

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 - 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 - 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 - 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 - 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 - 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 - 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 - 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 - 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

460,000 SCORES 1 CREDIT 580,000 SCORES 1 CREDIT	466-27
480,000 SCORES 1 CREDIT 600,000 SCORES 1 CREDIT	466-29
500,000 SCORES 1 CREDIT 610,000 SCORES 1 CREDIT	466-31
530,000 SCORES 1 CREDIT 640,000 SCORES 1 CREDIT	466-33
550,000 SCORES 1 CREDIT 660,000 SCORES 1 CREDIT	466-35
600,000 SCORES 1 CREDIT	466-37
_____ SCORES 1 CREDIT _____ SCORES 1 CREDIT	466-39
240,000 SCORES 1 EXTRA BALL	466-41
280,000 SCORES 1 EXTRA BALL	466-43

470,000 SCORES 1 CREDIT 590,000 SCORES 1 CREDIT	466-28
490,000 SCORES 1 CREDIT 600,000 SCORES 1 CREDIT	466-30
510,000 SCORES 1 CREDIT 620,000 SCORES 1 CREDIT	466-32
540,000 SCORES 1 CREDIT 660,000 SCORES 1 CREDIT	466-34
560,000 SCORES 1 CREDIT 680,000 SCORES 1 CREDIT	466-36
_____ SCORES 1 CREDIT	466-40
_____ SCORES 1 CREDIT _____ SCORES 1 CREDIT	466-40
260,000 SCORES 1 EXTRA BALL	466-42
320,000 SCORES 1 EXTRA BALL	466-44

400,000 SCORES 1 EXTRA BALL	466-45
500,000 SCORES 1 EXTRA BALL	466-47
600,000 SCORES 1 EXTRA BALL	466-49

450,000 SCORES 1 EXTRA BALL	466-46
550,000 SCORES 1 EXTRA BALL	466-48
_____ SCORES 1 EXTRA BALL	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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