## UNIVERSE

## POINTS ARE SCORED AS INDICATED.

## HITTING NUMBERS 1 TO 8 AWARDS 1 REPLAY AND LIGHTS HOLE FOR SPECIAL.

## SPECIAL WHEN LIT HOLE AWARDS 1 REPLAY.

## NUMBER 1 AND 6 ROLLOVERS LIGHT KICKING RUBBER.

## ONE TRIP IS SCORED WHEN SPACE SHIP TOUCHES MOON.

## MATCHING LAST NUMBER IN POINT SCORE TO LIGHTED NUMBER 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 8 TRIPS.

## 1 REPLAY FOR 10 TRIPS.

## 1 REPLAY FOR 11 TRIPS.

## 1 REPLAY FOR 14 TRIPS.

SK420-1

160

## UNIVERSE

## POINTS ARE SCORED AS INDICATED.

## HITTING NUMBERS 1 TO 8 AWARDS 1 REPLAY AND LIGHTS HOLE FOR SPECIAL.

## SPECIAL WHEN LIT HOLE AWARDS 1 REPLAY.

## NUMBER 1 AND 6 ROLLOVERS LIGHT KICKING RUBBER.

## ONE TRIP IS SCORED WHEN SPACE SHIP TOUCHES MOON.

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

## 1 REPLAY FOR 1300 POINTS.

## 1 REPLAY FOR 1500 POINTS.

## 1 REPLAY FOR 1600 POINTS.

## 1 REPLAY FOR 9 TRIPS.

## 1 REPLAY FOR 11 TRIPS.

## 1 REPLAY FOR 12 TRIPS.

## 1 REPLAY FOR 14 TRIPS.

SK420-3

160

## UNIVERSE

## POINTS ARE SCORED AS INDICATED.

## HITTING NUMBERS 1 TO 8 AWARDS 1 REPLAY AND LIGHTS HOLE FOR SPECIAL.

## SPECIAL WHEN LIT HOLE AWARDS 1 REPLAY.

## NUMBER 1 AND 6 ROLLOVERS LIGHT KICKING RUBBER.

## ONE TRIP IS SCORED WHEN SPACE SHIP TOUCHES MOON.

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

## 1 REPLAY FOR 1000 POINTS.

## 1 REPLAY FOR 1300 POINTS.

## 1 REPLAY FOR 1500 POINTS.

## 1 REPLAY FOR 8 TRIPS.

## 1 REPLAY FOR 9 TRIPS.

## 1 REPLAY FOR 10 TRIPS.

## 1 REPLAY FOR 14 TRIPS.

SK420-4

160

## UNIVERSE

## POINTS ARE SCORED AS INDICATED.

## HITTING NUMBERS 1 TO 8 AWARDS 1 REPLAY AND LIGHTS HOLE FOR SPECIAL.

## SPECIAL WHEN LIT HOLE AWARDS 1 REPLAY.

## NUMBER 1 AND 6 ROLLOVERS LIGHT KICKING RUBBER.

## ONE TRIP IS SCORED WHEN SPACE SHIP TOUCHES MOON.

## 

## 1 REPLAY FOR 1200 POINTS.

## 1 REPLAY FOR 1400 POINTS.

## 1 REPLAY FOR 1500 POINTS.

## 1 REPLAY FOR 9 TRIPS.

## 1 REPLAY FOR 10 TRIPS.

## 1 REPLAY FOR 11 TRIPS.

## 1 REPLAY FOR 14 TRIPS.

SK420-7

160

## UNIVERSE

## POINTS ARE SCORED AS INDICATED.

## HITTING NUMBERS 1 TO 8 AWARDS 1 REPLAY AND LIGHTS HOLE FOR SPECIAL.

## SPECIAL WHEN LIT HOLE AWARDS 1 REPLAY.

## NUMBER 1 AND 6 ROLLOVERS LIGHT KICKING RUBBER.

## ONE TRIP IS SCORED WHEN SPACE SHIP TOUCHES MOON.

## 

## 1 REPLAY FOR 1300 POINTS.

## 1 REPLAY FOR 1500 POINTS.

## 1 REPLAY FOR 1600 POINTS.

## 1 REPLAY FOR 9 TRIPS.

## 1 REPLAY FOR 11 TRIPS.

## 1 REPLAY FOR 12 TRIPS.

## 1 REPLAY FOR 14 TRIPS.

SK420-8

160

## UNIVERSE

## POINTS ARE SCORED AS INDICATED.

## HITTING NUMBERS 1 TO 8 AWARDS 1 REPLAY AND LIGHTS HOLE FOR SPECIAL.

## SPECIAL WHEN LIT HOLE AWARDS 1 REPLAY.

## NUMBER 1 AND 6 ROLLOVERS LIGHT KICKING RUBBER.

## ONE TRIP IS SCORED WHEN SPACE SHIP TOUCHES MOON.

## 

## 1 REPLAY FOR 1000 POINTS.

## 1 REPLAY FOR 1300 POINTS.

## 1 REPLAY FOR 1500 POINTS.

## 1 REPLAY FOR 8 TRIPS.

## 1 REPLAY FOR 9 TRIPS.

## 1 REPLAY FOR 10 TRIPS.

## 1 REPLAY FOR 14 TRIPS.

SK420-9

160

## UNIVERSE

## POINTS ARE SCORED AS INDICATED.

## HITTING NUMBERS 1 TO 8 AWARDS 1 REPLAY AND LIGHTS HOLE FOR SPECIAL.

## SPECIAL WHEN LIT HOLE AWARDS 1 REPLAY.

## NUMBER 1 AND 6 ROLLOVERS LIGHT KICKING RUBBER.

## ONE TRIP IS SCORED WHEN SPACE SHIP TOUCHES MOON.

SK420-10

160

## UNIVERSE

## POINTS ARE SCORED AS INDICATED.

## HITTING NUMBERS 1 TO 8 AWARDS 1 REPLAY AND LIGHTS HOLE FOR SPECIAL.

## SPECIAL WHEN LIT HOLE AWARDS 1 REPLAY.

## NUMBER 1 AND 6 ROLLOVERS LIGHT KICKING RUBBER.

## ONE TRIP IS SCORED WHEN SPACE SHIP TOUCHES MOON.

## 1100 POINTS – FAIR

## 1200 POINTS – GOOD

## 1300 POINTS – EXCELLENT

## 1400 POINTS – SUPER

## 1500 POINTS – GENIUS

SK420-11

160

## UNIVERSE

## POINTS ARE SCORED AS INDICATED.

## HITTING NUMBERS 1 TO 8 AWARDS 1 REPLAY AND LIGHTS HOLE FOR SPECIAL.

## SPECIAL WHEN LIT HOLE AWARDS 1 REPLAY.

## NUMBER 1 AND 6 ROLLOVERS LIGHT KICKING RUBBER.

## ONE TRIP IS SCORED WHEN SPACE SHIP TOUCHES MOON.

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

## 1 REPLAY FOR 1400 POINTS.

## 1 REPLAY FOR 1600 POINTS.

## 1 REPLAY FOR 1800 POINTS.

## 1 REPLAY FOR 9 TRIPS.

## 1 REPLAY FOR 11 TRIPS.

## 1 REPLAY FOR 12 TRIPS.

## 1 REPLAY FOR 14 TRIPS.

SK420-27

160

## UNIVERSE

## POINTS ARE SCORED AS INDICATED.

## HITTING NUMBERS 1 TO 8 AWARDS 1 REPLAY AND LIGHTS HOLE FOR SPECIAL.

## SPECIAL WHEN LIT HOLE AWARDS 1 REPLAY.

## NUMBER 1 AND 6 ROLLOVERS LIGHT KICKING RUBBER.

## ONE TRIP IS SCORED WHEN SPACE SHIP TOUCHES MOON.

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

## 1 REPLAY FOR 1400 POINTS.

## 1 REPLAY FOR 1600 POINTS.

## 1 REPLAY FOR 1800 POINTS.

## 1 REPLAY FOR 10 TRIPS.

## 1 REPLAY FOR 12 TRIPS.

## 1 REPLAY FOR 14 TRIPS.

SK420-28

160

## UNIVERSE

## POINTS ARE SCORED AS INDICATED.

## HITTING NUMBERS 1 TO 8 AWARDS 1 REPLAY AND LIGHTS HOLE FOR SPECIAL.

## SPECIAL WHEN LIT HOLE AWARDS 1 REPLAY.

## NUMBER 1 AND 6 ROLLOVERS LIGHT KICKING RUBBER.

## ONE TRIP IS SCORED WHEN SPACE SHIP TOUCHES MOON.

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

## 1 REPLAY FOR 1500 POINTS.

## 1 REPLAY FOR 1700 POINTS.

## 1 REPLAY FOR 1800 POINTS.

## 1 REPLAY FOR 10 TRIPS.

## 1 REPLAY FOR 12 TRIPS.

## 1 REPLAY FOR 13 TRIPS.

## 1 REPLAY FOR 14 TRIPS.

SK420-29

160

## UNIVERSE

## POINTS ARE SCORED AS INDICATED.

## HITTING NUMBERS 1 TO 8 AWARDS 1 REPLAY AND LIGHTS HOLE FOR SPECIAL.

## SPECIAL WHEN LIT HOLE AWARDS 1 REPLAY.

## NUMBER 1 AND 6 ROLLOVERS LIGHT KICKING RUBBER.

## ONE TRIP IS SCORED WHEN SPACE SHIP TOUCHES MOON.

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

## 1 REPLAY FOR 1300 POINTS.

## 1 REPLAY FOR 1500 POINTS.

## 1 REPLAY FOR 1600 POINTS.

## 1 REPLAY FOR 8 TRIPS.

## 1 REPLAY FOR 10 TRIPS.

## 1 REPLAY FOR 11 TRIPS.

## 1 REPLAY FOR 14 TRIPS.

SK420-30

160

## UNIVERSE

## POINTS ARE SCORED AS INDICATED.

## HITTING NUMBERS 1 TO 8 AWARDS 1 REPLAY AND LIGHTS HOLE FOR SPECIAL.

## SPECIAL WHEN LIT HOLE AWARDS 1 REPLAY.

## NUMBER 1 AND 6 ROLLOVERS LIGHT KICKING RUBBER.

## ONE TRIP IS SCORED WHEN SPACE SHIP TOUCHES MOON.

## 

## 1 REPLAY FOR 1400 POINTS.

## 1 REPLAY FOR 1600 POINTS.

## 1 REPLAY FOR 1800 POINTS.

## 1 REPLAY FOR 10 TRIPS.

## 1 REPLAY FOR 12 TRIPS.

## 1 REPLAY FOR 14 TRIPS.

SK420-32

160

## UNIVERSE

## POINTS ARE SCORED AS INDICATED.

## HITTING NUMBERS 1 TO 8 AWARDS 1 REPLAY AND LIGHTS HOLE FOR SPECIAL.

## SPECIAL WHEN LIT HOLE AWARDS 1 REPLAY.

## NUMBER 1 AND 6 ROLLOVERS LIGHT KICKING RUBBER.

## ONE TRIP IS SCORED WHEN SPACE SHIP TOUCHES MOON.

## 

## 1 REPLAY FOR 1300 POINTS.

## 1 REPLAY FOR 1500 POINTS.

## 1 REPLAY FOR 1600 POINTS.

## 1 REPLAY FOR 8 TRIPS.

## 1 REPLAY FOR 10 TRIPS.

## 1 REPLAY FOR 11 TRIPS.

## 1 REPLAY FOR 14 TRIPS.

SK420-34

160

25 CENT CHUTE

ADJUSTMENT

5 PLAYS

4 PLAYS

3 PLAYS

SK420-26

SK420-14

160

TRIP UNIT

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

8

9

10

11

12

13

Used fonts: Futura ExtraBold, Futura Md BT

Card size: 154x108mm (instructions), 81x65mm (Trip Unit)

**Cards status:**

SK420-1 card confirmed.

SK420-2 card needed.

SK420-3 card confirmed.

SK420-4 card confirmed.

SK420-5 card needed.

SK420-6 card needed.

SK420-7 card confirmed.

SK420-8 card confirmed.

SK420-9 card confirmed.

SK420-10 card confirmed.

SK420-11 card confirmed.

SK420-12 card needed.

SK420-13 card needed.

SK420-14 card Trip Unit label confirmed.

SK420-26 25 cent chute adjustment label confirmed.

SK420-27 card confirmed.

SK420-28 card confirmed.

SK420-29 card confirmed.

SK420-30 card confirmed.

SK420-31 card needed.

SK420-32 card confirmed.

SK420-33 card needed.

SK420-34 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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