## QUEEN OF DIAMONDS

SK410-1

155

## HITTING NUMBERED TARGETS AND ROLLOVERS LIGHT CORRESPOND- ING CARDS IN BACKGLASS. LIGHTING ALL CARDS SCORES 400,000, AWARDS 1 REPLAY AND LIGHTS SPECIAL WHEN LIT HOLE LIGHT.

## EXTRA SPECIAL HOLE LIGHTS AFTER HITTING A JOKER AND LIGHTING ALL CARDS.

## SPECIAL WHEN LIT HOLES SCORE 1 REPLAY.

## EXTRA SPECIAL WHEN LIT HOLE SCORES 2 REPLAYS AFTER HITTING 1 JOKER: 3 REPLAYS AFTER HITTING BOTH JOKERS.

## HITTING JOKERS LIGHTS 100,000 WHEN LIT KICKING RUBBERS.

## X-Y-Z ROLLOVERS AND HOLES SPOT CARDS AS INDICATED ON BACK- GLASS. FACE CARDS SCORE 100,000.

## MATCHING LAST NUMBER IN SCORE TO LIGHTED DIAMOND THAT APPEARS ON BACKGLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

## 1 REPLAY FOR 5 MILLION.

## 1 REPLAY FOR 6 MILLION.

## 1 REPLAY FOR 7 MILLION.

## 1 REPLAY FOR 7 MILLION 900 THOUSAND.

## QUEEN OF DIAMONDS

SK410-2

155

## HITTING NUMBERED TARGETS AND ROLLOVERS LIGHT CORRESPOND- ING CARDS IN BACKGLASS. LIGHTING ALL CARDS SCORES 400,000, AWARDS 1 REPLAY AND LIGHTS SPECIAL WHEN LIT HOLE LIGHT.

## EXTRA SPECIAL HOLE LIGHTS AFTER HITTING A JOKER AND LIGHTING ALL CARDS.

## SPECIAL WHEN LIT HOLES SCORE 1 REPLAY.

## EXTRA SPECIAL WHEN LIT HOLE SCORES 2 REPLAYS AFTER HITTING 1 JOKER: 3 REPLAYS AFTER HITTING BOTH JOKERS.

## HITTING JOKERS LIGHTS 100,000 WHEN LIT KICKING RUBBERS.

## X-Y-Z ROLLOVERS AND HOLES SPOT CARDS AS INDICATED ON BACK- GLASS. FACE CARDS SCORE 100,000.

## MATCHING LAST NUMBER IN SCORE TO LIGHTED DIAMOND THAT APPEARS ON BACKGLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

## 1 REPLAY FOR 4 MILLION 500 THOUSAND.

## 1 REPLAY FOR 5 MILLION.

## 1 REPLAY FOR 6 MILLION.

## 1 REPLAY FOR 7 MILLION.

## QUEEN OF DIAMONDS

SK410-3

155

## HITTING NUMBERED TARGETS AND ROLLOVERS LIGHT CORRESPOND- ING CARDS IN BACKGLASS. LIGHTING ALL CARDS SCORES 400,000, AWARDS 1 REPLAY AND LIGHTS SPECIAL WHEN LIT HOLE LIGHT.

## EXTRA SPECIAL HOLE LIGHTS AFTER HITTING A JOKER AND LIGHTING ALL CARDS.

## SPECIAL WHEN LIT HOLES SCORE 1 REPLAY.

## EXTRA SPECIAL WHEN LIT HOLE SCORES 2 REPLAYS AFTER HITTING 1 JOKER: 3 REPLAYS AFTER HITTING BOTH JOKERS.

## HITTING JOKERS LIGHTS 100,000 WHEN LIT KICKING RUBBERS.

## X-Y-Z ROLLOVERS AND HOLES SPOT CARDS AS INDICATED ON BACK- GLASS. FACE CARDS SCORE 100,000.

## MATCHING LAST NUMBER IN SCORE TO LIGHTED DIAMOND THAT APPEARS ON BACKGLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

## 1 REPLAY FOR 5 MILLION.

## 1 REPLAY FOR 6 MILLION.

## 1 REPLAY FOR 6 MILLION 500 THOUSAND.

## 1 REPLAY FOR 7 MILLION.

## QUEEN OF DIAMONDS

SK410-4

155

## HITTING NUMBERED TARGETS AND ROLLOVERS LIGHT CORRESPOND- ING CARDS IN BACKGLASS. LIGHTING ALL CARDS SCORES 400,000, AWARDS 1 REPLAY AND LIGHTS SPECIAL WHEN LIT HOLE LIGHT.

## EXTRA SPECIAL HOLE LIGHTS AFTER HITTING A JOKER AND LIGHTING ALL CARDS.

## SPECIAL WHEN LIT HOLES SCORE 1 REPLAY.

## EXTRA SPECIAL WHEN LIT HOLE SCORES 2 REPLAYS AFTER HITTING 1 JOKER: 3 REPLAYS AFTER HITTING BOTH JOKERS.

## HITTING JOKERS LIGHTS 100,000 WHEN LIT KICKING RUBBERS.

## X-Y-Z ROLLOVERS AND HOLES SPOT CARDS AS INDICATED ON BACK- GLASS. FACE CARDS SCORE 100,000.

## MATCHING LAST NUMBER IN SCORE TO LIGHTED DIAMOND THAT APPEARS ON BACKGLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

## 1 REPLAY FOR 5 MILLION 500 THOUSAND.

## 1 REPLAY FOR 6 MILLION 500 THOUSAND.

## 1 REPLAY FOR 7 MILLION 500 THOUSAND.

## QUEEN OF DIAMONDS

SK410-5

155

## HITTING NUMBERED TARGETS AND ROLLOVERS LIGHT CORRESPOND- ING CARDS IN BACKGLASS. LIGHTING ALL CARDS SCORES 400,000, AWARDS 1 REPLAY AND LIGHTS SPECIAL WHEN LIT HOLE LIGHT.

## EXTRA SPECIAL HOLE LIGHTS AFTER HITTING A JOKER AND LIGHTING ALL CARDS.

## SPECIAL WHEN LIT HOLES SCORE 1 REPLAY.

## EXTRA SPECIAL WHEN LIT HOLE SCORES 2 REPLAYS AFTER HITTING 1 JOKER: 3 REPLAYS AFTER HITTING BOTH JOKERS.

## HITTING JOKERS LIGHTS 100,000 WHEN LIT KICKING RUBBERS.

## X-Y-Z ROLLOVERS AND HOLES SPOT CARDS AS INDICATED ON BACK- GLASS. FACE CARDS SCORE 100,000.

## MATCHING LAST NUMBER IN SCORE TO LIGHTED DIAMOND THAT APPEARS ON BACKGLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

## 1 REPLAY FOR 5 MILLION 500 THOUSAND.

## 1 REPLAY FOR 6 MILLION.

## 1 REPLAY FOR 6 MILLION 500 THOUSAND.

## 1 REPLAY FOR 7 MILLION.

## QUEEN OF DIAMONDS

SK410-6

155

## HITTING NUMBERED TARGETS AND ROLLOVERS LIGHT CORRESPOND- ING CARDS IN BACKGLASS. LIGHTING ALL CARDS SCORES 400,000, AWARDS 1 REPLAY AND LIGHTS SPECIAL WHEN LIT HOLE LIGHT.

## EXTRA SPECIAL HOLE LIGHTS AFTER HITTING A JOKER AND LIGHTING ALL CARDS.

## SPECIAL WHEN LIT HOLES SCORE 1 REPLAY.

## EXTRA SPECIAL WHEN LIT HOLE SCORES 2 REPLAYS AFTER HITTING 1 JOKER: 3 REPLAYS AFTER HITTING BOTH JOKERS.

## HITTING JOKERS LIGHTS 100,000 WHEN LIT KICKING RUBBERS.

## X-Y-Z ROLLOVERS AND HOLES SPOT CARDS AS INDICATED ON BACK- GLASS. FACE CARDS SCORE 100,000.

## MATCHING LAST NUMBER IN SCORE TO LIGHTED DIAMOND THAT APPEARS ON BACKGLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

## QUEEN OF DIAMONDS

SK410-7

155

## HITTING NUMBERED TARGETS AND ROLLOVERS LIGHT CORRESPOND- ING CARDS IN BACKGLASS. LIGHTING ALL CARDS SCORES 400,000, AWARDS 1 REPLAY AND LIGHTS SPECIAL WHEN LIT HOLE LIGHT.

## EXTRA SPECIAL HOLE LIGHTS AFTER HITTING A JOKER AND LIGHTING ALL CARDS.

## SPECIAL WHEN LIT HOLES SCORE 1 REPLAY.

## EXTRA SPECIAL WHEN LIT HOLE SCORES 2 REPLAYS AFTER HITTING 1 JOKER: 3 REPLAYS AFTER HITTING BOTH JOKERS.

## HITTING JOKERS LIGHTS 100,000 WHEN LIT KICKING RUBBERS.

## X-Y-Z ROLLOVERS AND HOLES SPOT CARDS AS INDICATED ON BACK- GLASS. FACE CARDS SCORE 100,000.

## 1 REPLAY FOR 5 MILLION.

## 1 REPLAY FOR 6 MILLION.

## 1 REPLAY FOR 7 MILLION.

## 1 REPLAY FOR 7 MILLION 900 THOUSAND.

## QUEEN OF DIAMONDS

SK410-8

155

## HITTING NUMBERED TARGETS AND ROLLOVERS LIGHT CORRESPOND- ING CARDS IN BACKGLASS. LIGHTING ALL CARDS SCORES 400,000, AWARDS 1 REPLAY AND LIGHTS SPECIAL WHEN LIT HOLE LIGHT.

## EXTRA SPECIAL HOLE LIGHTS AFTER HITTING A JOKER AND LIGHTING ALL CARDS.

## SPECIAL WHEN LIT HOLES SCORE 1 REPLAY.

## EXTRA SPECIAL WHEN LIT HOLE SCORES 2 REPLAYS AFTER HITTING 1 JOKER: 3 REPLAYS AFTER HITTING BOTH JOKERS.

## HITTING JOKERS LIGHTS 100,000 WHEN LIT KICKING RUBBERS.

## X-Y-Z ROLLOVERS AND HOLES SPOT CARDS AS INDICATED ON BACK- GLASS. FACE CARDS SCORE 100,000.

## 1 REPLAY FOR 4 MILLION 500 THOUSAND.

## 1 REPLAY FOR 5 MILLION.

## 1 REPLAY FOR 6 MILLION.

## 1 REPLAY FOR 7 MILLION.

## QUEEN OF DIAMONDS

SK410-9

155

## HITTING NUMBERED TARGETS AND ROLLOVERS LIGHT CORRESPOND- ING CARDS IN BACKGLASS. LIGHTING ALL CARDS SCORES 400,000, AWARDS 1 REPLAY AND LIGHTS SPECIAL WHEN LIT HOLE LIGHT.

## EXTRA SPECIAL HOLE LIGHTS AFTER HITTING A JOKER AND LIGHTING ALL CARDS.

## SPECIAL WHEN LIT HOLES SCORE 1 REPLAY.

## EXTRA SPECIAL WHEN LIT HOLE SCORES 2 REPLAYS AFTER HITTING 1 JOKER: 3 REPLAYS AFTER HITTING BOTH JOKERS.

## HITTING JOKERS LIGHTS 100,000 WHEN LIT KICKING RUBBERS.

## X-Y-Z ROLLOVERS AND HOLES SPOT CARDS AS INDICATED ON BACK- GLASS. FACE CARDS SCORE 100,000.

## 1 REPLAY FOR 5 MILLION.

## 1 REPLAY FOR 6 MILLION.

## 1 REPLAY FOR 6 MILLION 500 THOUSAND.

## 1 REPLAY FOR 7 MILLION.

## QUEEN OF DIAMONDS

SK410-10

155

## HITTING NUMBERED TARGETS AND ROLLOVERS LIGHT CORRESPOND- ING CARDS IN BACKGLASS. LIGHTING ALL CARDS SCORES 400,000, AWARDS 1 REPLAY AND LIGHTS SPECIAL WHEN LIT HOLE LIGHT.

## EXTRA SPECIAL HOLE LIGHTS AFTER HITTING A JOKER AND LIGHTING ALL CARDS.

## SPECIAL WHEN LIT HOLES SCORE 1 REPLAY.

## EXTRA SPECIAL WHEN LIT HOLE SCORES 2 REPLAYS AFTER HITTING 1 JOKER: 3 REPLAYS AFTER HITTING BOTH JOKERS.

## HITTING JOKERS LIGHTS 100,000 WHEN LIT KICKING RUBBERS.

## X-Y-Z ROLLOVERS AND HOLES SPOT CARDS AS INDICATED ON BACK- GLASS. FACE CARDS SCORE 100,000.

## 1 REPLAY FOR 5 MILLION 500 THOUSAND.

## 1 REPLAY FOR 6 MILLION 500 THOUSAND.

## 1 REPLAY FOR 7 MILLION 500 THOUSAND.

## QUEEN OF DIAMONDS

SK410-11

155

## HITTING NUMBERED TARGETS AND ROLLOVERS LIGHT CORRESPOND- ING CARDS IN BACKGLASS. LIGHTING ALL CARDS SCORES 400,000, AWARDS 1 REPLAY AND LIGHTS SPECIAL WHEN LIT HOLE LIGHT.

## EXTRA SPECIAL HOLE LIGHTS AFTER HITTING A JOKER AND LIGHTING ALL CARDS.

## SPECIAL WHEN LIT HOLES SCORE 1 REPLAY.

## EXTRA SPECIAL WHEN LIT HOLE SCORES 2 REPLAYS AFTER HITTING 1 JOKER: 3 REPLAYS AFTER HITTING BOTH JOKERS.

## HITTING JOKERS LIGHTS 100,000 WHEN LIT KICKING RUBBERS.

## X-Y-Z ROLLOVERS AND HOLES SPOT CARDS AS INDICATED ON BACK- GLASS. FACE CARDS SCORE 100,000.

## 1 REPLAY FOR 5 MILLION 500 THOUSAND.

## 1 REPLAY FOR 6 MILLION.

## 1 REPLAY FOR 6 MILLION 500 THOUSAND.

## 1 REPLAY FOR 7 MILLION.

## QUEEN OF DIAMONDS

SK410-12

155

## HITTING NUMBERED TARGETS AND ROLLOVERS LIGHT CORRESPOND- ING CARDS IN BACKGLASS. LIGHTING ALL CARDS SCORES 400,000, AWARDS 1 REPLAY AND LIGHTS SPECIAL WHEN LIT HOLE LIGHT.

## EXTRA SPECIAL HOLE LIGHTS AFTER HITTING A JOKER AND LIGHTING ALL CARDS.

## SPECIAL WHEN LIT HOLES SCORE 1 REPLAY.

## EXTRA SPECIAL WHEN LIT HOLE SCORES 2 REPLAYS AFTER HITTING 1 JOKER: 3 REPLAYS AFTER HITTING BOTH JOKERS.

## HITTING JOKERS LIGHTS 100,000 WHEN LIT KICKING RUBBERS.

## X-Y-Z ROLLOVERS AND HOLES SPOT CARDS AS INDICATED ON BACK- GLASS. FACE CARDS SCORE 100,000.

## QUEEN OF DIAMONDS

SK410-13

155

## HITTING NUMBERED TARGETS AND ROLLOVERS LIGHT CORRESPOND- ING CARDS IN BACKGLASS. LIGHTING ALL CARDS SCORES 400,000, AWARDS 1 REPLAY AND LIGHTS SPECIAL WHEN LIT HOLE LIGHT.

## EXTRA SPECIAL HOLE LIGHTS AFTER HITTING A JOKER AND LIGHTING ALL CARDS.

## SPECIAL WHEN LIT HOLES SCORE ADDITIONAL 300,000.

## EXTRA SPECIAL WHEN LIT HOLE SCORES ADDITIONAL 400,000 AFTER HITTING 1 JOKER: ADDITIONAL 500,000 AFTER HITTING BOTH JOKERS.

## HITTING JOKERS LIGHTS 100,000 WHEN LIT KICKING RUBBERS.

## X-Y-Z ROLLOVERS AND HOLES SPOT CARDS AS INDICATED ON BACK- GLASS. FACE CARDS SCORE 100,000.

## 3 MILLION – FAIR

## 4 MILLION – GOOD

## 5 MILLION – EXCELLENT

## 6 MILLION – SUPER

## 7 MILLION – GENIUS

## QUEEN OF DIAMONDS

SK410-26

155

## HITTING NUMBERED TARGETS AND ROLLOVERS LIGHT CORRESPOND- ING CARDS IN BACKGLASS. LIGHTING ALL CARDS SCORES 400,000, AWARDS 1 REPLAY AND LIGHTS SPECIAL WHEN LIT HOLE LIGHT.

## EXTRA SPECIAL HOLE LIGHTS AFTER HITTING A JOKER AND LIGHTING ALL CARDS.

## SPECIAL WHEN LIT HOLES SCORE 1 REPLAY.

## EXTRA SPECIAL WHEN LIT HOLE SCORES 2 REPLAYS AFTER HITTING 1 JOKER: 3 REPLAYS AFTER HITTING BOTH JOKERS.

## HITTING JOKERS LIGHTS 100,000 WHEN LIT KICKING RUBBERS.

## X-Y-Z ROLLOVERS AND HOLES SPOT CARDS AS INDICATED ON BACK- GLASS. FACE CARDS SCORE 100,000.

## MATCHING LAST NUMBER IN SCORE TO LIGHTED DIAMOND THAT APPEARS ON BACKGLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

## 1 REPLAY FOR 4 MILLION 500 THOUSAND.

## 1 REPLAY FOR 5 MILLION.

## 1 REPLAY FOR 5 MILLION 500 THOUSAND.

## 1 REPLAY FOR 6 MILLION.

## QUEEN OF DIAMONDS

SK410-27

155

## HITTING NUMBERED TARGETS AND ROLLOVERS LIGHT CORRESPOND- ING CARDS IN BACKGLASS. LIGHTING ALL CARDS SCORES 400,000, AWARDS 1 REPLAY AND LIGHTS SPECIAL WHEN LIT HOLE LIGHT.

## EXTRA SPECIAL HOLE LIGHTS AFTER HITTING A JOKER AND LIGHTING ALL CARDS.

## SPECIAL WHEN LIT HOLES SCORE 1 REPLAY.

## EXTRA SPECIAL WHEN LIT HOLE SCORES 2 REPLAYS AFTER HITTING 1 JOKER: 3 REPLAYS AFTER HITTING BOTH JOKERS.

## HITTING JOKERS LIGHTS 100,000 WHEN LIT KICKING RUBBERS.

## X-Y-Z ROLLOVERS AND HOLES SPOT CARDS AS INDICATED ON BACK- GLASS. FACE CARDS SCORE 100,000.

## MATCHING LAST NUMBER IN SCORE TO LIGHTED DIAMOND THAT APPEARS ON BACKGLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

## 1 REPLAY FOR 4 MILLION 200 THOUSAND.

## 1 REPLAY FOR 5 MILLION.

## 1 REPLAY FOR 5 MILLION 500 THOUSAND.

## 1 REPLAY FOR 6 MILLION.

## QUEEN OF DIAMONDS

SK410-28

155

## HITTING NUMBERED TARGETS AND ROLLOVERS LIGHT CORRESPOND- ING CARDS IN BACKGLASS. LIGHTING ALL CARDS SCORES 400,000, AWARDS 1 REPLAY AND LIGHTS SPECIAL WHEN LIT HOLE LIGHT.

## EXTRA SPECIAL HOLE LIGHTS AFTER HITTING A JOKER AND LIGHTING ALL CARDS.

## SPECIAL WHEN LIT HOLES SCORE 1 REPLAY.

## EXTRA SPECIAL WHEN LIT HOLE SCORES 2 REPLAYS AFTER HITTING 1 JOKER: 3 REPLAYS AFTER HITTING BOTH JOKERS.

## HITTING JOKERS LIGHTS 100,000 WHEN LIT KICKING RUBBERS.

## X-Y-Z ROLLOVERS AND HOLES SPOT CARDS AS INDICATED ON BACK- GLASS. FACE CARDS SCORE 100,000.

## MATCHING LAST NUMBER IN SCORE TO LIGHTED DIAMOND THAT APPEARS ON BACKGLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

## 1 REPLAY FOR 4 MILLION 700 THOUSAND.

## 1 REPLAY FOR 5 MILLION 500 THOUSAND.

## 1 REPLAY FOR 6 MILLION.

## 1 REPLAY FOR 7 MILLION.

## QUEEN OF DIAMONDS

SK410-29

155

## HITTING NUMBERED TARGETS AND ROLLOVERS LIGHT CORRESPOND- ING CARDS IN BACKGLASS. LIGHTING ALL CARDS SCORES 400,000, AWARDS 1 REPLAY AND LIGHTS SPECIAL WHEN LIT HOLE LIGHT.

## EXTRA SPECIAL HOLE LIGHTS AFTER HITTING A JOKER AND LIGHTING ALL CARDS.

## SPECIAL WHEN LIT HOLES SCORE 1 REPLAY.

## EXTRA SPECIAL WHEN LIT HOLE SCORES 2 REPLAYS AFTER HITTING 1 JOKER: 3 REPLAYS AFTER HITTING BOTH JOKERS.

## HITTING JOKERS LIGHTS 100,000 WHEN LIT KICKING RUBBERS.

## X-Y-Z ROLLOVERS AND HOLES SPOT CARDS AS INDICATED ON BACK- GLASS. FACE CARDS SCORE 100,000.

## 1 REPLAY FOR 4 MILLION 500 THOUSAND.

## 1 REPLAY FOR 5 MILLION.

## 1 REPLAY FOR 5 MILLION 500 THOUSAND.

## 1 REPLAY FOR 6 MILLION.

## QUEEN OF DIAMONDS

SK410-30

155

## HITTING NUMBERED TARGETS AND ROLLOVERS LIGHT CORRESPOND- ING CARDS IN BACKGLASS. LIGHTING ALL CARDS SCORES 400,000, AWARDS 1 REPLAY AND LIGHTS SPECIAL WHEN LIT HOLE LIGHT.

## EXTRA SPECIAL HOLE LIGHTS AFTER HITTING A JOKER AND LIGHTING ALL CARDS.

## SPECIAL WHEN LIT HOLES SCORE 1 REPLAY.

## EXTRA SPECIAL WHEN LIT HOLE SCORES 2 REPLAYS AFTER HITTING 1 JOKER: 3 REPLAYS AFTER HITTING BOTH JOKERS.

## HITTING JOKERS LIGHTS 100,000 WHEN LIT KICKING RUBBERS.

## X-Y-Z ROLLOVERS AND HOLES SPOT CARDS AS INDICATED ON BACK- GLASS. FACE CARDS SCORE 100,000.

## 1 REPLAY FOR 4 MILLION 200 THOUSAND.

## 1 REPLAY FOR 5 MILLION.

## 1 REPLAY FOR 5 MILLION 500 THOUSAND.

## 1 REPLAY FOR 6 MILLION.

## QUEEN OF DIAMONDS

SK410-31

155

## HITTING NUMBERED TARGETS AND ROLLOVERS LIGHT CORRESPOND- ING CARDS IN BACKGLASS. LIGHTING ALL CARDS SCORES 400,000, AWARDS 1 REPLAY AND LIGHTS SPECIAL WHEN LIT HOLE LIGHT.

## EXTRA SPECIAL HOLE LIGHTS AFTER HITTING A JOKER AND LIGHTING ALL CARDS.

## SPECIAL WHEN LIT HOLES SCORE 1 REPLAY.

## EXTRA SPECIAL WHEN LIT HOLE SCORES 2 REPLAYS AFTER HITTING 1 JOKER: 3 REPLAYS AFTER HITTING BOTH JOKERS.

## HITTING JOKERS LIGHTS 100,000 WHEN LIT KICKING RUBBERS.

## X-Y-Z ROLLOVERS AND HOLES SPOT CARDS AS INDICATED ON BACK- GLASS. FACE CARDS SCORE 100,000.

## 1 REPLAY FOR 4 MILLION 700 THOUSAND.

## 1 REPLAY FOR 5 MILLION 500 THOUSAND.

## 1 REPLAY FOR 6 MILLION.

## 1 REPLAY FOR 7 MILLION.

Used fonts: Futura ExtraBold, Futura Md BT

Card size: 108x154mm

**Cards status:**

SK410-1 card confirmed.

SK410-2 card confirmed.

SK410-3 card confirmed.

SK410-4 card confirmed.

SK410-5 card confirmed.

SK410-6 card confirmed.

SK410-7 card confirmed.

SK410-8 card confirmed.

SK410-9 card confirmed.

SK410-10 card confirmed.

SK410-11 card confirmed.

SK410-12 card confirmed.

SK410-13 card confirmed.

SK410-26 card confirmed.

SK410-27 card confirmed.

SK410-28 card confirmed.

SK410-29 card confirmed.

SK410-30 card confirmed.

SK410-31 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.