## STRAIGHT SHOOTER

## ADVANCING COLORED SPOTS UNTIL THEY ARE IN LINE LIGHTS CORRESPONDING RED BUTTON. WHILE SPOTS ARE IN LINE 100,000 BUMPERS AND ONE SPECIAL ROLLOVER ARE LIGHTED.

## LIGHTING ANY 2 ADJACENT RED BUTTONS LIGHTS 1 ROLL- OVER FOR SPECIAL.

## LIGHTING ANY 3 ADJACENT RED BUTTONS AWARDS 1 REPLAY.

## LIGHTING ADDITIONAL ADJACENT RED BUTTONS AWARDS 1 REPLAY.

## SPECIAL WHEN LIT ROLLOVERS AWARD 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 3 MILLION 500 THOUSAND.

## 1 REPLAY FOR 4 MILLION 500 THOUSAND.

## 1 REPLAY FOR 5 MILLION 500 THOUSAND.

## 1 REPLAY FOR 6 MILLION 500 THOUSAND.

SK399-30

151

## STRAIGHT SHOOTER

## ADVANCING COLORED SPOTS UNTIL THEY ARE IN LINE LIGHTS CORRESPONDING RED BUTTON. WHILE SPOTS ARE IN LINE 100,000 BUMPERS AND ONE SPECIAL ROLLOVER ARE LIGHTED.

## LIGHTING ANY 2 ADJACENT RED BUTTONS LIGHTS 1 ROLL- OVER FOR SPECIAL.

## LIGHTING ANY 3 ADJACENT RED BUTTONS AWARDS 1 REPLAY.

## LIGHTING ADDITIONAL ADJACENT RED BUTTONS AWARDS 1 REPLAY.

## SPECIAL WHEN LIT ROLLOVERS AWARD 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.

## 1 REPLAY FOR 5 MILLION.

## 1 REPLAY FOR 5 MILLION 500 THOUSAND.

## 1 REPLAY FOR 6 MILLION 500 THOUSAND.

SK399-31

151

## STRAIGHT SHOOTER

## ADVANCING COLORED SPOTS UNTIL THEY ARE IN LINE LIGHTS CORRESPONDING RED BUTTON. WHILE SPOTS ARE IN LINE 100,000 BUMPERS AND ONE SPECIAL ROLLOVER ARE LIGHTED.

## LIGHTING ANY 2 ADJACENT RED BUTTONS LIGHTS 1 ROLL- OVER FOR SPECIAL.

## LIGHTING ANY 3 ADJACENT RED BUTTONS AWARDS 1 REPLAY.

## LIGHTING ADDITIONAL ADJACENT RED BUTTONS AWARDS 1 REPLAY.

## SPECIAL WHEN LIT ROLLOVERS AWARD 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 300 THOUSAND.

## 1 REPLAY FOR 5 MILLION.

## 1 REPLAY FOR 5 MILLION 500 THOUSAND.

## 1 REPLAY FOR 6 MILLION 500 THOUSAND.

SK399-32

151

## STRAIGHT SHOOTER

## ADVANCING COLORED SPOTS UNTIL THEY ARE IN LINE LIGHTS CORRESPONDING RED BUTTON. WHILE SPOTS ARE IN LINE 100,000 BUMPERS AND ONE SPECIAL ROLLOVER ARE LIGHTED.

## LIGHTING ANY 2 ADJACENT RED BUTTONS LIGHTS 1 ROLL- OVER FOR SPECIAL.

## LIGHTING ANY 3 ADJACENT RED BUTTONS AWARDS 1 REPLAY.

## LIGHTING ADDITIONAL ADJACENT RED BUTTONS AWARDS 1 REPLAY.

## SPECIAL WHEN LIT ROLLOVERS AWARD 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 500 THOUSAND.

SK399-33

151

## STRAIGHT SHOOTER

## ADVANCING COLORED SPOTS UNTIL THEY ARE IN LINE LIGHTS CORRESPONDING RED BUTTON. WHILE SPOTS ARE IN LINE 100,000 BUMPERS AND ONE SPECIAL ROLLOVER ARE LIGHTED.

## LIGHTING ANY 2 ADJACENT RED BUTTONS LIGHTS 1 ROLL- OVER FOR SPECIAL.

## LIGHTING ANY 3 ADJACENT RED BUTTONS AWARDS 1 REPLAY.

## LIGHTING ADDITIONAL ADJACENT RED BUTTONS AWARDS 1 REPLAY.

## SPECIAL WHEN LIT ROLLOVERS AWARD 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.

SK399-34

151

## STRAIGHT SHOOTER

## ADVANCING COLORED SPOTS UNTIL THEY ARE IN LINE LIGHTS CORRESPONDING RED BUTTON. WHILE SPOTS ARE IN LINE 100,000 BUMPERS AND ONE SPECIAL ROLLOVER ARE LIGHTED.

## LIGHTING ANY 2 ADJACENT RED BUTTONS LIGHTS 1 ROLL- OVER FOR SPECIAL.

## LIGHTING ANY 3 ADJACENT RED BUTTONS AWARDS 1 REPLAY.

## LIGHTING ADDITIONAL ADJACENT RED BUTTONS AWARDS 1 REPLAY.

## SPECIAL WHEN LIT ROLLOVERS AWARD 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.

## 1 REPLAY FOR 4 MILLION 500 THOUSAND.

## 1 REPLAY FOR 5 MILLION.

## 1 REPLAY FOR 5 MILLION 500 THOUSAND.

SK399-35

151

## STRAIGHT SHOOTER

## ADVANCING COLORED SPOTS UNTIL THEY ARE IN LINE LIGHTS CORRESPONDING RED BUTTON. WHILE SPOTS ARE IN LINE 100,000 BUMPERS AND ONE SPECIAL ROLLOVER ARE LIGHTED.

## LIGHTING ANY 2 ADJACENT RED BUTTONS LIGHTS 1 ROLL- OVER FOR SPECIAL.

## LIGHTING ANY 3 ADJACENT RED BUTTONS AWARDS 1 REPLAY.

## LIGHTING ADDITIONAL ADJACENT RED BUTTONS AWARDS 1 REPLAY.

## SPECIAL WHEN LIT ROLLOVERS AWARD 1 REPLAY.

## 1 REPLAY FOR 3 MILLION 500 THOUSAND.

## 1 REPLAY FOR 4 MILLION 500 THOUSAND.

## 1 REPLAY FOR 5 MILLION 500 THOUSAND.

## 1 REPLAY FOR 6 MILLION 500 THOUSAND.

SK399-36

151

## STRAIGHT SHOOTER

## ADVANCING COLORED SPOTS UNTIL THEY ARE IN LINE LIGHTS CORRESPONDING RED BUTTON. WHILE SPOTS ARE IN LINE 100,000 BUMPERS AND ONE SPECIAL ROLLOVER ARE LIGHTED.

## LIGHTING ANY 2 ADJACENT RED BUTTONS LIGHTS 1 ROLL- OVER FOR SPECIAL.

## LIGHTING ANY 3 ADJACENT RED BUTTONS AWARDS 1 REPLAY.

## LIGHTING ADDITIONAL ADJACENT RED BUTTONS AWARDS 1 REPLAY.

## SPECIAL WHEN LIT ROLLOVERS AWARD 1 REPLAY.

## 1 REPLAY FOR 4 MILLION.

## 1 REPLAY FOR 5 MILLION.

## 1 REPLAY FOR 5 MILLION 500 THOUSAND.

## 1 REPLAY FOR 6 MILLION 500 THOUSAND.

SK399-37

151

## STRAIGHT SHOOTER

## ADVANCING COLORED SPOTS UNTIL THEY ARE IN LINE LIGHTS CORRESPONDING RED BUTTON. WHILE SPOTS ARE IN LINE 100,000 BUMPERS AND ONE SPECIAL ROLLOVER ARE LIGHTED.

## LIGHTING ANY 2 ADJACENT RED BUTTONS LIGHTS 1 ROLL- OVER FOR SPECIAL.

## LIGHTING ANY 3 ADJACENT RED BUTTONS AWARDS 1 REPLAY.

## LIGHTING ADDITIONAL ADJACENT RED BUTTONS AWARDS 1 REPLAY.

## SPECIAL WHEN LIT ROLLOVERS AWARD 1 REPLAY.

## 1 REPLAY FOR 4 MILLION 300 THOUSAND.

## 1 REPLAY FOR 5 MILLION.

## 1 REPLAY FOR 5 MILLION 500 THOUSAND.

## 1 REPLAY FOR 6 MILLION 500 THOUSAND.

SK399-38

151

## STRAIGHT SHOOTER

## ADVANCING COLORED SPOTS UNTIL THEY ARE IN LINE LIGHTS CORRESPONDING RED BUTTON. WHILE SPOTS ARE IN LINE 100,000 BUMPERS AND ONE SPECIAL ROLLOVER ARE LIGHTED.

## LIGHTING ANY 2 ADJACENT RED BUTTONS LIGHTS 1 ROLL- OVER FOR SPECIAL.

## LIGHTING ANY 3 ADJACENT RED BUTTONS AWARDS 1 REPLAY.

## LIGHTING ADDITIONAL ADJACENT RED BUTTONS AWARDS 1 REPLAY.

## SPECIAL WHEN LIT ROLLOVERS AWARD 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 500 THOUSAND.

SK399-39

151

## STRAIGHT SHOOTER

## ADVANCING COLORED SPOTS UNTIL THEY ARE IN LINE LIGHTS CORRESPONDING RED BUTTON. WHILE SPOTS ARE IN LINE 100,000 BUMPERS AND ONE SPECIAL ROLLOVER ARE LIGHTED.

## LIGHTING ANY 2 ADJACENT RED BUTTONS LIGHTS 1 ROLL- OVER FOR SPECIAL.

## LIGHTING ANY 3 ADJACENT RED BUTTONS AWARDS 1 REPLAY.

## LIGHTING ADDITIONAL ADJACENT RED BUTTONS AWARDS 1 REPLAY.

## SPECIAL WHEN LIT ROLLOVERS AWARD 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.

SK399-40

151

## STRAIGHT SHOOTER

## ADVANCING COLORED SPOTS UNTIL THEY ARE IN LINE LIGHTS CORRESPONDING RED BUTTON. WHILE SPOTS ARE IN LINE 100,000 BUMPERS AND ONE SPECIAL ROLLOVER ARE LIGHTED.

## LIGHTING ANY 2 ADJACENT RED BUTTONS LIGHTS 1 ROLL- OVER FOR SPECIAL.

## LIGHTING ANY 3 ADJACENT RED BUTTONS AWARDS 1 REPLAY.

## LIGHTING ADDITIONAL ADJACENT RED BUTTONS AWARDS 1 REPLAY.

## SPECIAL WHEN LIT ROLLOVERS AWARD 1 REPLAY.

## 1 REPLAY FOR 4 MILLION.

## 1 REPLAY FOR 4 MILLION 500 THOUSAND.

## 1 REPLAY FOR 5 MILLION.

## 1 REPLAY FOR 5 MILLION 500 THOUSAND.

SK399-41

151

4,700,000 3,000,000

4,800,000 3,200,000

5,000,000 3,300,000

5,200,000 3,500,000

5,300,000 3,700,000

5,500,000 3,800,000

5,700,000 4,000,000

6,000,000 4,200,000

6,500,000 4,300,000

6,900,000 4,500,000

## 100,000 UNIT

SK399-15

151

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

Used fonts: Futura Md BT.

Card size: 154x108 mm.

**Cards status:**

SK399-30 instruction card confirmed.

SK399-31 instruction card needed to verify.

SK399-32 instruction card needed to verify.

SK399-33 instruction card confirmed.

SK399-34 instruction card confirmed.

SK399-35 instruction card confirmed.

SK399-36 instruction card confirmed.

SK399-37 instruction card confirmed.

SK399-38 instruction card needed to verify.

SK399-39 instruction card needed to verify.

SK399-40 instruction card needed to verify.

SK399-41 instruction card confirmed.

SK399-15 100,000 unit 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.