

DANCING DOLLS

HITTING YELLOW OR RED TARGETS OR HOLES, LIGHTS ONE SPOTLIGHT AND CORRESPONDING COLORED "POP" BUMPERS.

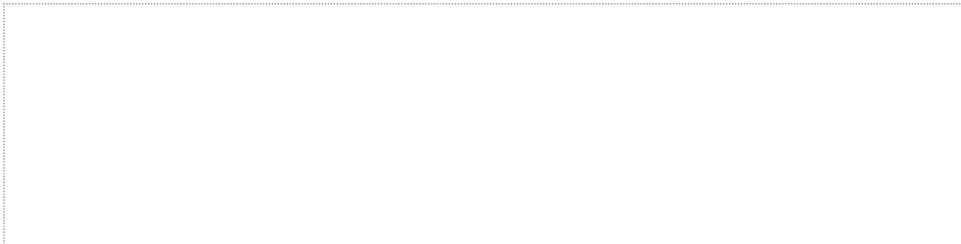
MATCHING LAST NUMBER IN SCORE TO NUMBER THAT APPEARS ON BACK GLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

1 REPLAY FOR 29 POINTS.

1 REPLAY FOR 32 POINTS.

1 REPLAY FOR 35 POINTS.

1 REPLAY FOR 40 POINTS.



168

SK437-1

DANCING DOLLS

HITTING YELLOW OR RED TARGETS OR HOLES, LIGHTS ONE SPOTLIGHT AND CORRESPONDING COLORED "POP" BUMPERS.

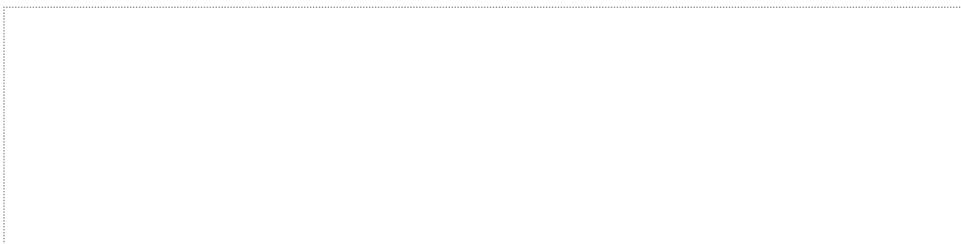
MATCHING LAST NUMBER IN SCORE TO NUMBER THAT APPEARS ON BACK GLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

1 REPLAY FOR 32 POINTS.

1 REPLAY FOR 35 POINTS.

1 REPLAY FOR 37 POINTS.

1 REPLAY FOR 40 POINTS.



168

SK437-2

DANCING DOLLS

HITTING YELLOW OR RED TARGETS OR HOLES, LIGHTS ONE SPOTLIGHT AND CORRESPONDING COLORED "POP" BUMPERS.

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

1 REPLAY FOR 30 POINTS.

1 REPLAY FOR 35 POINTS.

1 REPLAY FOR 40 POINTS.

1 REPLAY FOR 45 POINTS.



168

SK437-3

DANCING DOLLS

HITTING YELLOW OR RED TARGETS OR HOLES, LIGHTS ONE SPOTLIGHT AND CORRESPONDING COLORED "POP" BUMPERS.

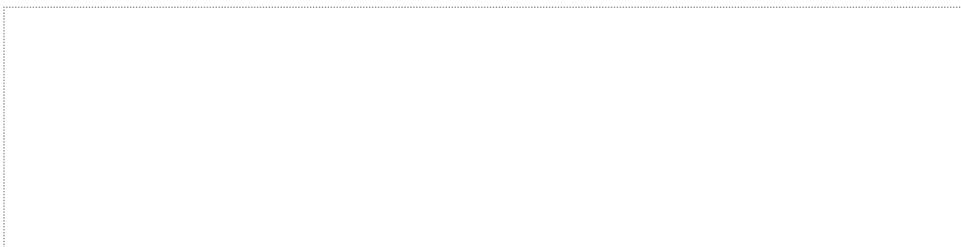
MATCHING LAST NUMBER IN SCORE TO NUMBER THAT APPEARS ON BACK GLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

1 REPLAY FOR 32 POINTS.

1 REPLAY FOR 37 POINTS.

1 REPLAY FOR 40 POINTS.

1 REPLAY FOR 45 POINTS.



168

SK437-4

DANCING DOLLS

HITTING YELLOW OR RED TARGETS OR HOLES, LIGHTS ONE SPOTLIGHT AND CORRESPONDING COLORED "POP" BUMPERS.

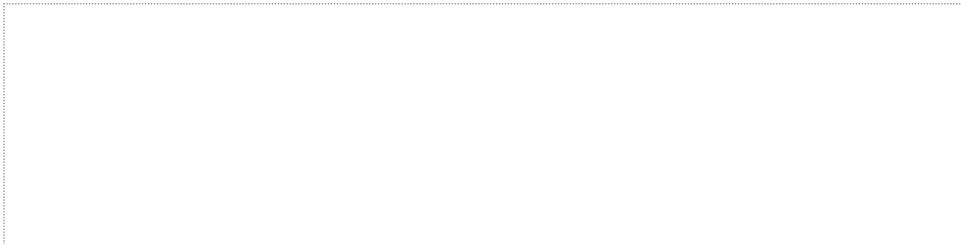
MATCHING LAST NUMBER IN SCORE TO NUMBER THAT APPEARS ON BACK GLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

1 REPLAY FOR 25 POINTS.

1 REPLAY FOR 30 POINTS.

1 REPLAY FOR 35 POINTS.

1 REPLAY FOR 40 POINTS.



168

SK437-5

DANCING DOLLS

HITTING YELLOW OR RED TARGETS OR HOLES, LIGHTS ONE SPOTLIGHT AND CORRESPONDING COLORED "POP" BUMPERS.

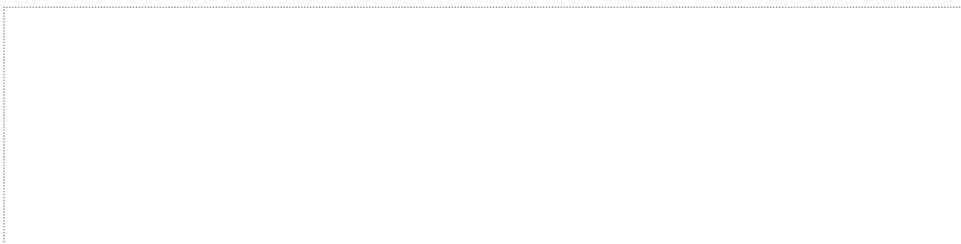
MATCHING LAST NUMBER IN SCORE TO NUMBER THAT APPEARS ON BACK GLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

1 REPLAY FOR 25 POINTS.

1 REPLAY FOR 35 POINTS.

1 REPLAY FOR 37 POINTS.

1 REPLAY FOR 40 POINTS.



168

SK437-6

DANCING DOLLS

HITTING YELLOW OR RED TARGETS OR HOLES, LIGHTS ONE SPOTLIGHT AND CORRESPONDING COLORED "POP" BUMPERS.

- 1 REPLAY FOR 29 POINTS.**
- 1 REPLAY FOR 32 POINTS.**
- 1 REPLAY FOR 35 POINTS.**
- 1 REPLAY FOR 40 POINTS.**



168

SK437-7

DANCING DOLLS

HITTING YELLOW OR RED TARGETS OR HOLES, LIGHTS ONE SPOTLIGHT AND CORRESPONDING COLORED "POP" BUMPERS.

- 1 REPLAY FOR 32 POINTS.**
- 1 REPLAY FOR 35 POINTS.**
- 1 REPLAY FOR 37 POINTS.**
- 1 REPLAY FOR 40 POINTS.**



168

SK437-8

DANCING DOLLS

HITTING YELLOW OR RED TARGETS OR HOLES, LIGHTS ONE SPOTLIGHT AND CORRESPONDING COLORED "POP" BUMPERS.

- 1 REPLAY FOR 30 POINTS.**
- 1 REPLAY FOR 35 POINTS.**
- 1 REPLAY FOR 40 POINTS.**
- 1 REPLAY FOR 45 POINTS.**



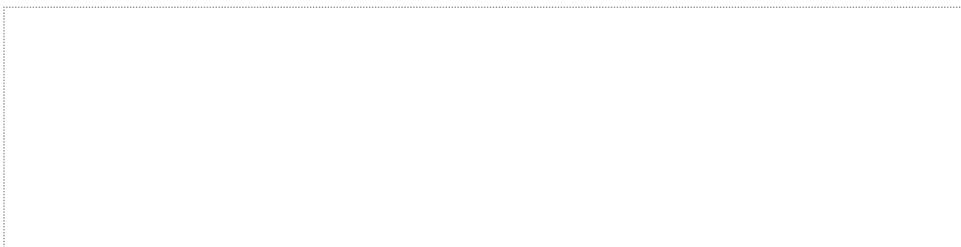
168

SK437-9

DANCING DOLLS

HITTING YELLOW OR RED TARGETS OR HOLES, LIGHTS ONE SPOTLIGHT AND CORRESPONDING COLORED "POP" BUMPERS.

- 1 REPLAY FOR 32 POINTS.**
- 1 REPLAY FOR 37 POINTS.**
- 1 REPLAY FOR 40 POINTS.**
- 1 REPLAY FOR 45 POINTS.**



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SK437-10

DANCING DOLLS

HITTING YELLOW OR RED TARGETS OR HOLES, LIGHTS ONE SPOTLIGHT AND CORRESPONDING COLORED "POP" BUMPERS.

- 1 REPLAY FOR 25 POINTS.
- 1 REPLAY FOR 30 POINTS.
- 1 REPLAY FOR 35 POINTS.
- 1 REPLAY FOR 40 POINTS.



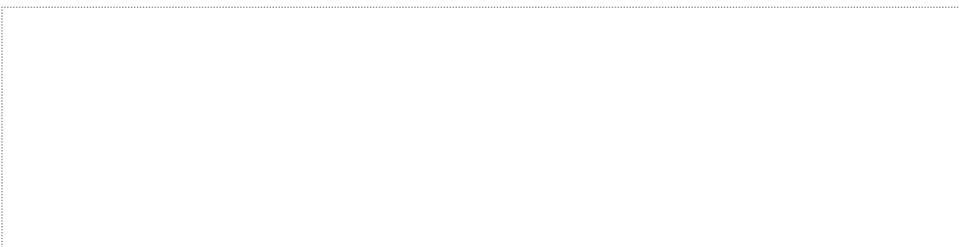
168

SK437-11

DANCING DOLLS

HITTING YELLOW OR RED TARGETS OR HOLES, LIGHTS ONE SPOTLIGHT AND CORRESPONDING COLORED "POP" BUMPERS.

- 1 REPLAY FOR 25 POINTS.
- 1 REPLAY FOR 35 POINTS.
- 1 REPLAY FOR 37 POINTS.
- 1 REPLAY FOR 40 POINTS.



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SK437-12

168

SK437-14

- 1 REPLAY FOR 6 MILLION.
- 1 REPLAY FOR 6 MILLION 500 THOUSAND.
- 1 REPLAY FOR 6 MILLION 700 THOUSAND.
- 1 REPLAY FOR 7 MILLION.

SK437-25

891

- 1 REPLAY FOR 6 MILLION 700 THOUSAND.
- 1 REPLAY FOR 7 MILLION.
- 1 REPLAY FOR 7 MILLION 500 THOUSAND.

168

SK437-20

- 1 REPLAY FOR 7 MILLION.
- 1 REPLAY FOR 7 MILLION 900 THOUSAND.

SK437-26

168

SK437-16

891

- 1 REPLAY FOR 6 MILLION 500 THOUSAND.
- 1 REPLAY FOR 7 MILLION.
- 1 REPLAY FOR 7 MILLION 500 THOUSAND.
- 1 REPLAY FOR 7 MILLION 900 THOUSAND.

168

SK437-15

- 1 REPLAY FOR 6 MILLION.
- 1 REPLAY FOR 6 MILLION 500 THOUSAND.
- 1 REPLAY FOR 7 MILLION.
- 1 REPLAY FOR 7 MILLION 500 THOUSAND.

SK437-28

891

- 1 REPLAY FOR 7 MILLION 006 THOUSAND.
- 1 REPLAY FOR 7 MILLION 005 THOUSAND.

- 1 REPLAY FOR 7 MILLION.
- 1 REPLAY FOR 7 MILLION 500 THOUSAND.
- 1 REPLAY FOR 7 MILLION 900 THOUSAND.

168

SK437-27

POINT UNIT

20	21	22	23	24	25	26	27	28	29
30	32	33	35	37	38	40	42	45	49

NOTE—REPLAYS ARE MADE ONLY AT POSITIONS
WHERE PLUGS ARE IN THE SOCKETS.

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SK437-21

100,000 UNIT

4,000,000	4,200,000	4,300,000	4,500,000	4,700,000	4,800,000	5,000,000	5,200,000	5,300,000	5,500,000
5,700,000	5,800,000	6,000,000	6,200,000	6,300,000	6,500,000	6,700,000	7,000,000	7,500,000	7,900,000

NOTE—REPLAYS ARE MADE ONLY AT POSITIONS
WHERE PLUGS ARE IN THE SOCKETS.

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SK391-13

Used fonts: Futura Hv BT, Futura Md BT

Cards status:

SK437-1 thru 12 instruction card confirmed.

SK437-14 / SK437-25 score card confirmed.

SK437-15 / SK437-16 score card confirmed.

SK437-20 / SK437-26 score card confirmed.

SK437-27 / SK437-28 score card confirmed.

SK437-21 Point Unit card confirmed. (124x82mm)

SK391-13 100,000 Unit confirmed. (124x82mm)

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

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