

**For Amusement
Only**

AZTEC

**One to Four
Players**

..... SCORES 1 CREDIT

..... SCORES 1 CREDIT

**5 BALLS
PER GAME**

**1 PLAY – QUARTER
3 PLAYS – 2 QUARTERS**

466-1

**For Amusement
Only**

AZTEC

**One to Four
Players**

..... SCORES 1 CREDIT

..... SCORES 1 CREDIT

..... SCORES 1 CREDIT

**3 BALLS
PER GAME**

**1 PLAY – QUARTER
3 PLAYS – 2 QUARTERS**

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 target 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 target 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 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

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

Cards status:

Card 466-1 is confirmed.
Card 466-2 is needed to verify.
Card 466-1A is confirmed.
Card 466-2A is confirmed.
Card 466-3-EA 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