

TO START NEW GAME

DEPOSIT ADDITIONAL COINS TO

LIGHT MAGIC-LINES PANEL

LIGHT MAGIC-POCKETS PANEL

LIGHT CORNERS PANELS

LIGHT AND SPOT 10 OR 25

LIGHT AND ADVANCE SCORES (SEE SCORE CARD)



TO PLAY REPLAYS PRESS BUTTONS INSTEAD OF DEPOSITING COINS FOR AMUSEMENT ONLY. No prizes or gambling permitted.

SCORE VOID IF GAME IS TILTED

FORM-GAYETY- 1

MAGIC-POCKETS may be played to RELEASE BALLS

Simply shoot or button-kick a ball into 1-hole. Then button-kick other balls toward 1-hole. Balls jumping out of 2-hole . . . being blocked by ball in 1-hole . . . escape for further playfield action.

Or 7-hole may be blocked to release balls from 6-hole.

5 BALLS 5 CENTS

SHOOT TO LIGHT ADJOINING NUMBERS—HRIZONTAL, VERTICAL OR DIAGONAL—CONNECTED BY WHITE LINE

CENTER CARD SCORES

5-in-Line	96	96	100	100	150	150	200	300
4-in-Line	16	20	24	40	60	120	160	200
3-in-Line	4	6	8	12	18	36	48	64

AS INDICATED BY LIT NUMBERS ON BACK GLASS

ONLY HIGHEST IN-LINE SCORE PER GAME REGISTERS
ONLY HIGHEST CORNERS SCORE PER GAME REGISTERS

FORM-GAYETY-5R

5 BALLS 10 CENTS

SHOOT TO LIGHT ADJOINING NUMBERS—HRIZONTAL, VERTICAL OR DIAGONAL—CONNECTED BY WHITE LINE

CENTER CARD SCORES

5-in-Line	96	96	100	100	150	150	200	300
4-in-Line	16	20	24	40	60	120	160	200
3-in-Line	4	6	8	12	18	36	48	64

AS INDICATED BY LIT NUMBERS ON BACK GLASS

ONLY HIGHEST IN-LINE SCORE PER GAME REGISTERS
ONLY HIGHEST CORNERS SCORE PER GAME REGISTERS

FORM-GAYETY-10R

5 BALLS 25 CENTS

SHOOT TO LIGHT ADJOINING NUMBERS—HRIZONTAL, VERTICAL OR DIAGONAL—CONNECTED BY WHITE LINE

CENTER CARD SCORES

5-in-Line	96	96	100	100	150	150	200	300
4-in-Line	16	20	24	40	60	120	160	200
3-in-Line	4	6	8	12	18	36	48	64

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ONLY HIGHEST CORNERS SCORE PER GAME REGISTERS

FORM-GAYETY-25R