



MATCH-SELECTION

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

L AND R

Ball shot into LEFT OR RIGHT CAP-POCKET,
when corresponding CAP is lit on backglass,
lights ALL 7 SELECTIONS for next game played.

A, B, C, D

When A, B, C, D are lit on backglass by
hitting A, B, C, D bumpers in rotation, NEXT
WINNER SCORES DOUBLE.

Clover Button cannot be played when A, B, C, D are lit

FEATURE

Ball shot into FEATURE POCKET, when FEATURE is lit, scores 160 REPLAYS.

SCORE VOID IF GAME IS TILTED

FEATURE NOT DOUBLED BY A, B, C, D

MINORS NOT PERMITTED TO PLAY

FORM TURF KING—1-160



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FORM TURF KING—1-320



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

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FEATURE

Ball shot into FEATURE POCKET, when FEATURE is lit, scores 20 REPLAYS MULTIPLIED BY NUMBER OF FEATURE POINTS indicated.

SCORE VOID IF GAME IS TILTED

FEATURE NOT DOUBLED BY A, B, C, D

MINORS NOT PERMITTED TO PLAY

FORM TURF KING—5-20



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

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