

FOR AMUSEMENT ONLY

NO PRIZES OR GAMBLING PERMITTED

SCORE VOID IF GAME IS TILTED

FIRST PRESS PLAY BUTTON AND DEPOSIT COIN TO START NEW GAME then deposit additional coins to

- (1) LIGHT SELECTION FEATURES
- (2) LIGHT SELECTION NUMBERS
- (3) LIGHT "5th BALL" PANEL
- (4) LIGHT MARACAS • EITHER MARACA HOLE HIT WHEN LIT SPOTS 2, 5 AND 8 — ALL 3 NUMBERS
- (5) LIGHT SUPER-CARD PANELS
- (6) LIGHT CENTER CARD CORNERS PANEL
- (7) LIGHT SPECIAL CARDS
- (8) 3-IN-LINE SCORES 4-IN-LINE

— TO PLAY REPLAYS — Use Push Buttons instead of Coins.

**PLAY
BUTTON**



RIO-1

UNITED MANUFACTURING CO.

5 BALLS 5 CENTS

SHOOT TO LIGHT ADJOINING NUMBERS HORIZONTAL, VERTICAL OR DIAGONAL CONNECTED BY WHITE LINE IN CENTER CARD, SUPER-CARDS OR SPECIAL CARDS

CENTER CARD SCORES

5-in-Line	96	96	100	100	150	150	192	300
4-in-Line	16	20	24	32	48	72	100	200
3-in-Line	4	6	8	12	18	36	48	64

AS INDICATED BY LIT NUMBERS ON BACK GLASS

SPECIAL CARDS WHEN LIT	SUPER CARDS WHEN LIT
ANY 2 SCORES 3-IN-LINE	3-IN-LINE SCORES 4-IN-LINE
ANY 3 SCORES 4-IN-LINE	SUPER CARD CORNERS
4 SCORES 5-IN-LINE	SCORE 5-IN-LINE

LITE-A-NAME

RI SCORES 4-IN-LINE
RI SCORES 3-IN-LINE

ONLY HIGHEST SCORE PER GAME REGISTERS

3401 N. CALIFORNIA AVE.

CHICAGO 18, ILL.

WHEN

SELECT A LIT
Selection Feature
BEFORE SHOOTING BALL

IS LIT

Turning knob on front of cabinet will select any **LIGHTED** advantage or number such as: **EXTRA BALL** • BOTH SUPER CARDS • BOTH SPECIAL CARDS, 3-IN-LINE SCORES 4-IN-LINE • NUMBERS 19, 20, 21, 22, 16, 25 or 10

Selection must be made when
SELECT NOW is lit

TO PLAY FOR EXTRA BALLS

After shooting 5 Balls — Press **THIS BUTTON** before each coin deposited.

**EXTRA
BALL
BUTTON**

