## WAGON TRAIN

## HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS COR- RESPONDING NUMBER IN RED OR WHITE FEATHER.

## LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

## LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLL- OVER FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER AWARDS 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.

SK433-1

166

## WAGON TRAIN

## HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS COR- RESPONDING NUMBER IN RED OR WHITE FEATHER.

## LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

## LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLL- OVER FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER AWARDS 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.

SK433-2

166

## WAGON TRAIN

## HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS COR- RESPONDING NUMBER IN RED OR WHITE FEATHER.

## LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

## LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLL- OVER FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER AWARDS 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.

SK433-3

166

## WAGON TRAIN

## HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS COR- RESPONDING NUMBER IN RED OR WHITE FEATHER.

## LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

## LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLL- OVER FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER AWARDS 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 1300 POINTS. 1 REPLAY FOR 1400 POINTS.

SK433-4

166

## WAGON TRAIN

## HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS COR- RESPONDING NUMBER IN RED OR WHITE FEATHER.

## LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

## LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLL- OVER FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER AWARDS 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 1400 POINTS. 1 REPLAY FOR 1500 POINTS. 1 REPLAY FOR 1600 POINTS.

SK433-5

166

## WAGON TRAIN

## HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS COR- RESPONDING NUMBER IN RED OR WHITE FEATHER.

## LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

## LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLL- OVER FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER AWARDS 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 1500 POINTS. 1 REPLAY FOR 1600 POINTS.

SK433-6

166

## WAGON TRAIN

## HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS COR- RESPONDING NUMBER IN RED OR WHITE FEATHER.

## LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

## LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLL- OVER FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER AWARDS 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.

SK433-7

166

## WAGON TRAIN

## HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS COR- RESPONDING NUMBER IN RED OR WHITE FEATHER.

## LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

## LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLL- OVER FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER AWARDS 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.

SK433-8

166

## WAGON TRAIN

## HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS COR- RESPONDING NUMBER IN RED OR WHITE FEATHER.

## LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

## LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLL- OVER FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

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

SK433-9

166

## WAGON TRAIN

## HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRE- SPONDING NUMBER IN RED OR WHITE FEATHER.

## LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

## LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLL- OVER FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

## 1 REPLAY FOR 1100 POINTS. 1 REPLAY FOR 1300 POINTS. 1 REPLAY FOR 1400 POINTS. 1 REPLAY FOR 1500 POINTS.

SK433-10

166

## WAGON TRAIN

## HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRE- SPONDING NUMBER IN RED OR WHITE FEATHER.

## LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

## LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLL- OVER FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

## 1 REPLAY FOR 1000 POINTS. 1 REPLAY FOR 1200 POINTS. 1 REPLAY FOR 1300 POINTS. 1 REPLAY FOR 1400 POINTS.

SK433-11

166

## WAGON TRAIN

## HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRE- SPONDING NUMBER IN RED OR WHITE FEATHER.

## LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

## LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLL- OVER FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

## 1 REPLAY FOR 1000 POINTS. 1 REPLAY FOR 1100 POINTS. 1 REPLAY FOR 1200 POINTS. 1 REPLAY FOR 1300 POINTS.

SK433-12

166

## WAGON TRAIN

## HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRE- SPONDING NUMBER IN RED OR WHITE FEATHER.

## LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

## LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLL- OVER FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

## 1 REPLAY FOR 1100 POINTS. 1 REPLAY FOR 1200 POINTS. 1 REPLAY FOR 1300 POINTS. 1 REPLAY FOR 1400 POINTS.

SK433-13

166

## WAGON TRAIN

## HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRE- SPONDING NUMBER IN RED OR WHITE FEATHER.

## LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

## LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLL- OVER FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

## 1 REPLAY FOR 1100 POINTS. 1 REPLAY FOR 1400 POINTS. 1 REPLAY FOR 1500 POINTS. 1 REPLAY FOR 1600 POINTS.

SK433-14

166

## WAGON TRAIN

## HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRE- SPONDING NUMBER IN RED OR WHITE FEATHER.

## LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

## LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLL- OVER FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

## 1 REPLAY FOR 1100 POINTS. 1 REPLAY FOR 1300 POINTS. 1 REPLAY FOR 1500 POINTS. 1 REPLAY FOR 1600 POINTS.

SK433-15

166

## WAGON TRAIN

## HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRE- SPONDING NUMBER IN RED OR WHITE FEATHER.

## LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

## LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLL- OVER FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

## 1 REPLAY FOR 1200 POINTS. 1 REPLAY FOR 1300 POINTS. 1 REPLAY FOR 1400 POINTS. 1 REPLAY FOR 1500 POINTS.

SK433-16

166

## WAGON TRAIN

## HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRE- SPONDING NUMBER IN RED OR WHITE FEATHER.

## LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

## LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLL- OVER FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

## 1 REPLAY FOR 1200 POINTS. 1 REPLAY FOR 1400 POINTS. 1 REPLAY FOR 1500 POINTS. 1 REPLAY FOR 1600 POINTS.

SK433-17

166

## WAGON TRAIN

## HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRE- SPONDING NUMBER IN RED OR WHITE FEATHER.

## LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

## LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLL- OVER FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

SK433-18

166

## WAGON TRAIN

## HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRE- SPONDING NUMBER IN RED OR WHITE FEATHER.

## LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

## LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLL- OVER FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

## 1 REPLAY FOR 900 POINTS. 1 REPLAY FOR 1100 POINTS. 1 REPLAY FOR 1200 POINTS. 1 REPLAY FOR 1300 POINTS.

SK433-27

166

## WAGON TRAIN

## HITTING TOP ROLLOVER AND ROTO TARGET LIGHTS CORRE- SPONDING NUMBER IN RED OR WHITE FEATHER.

## LIGHTING ALL NUMBERS IN RED OR WHITE FEATHER AWARDS 1 REPLAY.

## LIGHTING ALL NUMBERS IN BOTH FEATHERS LIGHTS TOP ROLL- OVER FOR SPECIAL.

## SPECIAL WHEN LIT ROLLOVER AWARDS 1 REPLAY.

## 1 REPLAY FOR 900 POINTS. 1 REPLAY FOR 1000 POINTS. 1 REPLAY FOR 1100 POINTS. 1 REPLAY FOR 1200 POINTS.

SK433-28

166

Used fonts: Futura ExtraBold, Futura Md BT

Card size: 108x152mm

**Cards status:**

SK433-1 card needed to verify.

SK433-2 card needed to verify.

SK433-3 card needed to verify.

SK433-4 card needed to verify.

SK433-5 card confirmed.

SK433-6 card confirmed.

SK433-7 card confirmed.

SK433-8 card confirmed.

SK433-9 card needed to verify.

SK433-10 card confirmed.

SK433-11 card needed to verify.

SK433-12 card confirmed.

SK433-13 card confirmed.

SK433-14 card needed to verify.

SK433-15 card needed to verify.

SK433-16 card confirmed.

SK433-17 card needed to verify.

SK433-18 card confirmed.

SK433-27 card confirmed.

SK433-28 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.