR-25