

## **WAGON TRAIN**

HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRESPONDING NUMBER IN RED OR WHITE FEATHER.

LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLLOVER FOR SPECIAL.

SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

MATCHING LAST NUMBER IN POINT SCORE TO LIGHTED NUMBER THAT APPEARS ON BACK GLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

1 REPLAY FOR 1100 POINTS.

1 REPLAY FOR 1300 POINTS.

1 REPLAY FOR 1400 POINTS.

1 REPLAY FOR 1500 POINTS.

166

SK433-1

## **WAGON TRAIN**

HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRESPONDING NUMBER IN RED OR WHITE FEATHER.

LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLLOVER FOR SPECIAL.

SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

MATCHING LAST NUMBER IN POINT SCORE TO LIGHTED NUMBER THAT APPEARS ON BACK GLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

1 REPLAY FOR 1000 POINTS.

1 REPLAY FOR 1200 POINTS.

1 REPLAY FOR 1300 POINTS.

1 REPLAY FOR 1400 POINTS.

166

SK433-2

## **WAGON TRAIN**

HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRESPONDING NUMBER IN RED OR WHITE FEATHER.

LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLLOVER FOR SPECIAL.

SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

MATCHING LAST NUMBER IN POINT SCORE TO LIGHTED NUMBER THAT APPEARS ON BACK GLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

1 REPLAY FOR 1000 POINTS.

1 REPLAY FOR 1100 POINTS.

1 REPLAY FOR 1200 POINTS.

1 REPLAY FOR 1300 POINTS.

166

SK433-3

## **WAGON TRAIN**

HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRESPONDING NUMBER IN RED OR WHITE FEATHER.

LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLLOVER FOR SPECIAL.

SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

MATCHING LAST NUMBER IN POINT SCORE TO LIGHTED NUMBER THAT APPEARS ON BACK GLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

1 REPLAY FOR 1100 POINTS.

1 REPLAY FOR 1200 POINTS.

1 REPLAY FOR 1300 POINTS.

1 REPLAY FOR 1400 POINTS.

166

SK433-4

## **WAGON TRAIN**

HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRESPONDING NUMBER IN RED OR WHITE FEATHER.

LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLL-OVER FOR SPECIAL.

SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

MATCHING LAST NUMBER IN POINT SCORE TO LIGHTED NUMBER THAT APPEARS ON BACK GLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

1 REPLAY FOR 1100 POINTS.

1 REPLAY FOR 1400 POINTS.

1 REPLAY FOR 1500 POINTS.

1 REPLAY FOR 1600 POINTS.

166

SK433-5

## **WAGON TRAIN**

HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRESPONDING NUMBER IN RED OR WHITE FEATHER.

LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLL-OVER FOR SPECIAL.

SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

MATCHING LAST NUMBER IN POINT SCORE TO LIGHTED NUMBER THAT APPEARS ON BACK GLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

1 REPLAY FOR 1100 POINTS.

1 REPLAY FOR 1300 POINTS.

1 REPLAY FOR 1500 POINTS.

1 REPLAY FOR 1600 POINTS.

166

SK433-6

## **WAGON TRAIN**

HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRESPONDING NUMBER IN RED OR WHITE FEATHER.

LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLL-OVER FOR SPECIAL.

SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

MATCHING LAST NUMBER IN POINT SCORE TO LIGHTED NUMBER THAT APPEARS ON BACK GLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

1 REPLAY FOR 1200 POINTS.

1 REPLAY FOR 1300 POINTS.

1 REPLAY FOR 1400 POINTS.

1 REPLAY FOR 1500 POINTS.

166

SK433-7

## **WAGON TRAIN**

HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRESPONDING NUMBER IN RED OR WHITE FEATHER.

LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLL-OVER FOR SPECIAL.

SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

MATCHING LAST NUMBER IN POINT SCORE TO LIGHTED NUMBER THAT APPEARS ON BACK GLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

1 REPLAY FOR 1200 POINTS.

1 REPLAY FOR 1400 POINTS.

1 REPLAY FOR 1500 POINTS.

1 REPLAY FOR 1600 POINTS.

166

SK433-8

## **WAGON TRAIN**

HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRESPONDING NUMBER IN RED OR WHITE FEATHER.

LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLLOVER FOR SPECIAL.

SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

MATCHING LAST NUMBER IN POINT SCORE TO LIGHTED NUMBER THAT APPEARS ON BACK GLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

## **WAGON TRAIN**

HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRESPONDING NUMBER IN RED OR WHITE FEATHER.

LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLLOVER FOR SPECIAL.

SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

1 REPLAY FOR 1100 POINTS.

1 REPLAY FOR 1300 POINTS.

1 REPLAY FOR 1400 POINTS.

1 REPLAY FOR 1500 POINTS.

## **WAGON TRAIN**

HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRESPONDING NUMBER IN RED OR WHITE FEATHER.

LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLLOVER FOR SPECIAL.

SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

1 REPLAY FOR 1000 POINTS.

1 REPLAY FOR 1200 POINTS.

1 REPLAY FOR 1300 POINTS.

1 REPLAY FOR 1400 POINTS.

## **WAGON TRAIN**

HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRESPONDING NUMBER IN RED OR WHITE FEATHER.

LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLLOVER FOR SPECIAL.

SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

1 REPLAY FOR 1000 POINTS.

1 REPLAY FOR 1100 POINTS.

1 REPLAY FOR 1200 POINTS.

1 REPLAY FOR 1300 POINTS.

## **WAGON TRAIN**

HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRESPONDING NUMBER IN RED OR WHITE FEATHER.

LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLLOVER FOR SPECIAL.

SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

1 REPLAY FOR 1100 POINTS.

1 REPLAY FOR 1200 POINTS.

1 REPLAY FOR 1300 POINTS.

1 REPLAY FOR 1400 POINTS.

## **WAGON TRAIN**

HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRESPONDING NUMBER IN RED OR WHITE FEATHER.

LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLLOVER FOR SPECIAL.

SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

1 REPLAY FOR 1100 POINTS.

1 REPLAY FOR 1400 POINTS.

1 REPLAY FOR 1500 POINTS.

1 REPLAY FOR 1600 POINTS.

## **WAGON TRAIN**

HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRESPONDING NUMBER IN RED OR WHITE FEATHER.

LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLLOVER FOR SPECIAL.

SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

1 REPLAY FOR 1100 POINTS.

1 REPLAY FOR 1300 POINTS.

1 REPLAY FOR 1500 POINTS.

1 REPLAY FOR 1600 POINTS.

## **WAGON TRAIN**

HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRESPONDING NUMBER IN RED OR WHITE FEATHER.

LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLLOVER FOR SPECIAL.

SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

1 REPLAY FOR 1200 POINTS.

1 REPLAY FOR 1300 POINTS.

1 REPLAY FOR 1400 POINTS.

1 REPLAY FOR 1500 POINTS.

## **WAGON TRAIN**

HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRESPONDING NUMBER IN RED OR WHITE FEATHER.

LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLLOVER FOR SPECIAL.

SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

1 REPLAY FOR 1200 POINTS.

1 REPLAY FOR 1400 POINTS.

1 REPLAY FOR 1500 POINTS.

1 REPLAY FOR 1600 POINTS.

## **WAGON TRAIN**

HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRESPONDING NUMBER IN RED OR WHITE FEATHER.

LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLLOVER FOR SPECIAL.

SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

## **WAGON TRAIN**

HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRESPONDING NUMBER IN RED OR WHITE FEATHER.

LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLLOVER FOR SPECIAL.

SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

1 REPLAY FOR 900 POINTS.

1 REPLAY FOR 1100 POINTS.

1 REPLAY FOR 1200 POINTS.

1 REPLAY FOR 1300 POINTS.

## **WAGON TRAIN**

HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRESPONDING NUMBER IN RED OR WHITE FEATHER.

LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLLOVER FOR SPECIAL.

SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

1 REPLAY FOR 900 POINTS.

1 REPLAY FOR 1000 POINTS.

1 REPLAY FOR 1100 POINTS.

1 REPLAY FOR 1200 POINTS.

Used fonts: Futura ExtraBold, Futura Md BT  
Card size: 108x152mm

**Cards status:**

SK433-1 card needed to verify.  
SK433-2 card needed to verify.  
SK433-3 card needed to verify.  
SK433-4 card needed to verify.  
SK433-5 card confirmed.  
SK433-6 card confirmed.  
SK433-7 card confirmed.  
SK433-8 card confirmed.  
SK433-9 card needed to verify.  
SK433-10 card confirmed.  
SK433-11 card needed to verify.  
SK433-12 card confirmed.  
SK433-13 card confirmed.  
SK433-14 card needed to verify.  
SK433-15 card needed to verify.  
SK433-16 card confirmed.  
SK433-17 card needed to verify.  
SK433-18 card confirmed.  
SK433-27 card confirmed.  
SK433-28 card confirmed.  
If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun,  
Peter

[www.inkochnito.nl](http://www.inkochnito.nl)

If you like my work, please send me a donation via PayPal.