

For Amusement
Only

AZTEC

One To Four
Players

220,000 POINTS SCORES 1 CREDIT

340,000 POINTS SCORES 1 CREDIT

470,000 POINTS SCORES 1 CREDIT

**5 BALLS
PER GAME**

1 PLAY – QUARTER

466-1

For Amusement
Only

AZTEC

One To Four
Players

250,000 POINTS SCORES 1 CREDIT

370,000 POINTS SCORES 1 CREDIT

500,000 POINTS SCORES 1 CREDIT

**3 BALLS
PER GAME**

2 PLAYS – QUARTER

466-2

INSTRUCTIONS

- When Credit light is lit, press Credit Button and wait for machine to reset before pressing Credit Button for additional players.
- Each Player shoots one ball at a time as indicated on back glass.
- Tilt Penalty - Ball in Play - Tilt does not disqualify player.
- Hitting Target Z or T lites Double Bonus lanes. When lit, lights Double Bonus. Collect Bonus when ball leaves playfield.
- Hitting Targets A E C or A Z T, lites Extra Ball Target. When lit, target hit scores 1 Extra Ball. Maximum 1 Extra Ball per ball in play.
- Hitting Targets A E C or A Z T and Bonus to 50,000 lites special lane. Special scores 1 Credit.
- 1 Credit for each Player matching last two numbers of score to lited number on back glass when game is over.

466-1A

INSTRUCTIONS

- When Credit light is lit, press Credit Button and wait for machine to reset before pressing Credit Button for additional players.
- Each Player shoots one ball at a time as indicated on back glass.
- Tilt Penalty - Ball in Play - Tilt does not disqualify player.
- Hitting Target Z or T lites Double Bonus lanes. When lit, lights Double Bonus. Collect Bonus when ball leaves playfield.
- Hitting Targets A Z T, lites Extra Ball Target. When lit, target hit scores 1 Extra Ball. Maximum 1 Extra Ball per ball in play.
- Hitting Targets A Z T and Bonus to 50,000 lites special lane. Special scores 1 Credit.
- 1 Credit for each Player matching last two numbers of score to lited number on back glass when game is over.

466-1B

INSTRUCTIONS

- When Credit light is lit, press Credit Button and wait for machine to reset before pressing Credit Button for additional players.
- Each Player shoots one ball at a time as indicated on back glass.
- Tilt Penalty - Ball in Play - Tilt does not disqualify player.
- Hitting Target Z or T lites Double Bonus lanes. When lit, lights Double Bonus. Collect Bonus when ball leaves playfield.
- Hitting Targets A Z T E C, lites Extra Ball Target. When lit, target hit scores 1 Extra Ball. Maximum 1 Extra Ball per ball in play.
- Hitting Targets A Z T E C and Bonus to 50,000 lites Special lane. Special scores 1 Credit.
- 1 Credit for each Player matching last two numbers of score to lited number on back glass when game is over.

466-1C

INSTRUCTIONS

- When Credit light is lit, press Credit Button and wait for machine to reset before pressing Credit Button for additional players.
- Each Player shoots one ball at a time as indicated on back glass.
- Tilt Penalty - Ball in Play - Tilt does not disqualify player.
- Hitting Target Z or T lites Double Bonus lanes. When lit, lights Double Bonus. Collect Bonus when ball leaves playfield.
- Hitting Targets A E C or A Z T, lites Extra Ball Target. When lit, target hit scores 1 Extra Ball. Maximum 1 Extra Ball per ball in play.
- Hitting Targets A E C or A Z T and Bonus to 50,000 lites special lane. Special scores 1 Credit.

466-2A

INSTRUCTIONS

- When Credit light is lit, press Credit Button and wait for machine to reset before pressing Credit Button for additional players.
- Each Player shoots one ball at a time as indicated on back glass.
- Tilt Penalty - Ball in Play - Tilt does not disqualify player.
- Hitting Target Z or T lites Double Bonus lanes. When lit, lights Double Bonus. Collect Bonus when ball leaves playfield.
- Hitting Targets A Z T, lites Extra Ball Target. When lit, target hit scores 1 Extra Ball. Maximum 1 Extra Ball per ball in play.
- Hitting Targets A Z T and Bonus to 50,000 lites special lane. Special scores 1 Credit.

466-2B

INSTRUCTIONS

- When Credit light is lit, press Credit Button and wait for machine to reset before pressing Credit Button for additional players.
- Each Player shoots one ball at a time as indicated on back glass.
- Tilt Penalty - Ball in Play - Tilt does not disqualify player.
- Hitting Target Z or T lites Double Bonus lanes. When lit, lights Double Bonus. Collect Bonus when ball leaves playfield.
- Hitting Targets A Z T E C, lites Extra Ball Target. When lit, target hit scores 1 Extra Ball. Maximum 1 Extra Ball per ball in play.
- Hitting Targets A Z T E C and Bonus to 50,000 lites Special lane. Special scores 1 Credit.

466-2C

INSTRUCTIONS

- When Credit light is lit, press Credit Button and wait for machine to reset before pressing Credit Button for additional players.
- Each Player shoots one ball at a time as indicated on back glass.
- Tilt Penalty - Ball in Play - Tilt does not disqualify player.
- Hitting Target Z or T lites Double Bonus lanes. When lit, lights Double Bonus. Collect Bonus when ball leaves playfield.
- Hitting Targets A E C or A Z T, lites Extra Ball Target. When lit, target hit scores 1 Extra Ball. Maximum 1 Extra Ball per ball in play.
- Hitting Targets A E C or A Z T and Bonus to 50,000 lites Special lane. Special scores 1 Extra Ball.

466-3-EA

INSTRUCTIONS

- When Credit light is lit, press Credit Button and wait for machine to reset before pressing Credit Button for additional players.
- Each Player shoots one ball at a time as indicated on back glass.
- Tilt Penalty - Ball in Play - Tilt does not disqualify player.
- Hitting Target Z or T lites Double Bonus lanes. When lit, lights Double Bonus. Collect Bonus when ball leaves playfield.
- Hitting Targets A E C or A Z T, lites Extra Ball Target. When lit, target hit scores 1 Extra Ball. Maximum 1 Extra Ball per ball in play.
- Hitting Targets A Z T E C and Bonus to 50,000 lites Special lane. Special scores 1 Extra Ball.

466-3-EB

370,000 POINTS SCORES 1 CREDIT
490,000 POINTS SCORES 1 CREDIT
600,000 POINTS SCORES 1 CREDIT

466-17

370,000 POINTS SCORES 1 CREDIT
480,000 POINTS SCORES 1 CREDIT

466-19

390,000 POINTS SCORES 1 CREDIT
500,000 POINTS SCORES 1 CREDIT

466-21

410,000 POINTS SCORES 1 CREDIT
560,000 POINTS SCORES 1 CREDIT

466-23

430,000 POINTS SCORES 1 CREDIT
550,000 POINTS SCORES 1 CREDIT

466-25

460,000 POINTS SCORES 1 CREDIT
580,000 POINTS SCORES 1 CREDIT

466-27

480,000 POINTS SCORES 1 CREDIT
590,000 POINTS SCORES 1 CREDIT

466-29

500,000 POINTS SCORES 1 CREDIT
610,000 POINTS SCORES 1 CREDIT

466-31

530,000 POINTS SCORES 1 CREDIT
640,000 POINTS SCORES 1 CREDIT

466-33

550,000 POINTS SCORES 1 CREDIT
660,000 POINTS SCORES 1 CREDIT

466-35

600,000 POINTS SCORES 1 CREDIT

466-37

_____ **POINTS SCORES 1 CREDIT**

_____ **POINTS SCORES 1 CREDIT**

466-39

240,000 POINTS SCORES 1 EXTRA BALL

466-41

280,000 POINTS SCORES 1 EXTRA BALL

466-43

400,000 POINTS SCORES 1 EXTRA BALL

466-45

500,000 POINTS SCORES 1 EXTRA BALL

466-47

600,000 POINTS SCORES 1 EXTRA BALL

466-49

_____ POINTS SCORES 1 CREDIT
_____ POINTS SCORES 1 CREDIT
_____ POINTS SCORES 1 CREDIT

466-18

380,000 POINTS SCORES 1 CREDIT
490,000 POINTS SCORES 1 CREDIT

466-20

400,000 POINTS SCORES 1 CREDIT
510,000 POINTS SCORES 1 CREDIT

466-22

420,000 POINTS SCORES 1 CREDIT
530,000 POINTS SCORES 1 CREDIT

466-24

450,000 POINTS SCORES 1 CREDIT
570,000 POINTS SCORES 1 CREDIT

466-26

470,000 POINTS SCORES 1 CREDIT
590,000 POINTS SCORES 1 CREDIT

466-28

490,000 POINTS SCORES 1 CREDIT
600,000 POINTS SCORES 1 CREDIT

466-30

510,000 POINTS SCORES 1 CREDIT
620,000 POINTS SCORES 1 CREDIT

466-32

540,000 POINTS SCORES 1 CREDIT
660,000 POINTS SCORES 1 CREDIT

466-34

560,000 POINTS SCORES 1 CREDIT
680,000 POINTS SCORES 1 CREDIT

466-36

<p>_____ POINTS SCORES 1 CREDIT</p>	466-38
<p>_____ POINTS SCORES 1 CREDIT</p> <p>_____ POINTS SCORES 1 CREDIT</p>	466-40
<p>260,000 POINTS SCORES 1 EXTRA BALL</p>	466-42
<p>320,000 POINTS SCORES 1 EXTRA BALL</p>	466-44
<p>450,000 POINTS SCORES 1 EXTRA BALL</p>	466-46
<p>550,000 POINTS SCORES 1 EXTRA BALL</p>	466-48
<p>_____ POINTS SCORES 1 EXTRA BALL</p>	466-50

Fonts used: Helvetica, Furuta Md BT, Futura ExtraBold.

Cards status:

- Card 466-1 is confirmed.
 - Card 466-2 is confirmed.
 - Card 466-1A is confirmed.
 - Card 466-1B is confirmed.
 - Card 466-1C is confirmed.
 - Card 466-2A is confirmed.
 - Card 466-2B is confirmed.
 - Card 466-2C is confirmed.
 - Card 466-3-EA is confirmed.
 - Card 466-3-EB is confirmed.
 - All score inserts 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

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