



**SHOOT FIRST 4 BALLS
IN SKILL LANE TO QUALIFY**

MATCH-SELECTION

Ball placed in a pocket corresponding to a **LIGHTED SELECTION** (1 to 7) receives Replays indicated, depending on section of play-field (**WIN, PLACE, SHOW OR PURSE**) in which Selection is matched.

SPELL-NAME

Ball placed in **LEFT OR RIGHT JOCKEY-CAP POCKET**, when corresponding Jockey Cap is lit, lights next letter in name of game and scores 3 **REPLAYS MULTIPLIED BY NUMBER OF COINS PLAYED** (up to 4).
Player who lights final letter of name scores 40 **REPLAYS MULTIPLIED BY NUMBER OF COINS PLAYED** (up to 4).

FEATURE

Ball placed in **FEATURE POCKET**, when **FEATURE** is lit, receives 20 **REPLAYS MULTIPLIED BY NUMBER OF FEATURE POINTS** indicated.

SCORE VOID IF GAME IS TILTED

MINORS NOT PERMITTED TO PLAY



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