### 5 BALLS

PER GAME

###### 1 PLAY – 1 QUARTER

5 PLAYS – 1 DOLLAR

###### 480,000 SCORES 1 CREDIT

###### 630,000 SCORES 1 CREDIT

###### 496-1

For Amusement  
Only

One To Four  
Players

GORGAR

### 3 BALLS

PER GAME

###### 1 PLAY – 1 QUARTER

5 PLAYS – 1 DOLLAR

###### 300,000 SCORES 1 CREDIT

###### 430,000 SCORES 1 CREDIT

###### 550,000 SCORES 1 CREDIT

###### 496-2

For Amusement  
Only

One To Four  
Players

GORGAR

• Insert Coin And Wait For Machine To Reset Before Inserting Coin For  
 Next Player.

• Making G - O - R Targets Advances “PIT” Value.

• Making G - A - R Targets Lites Jet Bumpers For 1000, Lites G - A - R  
 Targets For 5000 Each & Lites Outlane Specials.

• Lighting GOR & GAR Advances Eject Value.

• Making 1 - 2 - 3 - 4 Lites PIT For 50,000 & Lites Next Star.

When Both Stars Are Lit Making 1 - 2 - 3 - 4 Lites Red Arrows Alternately  
 For Special.

• Making “D” & “E” Spots 1 - 2 - 3 - 4.

• Making A - B - C Advances “X” Value.

• Tilt Penalty - Ball In Play - Does Not Disqualify Player.

• **Special Scores \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 1 CREDIT.**• **Beating Highest Score Scores \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 3 CREDITS.**• **Matching Last Two Numbers On Score With Number On Match Window  
 On Back Glass Scores \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 1 CREDIT.**

## **INSTRUCTIONS**

###### 496-3

• Insert Coin And Wait For Machine To Reset Before Inserting Coin For  
 Next Player.

• Making G - O - R Targets Advances “PIT” Value.

• Making G - A - R Targets Lites Jet Bumpers For 1000, Lites G - A - R  
 Targets For 5000 Each & Lites Outlane Specials.

• Lighting GOR & GAR Advances Eject Value.

• Making 1 - 2 - 3 - 4 Lites PIT For 50,000 & Lites Next Star.

When Both Stars Are Lit Making 1 - 2 - 3 - 4 Lites Red Arrows Alternately  
 For Special.

• Making “D” & “E” Spots 1 - 2 - 3 - 4.

• Making A - B - C Advances “X” Value.

• Tilt Penalty - Ball In Play - Does Not Disqualify Player.

• **Special Scores \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 1 EXTRA BALL.**

## **INSTRUCTIONS**

###### 496-4

• Insert Coin And Wait For Machine To Reset Before Inserting Coin For  
 Next Player.

• Making G - O - R Targets Advances “PIT” Value.

• Making G - A - R Targets Lites Jet Bumpers For 1000, Lites G - A - R  
 Targets For 5000 Each & Lites Outlane Specials.

• Lighting GOR & GAR Advances Eject Value.

• Making 1 - 2 - 3 - 4 Lites PIT For 50,000 & Lites Next Star.

When Both Stars Are Lit Making 1 - 2 - 3 - 4 Lites Red Arrows Alternately  
 For Special.

• Making “D” & “E” Spots 1 - 2 - 3 - 4.

• Making A - B - C Advances “X” Value.

• Tilt Penalty - Ball In Play - Does Not Disqualify Player.

• **Special Scores \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 1 CREDIT.**

## **INSTRUCTIONS**

###### 496-5

• Insert Coin And Wait For Machine To Reset Before Inserting Coin For  
 Next Player.

• Making G - O - R Targets Advances “PIT” Value.

• Making G - A - R Targets Lites Jet Bumpers For 1000, Lites G - A - R  
 Targets For 5000 Each & Lites Outlane Specials.

• Lighting GOR & GAR Advances Eject Value.

• Making 1 - 2 - 3 - 4 Lites PIT For 50,000 & Lites Next Star.

When Both Stars Are Lit Making 1 - 2 - 3 - 4 Lites Red Arrows Alternately  
 For Special.

• Making “D” & “E” Spots 1 - 2 - 3 - 4.

• Making A - B - C Advances “X” Value.

• Tilt Penalty - Ball In Play - Does Not Disqualify Player.

• **Special Scores \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 50,000 POINTS.**• **Beating Highest Score Scores \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 3 CREDITS.**• **Matching Last Two Numbers On Score With Number On Match Window  
 On Back Glass Scores \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 1 CREDIT.**

## **INSTRUCTIONS**

###### 496-6

###### 240,000 SCORES 1 CREDIT

###### 370,000 SCORES 1 CREDIT

###### 490,000 SCORES 1 CREDIT

###### 496-8

###### 260,000 SCORES 1 CREDIT

###### 390,000 SCORES 1 CREDIT

###### 510,000 SCORES 1 CREDIT

###### 496-10

###### 280,000 SCORES 1 CREDIT

###### 410,000 SCORES 1 CREDIT

###### 530,000 SCORES 1 CREDIT

###### 496-12

###### 300,000 SCORES 1 CREDIT

###### 430,000 SCORES 1 CREDIT

###### 550,000 SCORES 1 CREDIT

###### 496-14

###### 320,000 SCORES 1 CREDIT

###### 450,000 SCORES 1 CREDIT

###### 570,000 SCORES 1 CREDIT

###### 496-16

###### 340,000 SCORES 1 CREDIT

###### 470,000 SCORES 1 CREDIT

###### 590,000 SCORES 1 CREDIT

###### 496-18

###### 360,000 SCORES 1 CREDIT

###### 490,000 SCORES 1 CREDIT

###### 610,000 SCORES 1 CREDIT

###### 496-20

###### 380,000 SCORES 1 CREDIT

###### 510,000 SCORES 1 CREDIT

###### 630,000 SCORES 1 CREDIT

###### 496-22

###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

###### 496-24

###### 220,000 SCORES 1 CREDIT

###### 340,000 SCORES 1 CREDIT

###### 496-26

###### 240,000 SCORES 1 CREDIT

###### 360,000 SCORES 1 CREDIT

###### 496-28

###### 260,000 SCORES 1 CREDIT

###### 380,000 SCORES 1 CREDIT

###### 496-30

###### 280,000 SCORES 1 CREDIT

###### 400,000 SCORES 1 CREDIT

###### 496-32

###### 300,000 SCORES 1 CREDIT

###### 420,000 SCORES 1 CREDIT

###### 496-34

###### 320,000 SCORES 1 CREDIT

###### 440,000 SCORES 1 CREDIT

###### 496-36

###### 340,000 SCORES 1 CREDIT

###### 460,000 SCORES 1 CREDIT

###### 496-38

###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

###### 496-40

###### 400,000 SCORES 1 CREDIT

###### 550,000 SCORES 1 CREDIT

###### 496-42

###### 420,000 SCORES 1 CREDIT

###### 570,000 SCORES 1 CREDIT

###### 496-44

###### 440,000 SCORES 1 CREDIT

###### 590,000 SCORES 1 CREDIT

###### 496-46

###### 460,000 SCORES 1 CREDIT

###### 610,000 SCORES 1 CREDIT

###### 496-48

###### 480,000 SCORES 1 CREDIT

###### 630,000 SCORES 1 CREDIT

###### 496-50

###### 500,000 SCORES 1 CREDIT

###### 650,000 SCORES 1 CREDIT

###### 496-52

###### 520,000 SCORES 1 CREDIT

###### 670,000 SCORES 1 CREDIT

###### 496-54

###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

###### 496-56

###### 120,000 SCORES 1 EXTRA BALL

###### 496-58

###### 160,000 SCORES 1 EXTRA BALL

###### 496-60

###### 200,000 SCORES 1 EXTRA BALL

###### 496-62

###### 120,000 SCORES 1 EXTRA BALL

###### 250,000 SCORES 1 EXTRA BALL

###### 496-64

###### 160,000 SCORES 1 EXTRA BALL

###### 290,000 SCORES 1 EXTRA BALL

###### 496-66

###### 200,000 SCORES 1 EXTRA BALL

###### 330,000 SCORES 1 EXTRA BALL

###### 496-68

###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_\_\_ SCORES 1 EXTRA BALL

###### 250,000 SCORES 1 CREDIT

###### 380,000 SCORES 1 CREDIT

###### 500,000 SCORES 1 CREDIT

###### 496-9

###### 270,000 SCORES 1 CREDIT

###### 400,000 SCORES 1 CREDIT

###### 520,000 SCORES 1 CREDIT

###### 496-11

###### 290,000 SCORES 1 CREDIT

###### 420,000 SCORES 1 CREDIT

###### 540,000 SCORES 1 CREDIT

###### 496-13

###### 310,000 SCORES 1 CREDIT

###### 440,000 SCORES 1 CREDIT

###### 560,000 SCORES 1 CREDIT

###### 496-15

###### 330,000 SCORES 1 CREDIT

###### 460,000 SCORES 1 CREDIT

###### 580,000 SCORES 1 CREDIT

###### 496-17

###### 350,000 SCORES 1 CREDIT

###### 480,000 SCORES 1 CREDIT

###### 600,000 SCORES 1 CREDIT

###### 496-19

###### 370,000 SCORES 1 CREDIT

###### 500,000 SCORES 1 CREDIT

###### 620,000 SCORES 1 CREDIT

###### 496-21

###### 390,000 SCORES 1 CREDIT

###### 520,000 SCORES 1 CREDIT

###### 640,000 SCORES 1 CREDIT

###### 496-23

###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

###### 496-25

###### 230,000 SCORES 1 CREDIT

###### 350,000 SCORES 1 CREDIT

###### 496-27

###### 250,000 SCORES 1 CREDIT

###### 370,000 SCORES 1 CREDIT

###### 496-29

###### 270,000 SCORES 1 CREDIT

###### 390,000 SCORES 1 CREDIT

###### 496-31

###### 290,000 SCORES 1 CREDIT

###### 410,000 SCORES 1 CREDIT

###### 496-33

###### 310,000 SCORES 1 CREDIT

###### 430,000 SCORES 1 CREDIT

###### 496-35

###### 330,000 SCORES 1 CREDIT

###### 450,000 SCORES 1 CREDIT

###### 496-37

###### 350,000 SCORES 1 CREDIT

###### 470,000 SCORES 1 CREDIT

###### 496-39

###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

###### 496-41

###### 410,000 SCORES 1 CREDIT

###### 560,000 SCORES 1 CREDIT

###### 496-43

###### 430,000 SCORES 1 CREDIT

###### 580,000 SCORES 1 CREDIT

###### 496-45

###### 450,000 SCORES 1 CREDIT

###### 600,000 SCORES 1 CREDIT

###### 496-47

###### 470,000 SCORES 1 CREDIT

###### 620,000 SCORES 1 CREDIT

###### 496-49

###### 490,000 SCORES 1 CREDIT

###### 640,000 SCORES 1 CREDIT

###### 496-51

###### 510,000 SCORES 1 CREDIT

###### 660,000 SCORES 1 CREDIT

###### 496-53

###### 530,000 SCORES 1 CREDIT

###### 60,000 SCORES 1 CREDIT

###### 496-55

###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

###### 496-57

###### 140,000 SCORES 1 EXTRA BALL

###### 496-59

###### 180,000 SCORES 1 EXTRA BALL

###### 496-61

###### \_\_\_\_\_\_\_\_\_ SCORES 1 EXTRA BALL

###### 496-63

###### 140,000 SCORES 1 EXTRA BALL

###### 270,000 SCORES 1 EXTRA BALL

###### 496-65

###### 180,000 SCORES 1 EXTRA BALL

###### 310,000 SCORES 1 EXTRA BALL

###### 496-67

###### \_\_\_\_\_\_\_\_\_ SCORES 1 EXTRA BALL

###### \_\_\_\_\_\_\_\_\_ SCORES 1 EXTRA BALL

###### 496-69

###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

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###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_\_\_ SCORES 1 CREDIT

###### \_\_\_\_\_\_\_\_\_ SCORES 1 EXTRA BALL

• Münze einwerfen und warten, bis Kredit angezeigt wird.

• Alle Spieleranzeigen (Displays) werden auf 00… zurückgesetzt, wenn der Kreditknopf  
 betätigt wird. Jetzt können weitere Münzen eingeworfen werden – bis maximal 30 Kredite.

• Treffen der G-O-R Targets erhöht Lichtanzeige „PIT“.

• Treffen der G-A-R Targets = Schlagtürme 1000 Punkte, beleuchtete G-A-R Targets =  
 5000 Punkte und Kugelauslauf beleuchtet für Special.

• G-O-R und G-A-R beleuchtet erhöht Wert des Kugelauswurf.

• Treffen von Targets 1-2-3-4 ergibt 50.000 Punkte bei „PIT“ und beleuchtet den Stern.  
 Wenn beide Sterne beleuchtet, treffen der Targets 1-2-3-4 gibt rote Lichtanzeige für  
 Special.

• Treffen „D“ und „E“ beleuchtet 1-2-3-4 Targets.

• Treffen A-B-C ergibt 2-fachen und 3-fachen Bonus.

• Durch Schlagen oder Stoßen des Gerätes wird nur die im Spiel befindliche Kugel  
 disqualifiziert (Tilt).

• Erreichen der Höchstzahl (High Score) = 3 Freispiele.

• Übereinstimmen der Endzahlen am Spielende = 1 Freispiel.

## Spielanteitung

###### 496-G

Fonts used: Helvetica, Futura ExtraBold, Futura Hv BT, Century

Card size: 152x83mm (instructions), 133x25mm (score inserts) and 152x33mm (balls per game)

Drop target decal size: 24x35mm

**Cards status:**

496-1 confirmed.

496-2 confirmed.

496-3 confirmed.

496-4 confirmed.

496-5 confirmed.

496-6 confirmed.

496-7 needed.

Score inserts 496-8 thru 496-69 (plus extra’s) confirmed.

496-G 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)

If you like my work, please send me a donation via PayPal.