

CORRAL

HITTING NUMBERS 1 TO 10 SCORES 1 REPLAY AND LIGHTS EACH NUMBER FOR ADDITIONAL REPLAYS.

MATCHING LAST NUMBER IN POINT SCORE TO LIGHTED NUMBER THAT APPEARS ON BACK GLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

1 REPLAY FOR 1000 POINTS.
1 REPLAY FOR 1200 POINTS.
1 REPLAY FOR 1400 POINTS.
1 REPLAY FOR 1500 POINTS.

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A-6447

CORRAL

HITTING NUMBERS 1 TO 10 SCORES 1 REPLAY AND LIGHTS EACH NUMBER FOR ADDITIONAL REPLAYS.

MATCHING LAST NUMBER IN POINT SCORE TO LIGHTED NUMBER THAT APPEARS ON BACK GLASS WHEN GAME IS OVER AWARDS 1 REPLAY.

1 REPLAY FOR 1100 POINTS.
1 REPLAY FOR 1300 POINTS.
1 REPLAY FOR 1500 POINTS.
1 REPLAY FOR 1700 POINTS.

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A-6447

CORRAL

HITTING NUMBERS 1 TO 10 SCORES 1 REPLAY AND LIGHTS
EACH NUMBER FOR ADDITIONAL REPLAYS.

1 REPLAY FOR 1000 POINTS.
1 REPLAY FOR 1200 POINTS.
1 REPLAY FOR 1400 POINTS.
1 REPLAY FOR 1500 POINTS.

182

A-6448

CORRAL

HITTING NUMBERS 1 TO 10 SCORES 1 REPLAY AND LIGHTS
EACH NUMBER FOR ADDITIONAL REPLAYS.

1 REPLAY FOR 1100 POINTS.
1 REPLAY FOR 1300 POINTS.
1 REPLAY FOR 1500 POINTS.
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A-6448

1 REPLAY FOR 1100 POINTS.
1 REPLAY FOR 1300 POINTS.
1 REPLAY FOR 1500 POINTS.
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1 REPLAY FOR 1000 POINTS.
1 REPLAY FOR 1200 POINTS.
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CORRAL

OBJECT OF THE GAME IS TO HIT NUMBERS 1 TO 10.

1100 POINTS—FAIR

1300 POINTS—GOOD

1500 POINTS—EXCELENT

1600 POINTS—SUPER

1700 POINTS—GENIUS

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A-6451

Used fonts: Futura Md BT, Futura Bk BT

Cards status:

A-6447 instruction card confirmed.

A-6448 instruction card confirmed.

A-6449 score card confirmed.

A-6450 needed.

A-6451 instruction card confirmed.

The "Score to Beat" cards used on the back glass are available in a separate file called: [Gottlieb_Score_to_Beat_cards.zip](#)

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