## SPOT-A-CARD

## HITTING TARGETS, HOLES OR ROLLOVERS LIGHTS CORRE- SPONDING CARD IN LIGHTBOX.

## LIGHTING ALL CARDS AWARD 1 REPLAY AND LIGHTS ROLL- OVER BUTTON FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER BUTTON SCORES 1 REPLAY.

## MATCHING LAST NUMBER IN POINT SCORE TO LIGHTED NUM- BER 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.

SK441-1

170

## SPOT-A-CARD

## HITTING TARGETS, HOLES OR ROLLOVERS LIGHTS CORRE- SPONDING CARD IN LIGHTBOX.

## LIGHTING ALL CARDS AWARD 1 REPLAY AND LIGHTS ROLL- OVER BUTTON FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER BUTTON SCORES 1 REPLAY.

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

## 1 REPLAY FOR 900 POINTS.

## 1 REPLAY FOR 1100 POINTS.

## 1 REPLAY FOR 1200 POINTS.

## 1 REPLAY FOR 1300 POINTS.

SK441-2

170

## SPOT-A-CARD

## HITTING TARGETS, HOLES OR ROLLOVERS LIGHTS CORRE- SPONDING CARD IN LIGHTBOX.

## LIGHTING ALL CARDS AWARD 1 REPLAY AND LIGHTS ROLL- OVER BUTTON FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER BUTTON SCORES 1 REPLAY.

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

## 1 REPLAY FOR 900 POINTS.

## 1 REPLAY FOR 1200 POINTS.

## 1 REPLAY FOR 1300 POINTS.

## 1 REPLAY FOR 1400 POINTS.

SK441-3

170

## SPOT-A-CARD

## HITTING TARGETS, HOLES OR ROLLOVERS LIGHTS CORRE- SPONDING CARD IN LIGHTBOX.

## LIGHTING ALL CARDS AWARD 1 REPLAY AND LIGHTS ROLL- OVER BUTTON FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER BUTTON SCORES 1 REPLAY.

## MATCHING LAST NUMBER IN POINT SCORE TO LIGHTED NUM- BER 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.

SK441-4

170

## SPOT-A-CARD

## HITTING TARGETS, HOLES OR ROLLOVERS LIGHTS CORRE- SPONDING CARD IN LIGHTBOX.

## LIGHTING ALL CARDS AWARD 1 REPLAY AND LIGHTS ROLL- OVER BUTTON FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER BUTTON SCORES 1 REPLAY.

## MATCHING LAST NUMBER IN POINT SCORE TO LIGHTED NUM- BER 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 1400 POINTS.

## 1 REPLAY FOR 1500 POINTS.

SK441-5

170

## SPOT-A-CARD

## HITTING TARGETS, HOLES OR ROLLOVERS LIGHTS CORRE- SPONDING CARD IN LIGHTBOX.

## LIGHTING ALL CARDS AWARD 1 REPLAY AND LIGHTS ROLL- OVER BUTTON FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER BUTTON SCORES 1 REPLAY.

## MATCHING LAST NUMBER IN POINT SCORE TO LIGHTED NUM- BER 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 1400 POINTS.

## 1 REPLAY FOR 1500 POINTS.

SK441-6

170

## SPOT-A-CARD

## HITTING TARGETS, HOLES OR ROLLOVERS LIGHTS CORRE- SPONDING CARD IN LIGHTBOX.

## LIGHTING ALL CARDS AWARD 1 REPLAY AND LIGHTS ROLL- OVER BUTTON FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER BUTTON SCORES 1 REPLAY.

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

SK441-7

170

## SPOT-A-CARD

## HITTING TARGETS, HOLES OR ROLLOVERS LIGHTS CORRE- SPONDING CARD IN LIGHTBOX.

## LIGHTING ALL CARDS AWARD 1 REPLAY AND LIGHTS ROLL- OVER BUTTON FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER BUTTON SCORES 1 REPLAY.

## 

## 1 REPLAY FOR 1000 POINTS.

## 1 REPLAY FOR 1100 POINTS.

## 1 REPLAY FOR 1200 POINTS.

## 1 REPLAY FOR 1300 POINTS.

SK441-8

170

## SPOT-A-CARD

## HITTING TARGETS, HOLES OR ROLLOVERS LIGHTS CORRE- SPONDING CARD IN LIGHTBOX.

## LIGHTING ALL CARDS AWARD 1 REPLAY AND LIGHTS ROLL- OVER BUTTON FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER BUTTON SCORES 1 REPLAY.

## 

## 1 REPLAY FOR 900 POINTS.

## 1 REPLAY FOR 1100 POINTS.

## 1 REPLAY FOR 1200 POINTS.

## 1 REPLAY FOR 1300 POINTS.

SK441-9

170

## SPOT-A-CARD

## HITTING TARGETS, HOLES OR ROLLOVERS LIGHTS CORRE- SPONDING CARD IN LIGHTBOX.

## LIGHTING ALL CARDS AWARD 1 REPLAY AND LIGHTS ROLL- OVER BUTTON FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER BUTTON SCORES 1 REPLAY.

## 

## 1 REPLAY FOR 900 POINTS.

## 1 REPLAY FOR 1200 POINTS.

## 1 REPLAY FOR 1300 POINTS.

## 1 REPLAY FOR 1400 POINTS.

SK441-10

170

## SPOT-A-CARD

## HITTING TARGETS, HOLES OR ROLLOVERS LIGHTS CORRE- SPONDING CARD IN LIGHTBOX.

## LIGHTING ALL CARDS AWARD 1 REPLAY AND LIGHTS ROLL- OVER BUTTON FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER BUTTON SCORES 1 REPLAY.

## 

## 1 REPLAY FOR 1000 POINTS.

## 1 REPLAY FOR 1200 POINTS.

## 1 REPLAY FOR 1300 POINTS.

## 1 REPLAY FOR 1400 POINTS.

SK441-11

170

## SPOT-A-CARD

## HITTING TARGETS, HOLES OR ROLLOVERS LIGHTS CORRE- SPONDING CARD IN LIGHTBOX.

## LIGHTING ALL CARDS AWARD 1 REPLAY AND LIGHTS ROLL- OVER BUTTON FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER BUTTON SCORES 1 REPLAY.

## 

## 1 REPLAY FOR 1000 POINTS.

## 1 REPLAY FOR 1200 POINTS.

## 1 REPLAY FOR 1400 POINTS.

## 1 REPLAY FOR 1500 POINTS.

SK441-12

170

## SPOT-A-CARD

## HITTING TARGETS, HOLES OR ROLLOVERS LIGHTS CORRE- SPONDING CARD IN LIGHTBOX.

## LIGHTING ALL CARDS AWARD 1 REPLAY AND LIGHTS ROLL- OVER BUTTON FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER BUTTON SCORES 1 REPLAY.

## 

## 1 REPLAY FOR 1000 POINTS.

## 1 REPLAY FOR 1200 POINTS.

## 1 REPLAY FOR 1300 POINTS.

## 1 REPLAY FOR 1400 POINTS.

SK441-13

170

## SPOT-A-CARD

## HITTING TARGETS, HOLES OR ROLLOVERS LIGHTS CORRE- SPONDING CARD IN LIGHTBOX.

## LIGHTING ALL CARDS AWARD 1 REPLAY AND LIGHTS ROLL- OVER BUTTON FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER BUTTON SCORES 1 REPLAY.

SK441-14

170

## SPOT-A-CARD

## HITTING TARGETS, HOLES OR ROLLOVERS LIGHTS CORRE- SPONDING CARD IN LIGHTBOX.

## 1000 POINTS – FAIR

## 1100 POINTS – GOOD

## 1200 POINTS – EXCELLENT

## 1300 POINTS – SUPER

## 1400 POINTS – GENIUS

SK441-15

170

## SPOT-A-CARD

## HITTING TARGETS, HOLES OR ROLLOVERS LIGHTS CORRE- SPONDING CARD IN LIGHTBOX.

## LIGHTING ALL CARDS AWARD 1 REPLAY AND LIGHTS ROLL- OVER BUTTON FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER BUTTON SCORES 1 REPLAY.

## MATCHING LAST NUMBER IN POINT SCORE TO LIGHTED NUM- BER 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.

SK441-25

170

## SPOT-A-CARD

## HITTING TARGETS, HOLES OR ROLLOVERS LIGHTS CORRE- SPONDING CARD IN LIGHTBOX.

## LIGHTING ALL CARDS AWARD 1 REPLAY AND LIGHTS ROLL- OVER BUTTON FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER BUTTON SCORES 1 REPLAY.

## MATCHING LAST NUMBER IN POINT SCORE TO LIGHTED NUM- BER 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.

SK441-26

170

## SPOT-A-CARD

## HITTING TARGETS, HOLES OR ROLLOVERS LIGHTS CORRE- SPONDING CARD IN LIGHTBOX.

## LIGHTING ALL CARDS AWARD 1 REPLAY AND LIGHTS ROLL- OVER BUTTON FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER BUTTON SCORES 1 REPLAY.

## MATCHING LAST NUMBER IN POINT SCORE TO LIGHTED NUM- BER 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.

SK441-27

170

## SPOT-A-CARD

## HITTING TARGETS, HOLES OR ROLLOVERS LIGHTS CORRE- SPONDING CARD IN LIGHTBOX.

## LIGHTING ALL CARDS AWARD 1 REPLAY AND LIGHTS ROLL- OVER BUTTON FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER BUTTON SCORES 1 REPLAY.

## 

## 1 REPLAY FOR 1100 POINTS.

## 1 REPLAY FOR 1300 POINTS.

## 1 REPLAY FOR 1400 POINTS.

## 1 REPLAY FOR 1500 POINTS.

SK441-28

170

## SPOT-A-CARD

## HITTING TARGETS, HOLES OR ROLLOVERS LIGHTS CORRE- SPONDING CARD IN LIGHTBOX.

## LIGHTING ALL CARDS AWARD 1 REPLAY AND LIGHTS ROLL- OVER BUTTON FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER BUTTON SCORES 1 REPLAY.

## 

## 1 REPLAY FOR 1200 POINTS.

## 1 REPLAY FOR 1300 POINTS.

## 1 REPLAY FOR 1400 POINTS.

## 1 REPLAY FOR 1500 POINTS.

SK441-29

170

## SPOT-A-CARD

## HITTING TARGETS, HOLES OR ROLLOVERS LIGHTS CORRE- SPONDING CARD IN LIGHTBOX.

## LIGHTING ALL CARDS AWARD 1 REPLAY AND LIGHTS ROLL- OVER BUTTON FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER BUTTON SCORES 1 REPLAY.

## 

## 1 REPLAY FOR 1200 POINTS.

## 1 REPLAY FOR 1400 POINTS.

## 1 REPLAY FOR 1500 POINTS.

## 1 REPLAY FOR 1600 POINTS.

SK441-30

170

## MATCH FEATURE

IN OUT

SK307-3

25 CENT CHUTE

ADJUSTMENT

5 PLAYS

4 PLAYS

3 PLAYS

SK420-26

Used fonts: Futura Hv BT, Futura Md BT

Card size: 154x108mm

**Cards status:**

SK441-1 card confirmed.

SK441-2 card confirmed.

SK441-3 card confirmed.

SK441-4 card confirmed.

SK441-5 card confirmed.

SK441-6 card confirmed.

SK441-7 card confirmed.

SK441-8 card confirmed.

SK441-9 card confirmed.

SK441-10 card confirmed.

SK441-11 card confirmed.

SK441-12 card confirmed.

SK441-13 card confirmed.

SK441-14 card confirmed.

SK441-15 card confirmed.

SK441-16 card confirmed.

SK441-17 card confirmed, but size needed to add the label.

SK441-18 card confirmed, but size needed to add the label.

SK441-25 card confirmed.

SK441-26 card confirmed.

SK441-27 card confirmed.

SK441-28 card confirmed.

SK441-29 card confirmed.

SK441-30 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)

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