## ROTO-POOL

## HITTING A NUMBERED TARGET LIGHTS CORRESPONDING NUMBERED BALL IN LIGHTBOX. BALLS REMAIN LIGHTED FROM GAME TO GAME UNTIL ALL ARE LIGHTED.

## LIGHTING ALL BALLS AWARDS 1 REPLAY AND LIGHTS CENTER TARGET OR BOTTOM ROLLOVER FOR SPECIAL.

## SPECIAL WHEN LIT TARGET AND ROLLOVER AWARDS 1 REPLAY.

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

## 1 REPLAY FOR 4 MILLION 500 THOUSAND.

## 1 REPLAY FOR 5 MILLION 200 THOUSAND.

## 1 REPLAY FOR 5 MILLION 500 THOUSAND.

## 1 REPLAY FOR 6 MILLION.

146

SK391-1

## ROTO-POOL

## HITTING A NUMBERED TARGET LIGHTS CORRESPONDING NUMBERED BALL IN LIGHTBOX. BALLS REMAIN LIGHTED FROM GAME TO GAME UNTIL ALL ARE LIGHTED.

## LIGHTING ALL BALLS AWARDS 1 REPLAY AND LIGHTS CENTER TARGET OR BOTTOM ROLLOVER FOR SPECIAL.

## SPECIAL WHEN LIT TARGET AND ROLLOVER AWARDS 1 REPLAY.

## MATCHING LAST NUMBER IN SCORE TO LIGHTED STAR THAT APPEARS ON BACK GLASS 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.

146

SK391-2

## ROTO-POOL

## HITTING A NUMBERED TARGET LIGHTS CORRESPONDING NUMBERED BALL IN LIGHTBOX. BALLS REMAIN LIGHTED FROM GAME TO GAME UNTIL ALL ARE LIGHTED.

## LIGHTING ALL BALLS AWARDS 1 REPLAY AND LIGHTS CENTER TARGET OR BOTTOM ROLLOVER FOR SPECIAL.

## SPECIAL WHEN LIT TARGET AND ROLLOVER AWARDS 1 REPLAY.

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

## 1 REPLAY FOR 4 MILLION 500 THOUSAND.

## 1 REPLAY FOR 5 MILLION 500 THOUSAND.

## 1 REPLAY FOR 6 MILLION.

## 1 REPLAY FOR 6 MILLION 500 THOUSAND.

146

SK391-3

## ROTO-POOL

## HITTING A NUMBERED TARGET LIGHTS CORRESPONDING NUMBERED BALL IN LIGHTBOX. BALLS REMAIN LIGHTED FROM GAME TO GAME UNTIL ALL ARE LIGHTED.

## LIGHTING ALL BALLS AWARDS 1 REPLAY AND LIGHTS CENTER TARGET OR BOTTOM ROLLOVER FOR SPECIAL.

## SPECIAL WHEN LIT TARGET AND ROLLOVER AWARDS 1 REPLAY.

## MATCHING LAST NUMBER IN SCORE TO LIGHTED STAR THAT APPEARS ON BACK GLASS 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.

146

SK391-4

## ROTO-POOL

## HITTING A NUMBERED TARGET LIGHTS CORRESPONDING NUMBERED BALL IN LIGHTBOX. BALLS REMAIN LIGHTED FROM GAME TO GAME UNTIL ALL ARE LIGHTED.

## LIGHTING ALL BALLS AWARDS 1 REPLAY AND LIGHTS CENTER TARGET OR BOTTOM ROLLOVER FOR SPECIAL.

## SPECIAL WHEN LIT TARGET AND ROLLOVER AWARDS 1 REPLAY.

## MATCHING LAST NUMBER IN SCORE TO LIGHTED STAR THAT APPEARS ON BACK GLASS 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.

## 1 REPLAY FOR 7 MILLION 500 THOUSAND.

146

SK391-5

## ROTO-POOL

## HITTING A NUMBERED TARGET LIGHTS CORRESPONDING NUMBERED BALL IN LIGHTBOX. BALLS REMAIN LIGHTED FROM GAME TO GAME UNTIL ALL ARE LIGHTED.

## LIGHTING ALL BALLS AWARDS 1 REPLAY AND LIGHTS CENTER TARGET OR BOTTOM ROLLOVER FOR SPECIAL.

## SPECIAL WHEN LIT TARGET AND ROLLOVER AWARDS 1 REPLAY.

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

146

SK391-6

## ROTO-POOL

## HITTING A NUMBERED TARGET LIGHTS CORRESPONDING NUMBERED BALL IN LIGHTBOX. BALLS REMAIN LIGHTED FROM GAME TO GAME UNTIL ALL ARE LIGHTED.

## LIGHTING ALL BALLS AWARDS 1 REPLAY AND LIGHTS CENTER TARGET OR BOTTOM ROLLOVER FOR SPECIAL.

## SPECIAL WHEN LIT TARGET AND ROLLOVER AWARDS 1 REPLAY.

## 1 REPLAY FOR 4 MILLION 500 THOUSAND.

## 1 REPLAY FOR 5 MILLION 200 THOUSAND.

## 1 REPLAY FOR 5 MILLION 500 THOUSAND.

## 1 REPLAY FOR 6 MILLION.

146

SK391-7

## ROTO-POOL

## HITTING A NUMBERED TARGET LIGHTS CORRESPONDING NUMBERED BALL IN LIGHTBOX. BALLS REMAIN LIGHTED FROM GAME TO GAME UNTIL ALL ARE LIGHTED.

## LIGHTING ALL BALLS AWARDS 1 REPLAY AND LIGHTS CENTER TARGET OR BOTTOM ROLLOVER FOR SPECIAL.

## SPECIAL WHEN LIT TARGET AND ROLLOVER 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.

146

SK391-8

## ROTO-POOL

## HITTING A NUMBERED TARGET LIGHTS CORRESPONDING NUMBERED BALL IN LIGHTBOX. BALLS REMAIN LIGHTED FROM GAME TO GAME UNTIL ALL ARE LIGHTED.

## LIGHTING ALL BALLS AWARDS 1 REPLAY AND LIGHTS CENTER TARGET OR BOTTOM ROLLOVER FOR SPECIAL.

## SPECIAL WHEN LIT TARGET AND ROLLOVER AWARDS 1 REPLAY.

## 1 REPLAY FOR 4 MILLION 500 THOUSAND.

## 1 REPLAY FOR 5 MILLION 500 THOUSAND.

## 1 REPLAY FOR 6 MILLION.

## 1 REPLAY FOR 6 MILLION 500 THOUSAND.

146

SK391-9

## ROTO-POOL

## HITTING A NUMBERED TARGET LIGHTS CORRESPONDING NUMBERED BALL IN LIGHTBOX. BALLS REMAIN LIGHTED FROM GAME TO GAME UNTIL ALL ARE LIGHTED.

## LIGHTING ALL BALLS AWARDS 1 REPLAY AND LIGHTS CENTER TARGET OR BOTTOM ROLLOVER FOR SPECIAL.

## SPECIAL WHEN LIT TARGET AND ROLLOVER 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.

146

SK391-10

## ROTO-POOL

## HITTING A NUMBERED TARGET LIGHTS CORRESPONDING NUMBERED BALL IN LIGHTBOX. BALLS REMAIN LIGHTED FROM GAME TO GAME UNTIL ALL ARE LIGHTED.

## LIGHTING ALL BALLS AWARDS 1 REPLAY AND LIGHTS CENTER TARGET OR BOTTOM ROLLOVER FOR SPECIAL.

## SPECIAL WHEN LIT TARGET AND ROLLOVER AWARDS 1 REPLAY.

## 1 REPLAY FOR 5 MILLION 500 THOUSAND.

## 1 REPLAY FOR 6 MILLION 500 THOUSAND.

## 1 REPLAY FOR 7 MILLION.

## 1 REPLAY FOR 7 MILLION 500 THOUSAND.

146

SK391-11

## ROTO-POOL

## HITTING A NUMBERED TARGET LIGHTS CORRESPONDING NUMBERED BALL IN LIGHTBOX. BALLS REMAIN LIGHTED FROM GAME TO GAME UNTIL ALL ARE LIGHTED.

## LIGHTING ALL BALLS AWARDS 1 REPLAY AND LIGHTS CENTER TARGET OR BOTTOM ROLLOVER FOR SPECIAL.

## SPECIAL WHEN LIT TARGET AND ROLLOVER AWARDS 1 REPLAY.

146

SK391-12

## ROTO-POOL

## HITTING A NUMBERED TARGET LIGHTS CORRESPONDING NUMBERED BALL IN LIGHTBOX. BALLS REMAIN LIGHTED FROM GAME TO GAME UNTIL ALL ARE LIGHTED.

## LIGHTING ALL BALLS AWARDS 1 REPLAY AND LIGHTS CENTER TARGET OR BOTTOM ROLLOVER FOR SPECIAL.

## SPECIAL WHEN LIT TARGET AND ROLLOVER AWARDS 1 REPLAY.

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

## 1 REPLAY FOR 6 MILLION.

## 1 REPLAY FOR 6 MILLION 500 THOUSAND.

## 1 REPLAY FOR 7 MILLION.

## 1 REPLAY FOR 7 MILLION 900 THOUSAND.

146

SK391-26

## ROTO-POOL

## HITTING A NUMBERED TARGET LIGHTS CORRESPONDING NUMBERED BALL IN LIGHTBOX. BALLS REMAIN LIGHTED FROM GAME TO GAME UNTIL ALL ARE LIGHTED.

## LIGHTING ALL BALLS AWARDS 1 REPLAY AND LIGHTS CENTER TARGET OR BOTTOM ROLLOVER FOR SPECIAL.

## SPECIAL WHEN LIT TARGET AND ROLLOVER AWARDS 1 REPLAY.

## 1 REPLAY FOR 6 MILLION.

## 1 REPLAY FOR 6 MILLION 500 THOUSAND.

## 1 REPLAY FOR 7 MILLION.

## 1 REPLAY FOR 7 MILLION 900 THOUSAND.

146

SK391-27

## 100,000 UNIT

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

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

146

SK391-13

Used fonts: Futura Hv BT, Futura Md BT

Card size: 108x154mm confirmed.

**Cards status:**

SK391-1 card needed to verify.

SK391-2 card confirmed.

SK391-3 card confirmed.

SK391-4 card confirmed.

SK391-5 card confirmed.

SK391-6 card confirmed.

SK391-7 card confirmed.

SK391-8 card needed to verify.

SK391-9 card confirmed.

SK391-10 card confirmed.

SK391-11 card confirmed.

SK391-12 card confirmed.

SK391-26 card confirmed.

SK391-27 card confirmed.

SK391-13 100,000 Unit 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.