

For Amusement  
Only

## **TOLEDO**

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

## **TOLEDO**

One or Two  
Players

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

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