TOLEDO

For Amusement

Only

One or Two  
Players

###### 1 REPLAY FOR EACH SCORE OF 66,000 POINTS

###### 1 REPLAY FOR EACH SCORE OF 80,000 POINTS

###### 5 BALLS PER GAME

###### 465-1

For Amusement

Only

One or Two  
Players

TOLEDO

###### 1 REPLAY FOR EACH SCORE OF 46,000 POINTS

###### 1 REPLAY FOR EACH SCORE OF 67,000 POINTS

###### 1 REPLAY FOR EACH SCORE OF 88,000 POINTS

###### 3 BALLS PER GAME

###### 465-2

###### 1 REPLAY FOR EACH SCORE OF 90,000 POINTS

###### 1 REPLAY FOR EACH SCORE OF 120,000 POINTS

###### 465-30

###### 1 REPLAY FOR EACH SCORE OF \_\_\_\_\_\_\_ POINTS

###### 1 REPLAY FOR EACH SCORE OF \_\_\_\_\_\_\_ POINTS

###### 465-45

## INSTRUCTIONS

• When credit light is lit, press credit button and wait for machine to  
 reset before pressing credit button for additional player.

• Each player shoots one ball at a time as indicated on backglass.

• Tilt penalty — Ball in play — Does not disqualify player.

**•** Hitting targets 1 thru 8 when lit, lites special lane. Special scores 1 replay.

• Hitting A & B target lites double bonus.

• Hitting A-B-C-D targets or 1 thru 5 targets lites extra ball lane. When  
 lit, scores 1 extra ball. Maximum 1 extra ball per ball in play.

• 1 replay for each player matching last two numbers of score to lited  
 number on backglass when game is over.

###### 465-1A

## INSTRUCTIONS

• When credit light is lit, press credit button and wait for machine to  
 reset before pressing credit button for additional player.

• Each player shoots one ball at a time as indicated on backglass.

• Tilt penalty — Ball in play — Does not disqualify player.

**•** Hitting targets 1 thru 8 when lit, lites special lane. Special scores 1 replay.

• Hitting A & B target lites double bonus.

• Hitting A-B-C-D targets or 1 thru 5 targets lites extra ball lane. When  
 lit, scores 1 extra ball. Maximum 1 extra ball per ball in play.

###### 465-2A

## INSTRUCTIONS

• When credit light is lit, press credit button and wait for machine to  
 reset before pressing credit button for additional player.

• Each player shoots one ball at a time as indicated on backglass.

• Tilt penalty — Ball in play — Does not disqualify player.

**•** Hitting targets 1 thru 8 when lit, lites special lane. Special scores 1 replay.

• Hitting A & B target lites double bonus.

• Hitting A-B-C-D targets or 1 thru 6 targets lites extra ball lane. When  
 lit, scores 1 extra ball. Maximum 1 extra ball per ball in play.

• 1 replay for each player matching last two numbers of score to lited  
 number on backglass when game is over.

###### 465-3A

## INSTRUCTIONS

• When credit light is lit, press credit button and wait for machine to  
 reset before pressing credit button for additional player.

• Each player shoots one ball at a time as indicated on backglass.

• Tilt penalty — Ball in play — Does not disqualify player.

**•** Hitting targets 1 thru 8 when lit, lites special lane. Special scores 1 replay.

• Hitting A & B target lites double bonus.

• Hitting A-B-C-D targets or 1 thru 6 targets lites extra ball lane. When  
 lit, scores 1 extra ball. Maximum 1 extra ball per ball in play.

###### 465-4A

## INSTRUCTIONS

• When credit light is lit, press credit button and wait for machine to  
 reset before pressing credit button for additional player.

• Each player shoots one ball at a time as indicated on backglass.

• Tilt penalty — Ball in play — Does not disqualify player.

**•** Hitting targets 1 thru 8 when lit, lites special lane. Special scores 1 replay.

• Hitting A & B target lites double bonus.

• Hitting A-B-C-D targets or 1 thru 7 targets lites extra ball lane. When  
 lit, scores 1 extra ball. Maximum 1 extra ball per ball in play.

• 1 replay for each player matching last two numbers of score to lited  
 number on backglass when game is over.

###### 465-5A

## INSTRUCTIONS

• When credit light is lit, press credit button and wait for machine to  
 reset before pressing credit button for additional player.

• Each player shoots one ball at a time as indicated on backglass.

• Tilt penalty — Ball in play — Does not disqualify player.

**•** Hitting targets 1 thru 8 when lit, lites special lane. Special scores 1 replay.

• Hitting A & B target lites double bonus.

• Hitting A-B-C-D targets or 1 thru 7 targets lites extra ball lane. When  
 lit, scores 1 extra ball. Maximum 1 extra ball per ball in play.

###### 465-6A

## INSTRUCTIONS

• When credit light is lit, press credit button and wait for machine to  
 reset before pressing credit button for additional player.

• Each player shoots one ball at a time as indicated on backglass.

• Tilt penalty — Ball in play — Does not disqualify player.

**•** Hitting targets 1 thru 8 when lit, lites special lane. Special scores 1 replay.

• Hitting A & B target lites double bonus.

• Hitting A-B-C-D targets or 1 thru 8 targets lites extra ball lane. When  
 lit, scores 1 extra ball. Maximum 1 extra ball per ball in play.

• 1 replay for each player matching last two numbers of score to lited  
 number on backglass when game is over.

###### 465-7A

## INSTRUCTIONS

• When credit light is lit, press credit button and wait for machine to  
 reset before pressing credit button for additional player.

• Each player shoots one ball at a time as indicated on backglass.

• Tilt penalty — Ball in play — Does not disqualify player.

**•** Hitting targets 1 thru 8 when lit, lites special lane. Special scores 1 replay.

• Hitting A & B target lites double bonus.

• Hitting A-B-C-D targets or 1 thru 8 targets lites extra ball lane. When  
 lit, scores 1 extra ball. Maximum 1 extra ball per ball in play.

###### 465-8A

Fonts used: HelveticaNeue, Futura Std ExtraBold, Futura Md BT, Century, Futura ExtraBold.

**Cards status:**

Card 465-1 is confirmed.

Card 465-2 is confirmed.

Card 465-30 is confirmed.

Card 465-45 is confirmed.

Card 465-1A is confirmed.

Card 465-2A is confirmed.

Card 465-3A is confirmed.

Card 465-4A is confirmed.

Card 465-5A is confirmed.

Card 465-6A is needed to verify.

Card 465-7A is needed to verify.

Card 465-8A is 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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