

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.

160

SK420-1

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.

160

SK420-3

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.

160

SK420-4

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.

160

SK420-7

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.

160

SK420-8

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.

160

SK420-9

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.

160

SK420-10

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

160

SK420-11

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.

160

SK420-27

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.

160

SK420-28

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.

160

SK420-29

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.

160

SK420-30

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.

160

SK420-32

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.

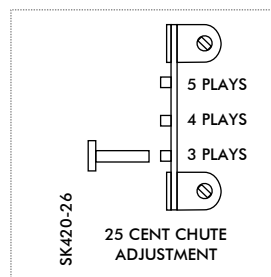
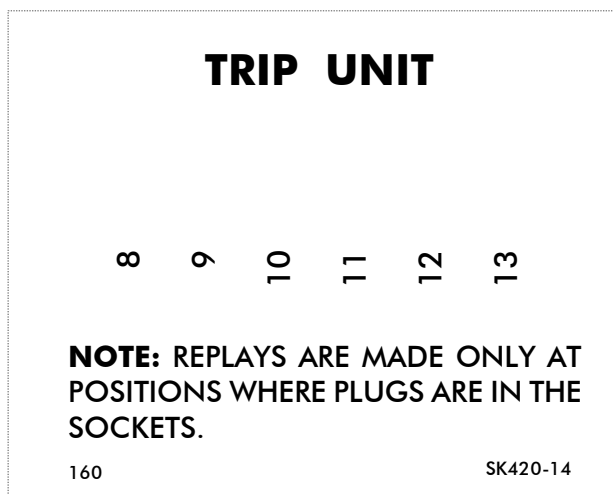
1 REPLAY FOR 10 TRIPS.

1 REPLAY FOR 11 TRIPS.

1 REPLAY FOR 14 TRIPS.

160

SK420-34



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

If you like my work, please send me a donation via PayPal.