## 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.

SK437-1

168

## 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.

SK437-2

168

## 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.

SK437-3

168

## 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.

SK437-4

168

## 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.

SK437-5

168

## 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.

SK437-6

168

## 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.

SK437-7

168

## 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.

SK437-8

168

## 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.

SK437-9

168

## 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.

SK437-10

168

## 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.

SK437-11

168

## 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.

SK437-12

168

SK437-20

1 REPLAY FOR 7 MILLION.

1 REPLAY FOR 7 MILLION 900 THOUSAND.

168

168

SK437-26

SK437-14

1 REPLAY FOR 6 MILLION 700 THOUSAND.

1 REPLAY FOR 7 MILLION.

1 REPLAY FOR 7 MILLION 500 THOUSAND.

168

1 REPLAY FOR 6 MILLION.

1 REPLAY FOR 6 MILLION 500 THOUSAND.

1 REPLAY FOR 6 MILLION 700 THOUSAND.

1 REPLAY FOR 7 MILLION.

168

SK437-25

SK437-15

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

1 REPLAY FOR 6 MILLION.

1 REPLAY FOR 6 MILLION 500 THOUSAND.

1 REPLAY FOR 7 MILLION.

1 REPLAY FOR 7 MILLION 500 THOUSAND.

168

SK437-16

SK437-27

1 REPLAY FOR 7 MILLION 500 THOUSAND.

1 REPLAY FOR 7 MILLION 900 THOUSAND.

168

1 REPLAY FOR 7 MILLION.

1 REPLAY FOR 7 MILLION 500 THOUSAND.

1 REPLAY FOR 7 MILLION 900 THOUSAND.

168

SK437-28

## POINT UNIT

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

SK437-21

30 20

32 21

33 22

35 23

37 24

38 25

40 26

42 27

45 28

49 29

168

## 100,000 UNIT

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

5,700,000 4,000,000

5,800,000 4,200,000

6,000,000 4,300,000

6,200,000 4,500,000

6,300,000 4,700,000

6,500,000 4,800,000

6,700,000 5,000,000

7,000,000 5,200,000

7,500,000 5,300,000

7,900,000 5,500,000

SK391-13

146

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

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