

For Amusement
Only

GORGAR

One To Four
Players

480,000 SCORES 1 CREDIT

630,000 SCORES 1 CREDIT

**1 PLAY – 1 QUARTER
5 PLAYS – 1 DOLLAR**

**5 BALLS
PER GAME**

496-1

For Amusement
Only

GORGAR

One To Four
Players

300,000 SCORES 1 CREDIT

430,000 SCORES 1 CREDIT

550,000 SCORES 1 CREDIT

**3 BALLS
PER GAME**

**1 PLAY – 1 QUARTER
5 PLAYS – 1 DOLLAR**

496-2

INSTRUCTIONS

- 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.

496-3

INSTRUCTIONS

- 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.

496-4

INSTRUCTIONS

- 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.

496-5

INSTRUCTIONS

- 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.

496-6

<p>240,000 SCORES 1 CREDIT</p> <p>370,000 SCORES 1 CREDIT</p> <p>490,000 SCORES 1 CREDIT</p>	496-8
<p>260,000 SCORES 1 CREDIT</p> <p>390,000 SCORES 1 CREDIT</p> <p>510,000 SCORES 1 CREDIT</p>	496-10
<p>280,000 SCORES 1 CREDIT</p> <p>410,000 SCORES 1 CREDIT</p> <p>530,000 SCORES 1 CREDIT</p>	496-12
<p>300,000 SCORES 1 CREDIT</p> <p>430,000 SCORES 1 CREDIT</p> <p>550,000 SCORES 1 CREDIT</p>	496-14
<p>320,000 SCORES 1 CREDIT</p> <p>450,000 SCORES 1 CREDIT</p> <p>570,000 SCORES 1 CREDIT</p>	496-16
<p>340,000 SCORES 1 CREDIT</p> <p>470,000 SCORES 1 CREDIT</p> <p>590,000 SCORES 1 CREDIT</p>	496-18
<p>360,000 SCORES 1 CREDIT</p> <p>490,000 SCORES 1 CREDIT</p> <p>610,000 SCORES 1 CREDIT</p>	496-20
<p>380,000 SCORES 1 CREDIT</p> <p>510,000 SCORES 1 CREDIT</p> <p>630,000 SCORES 1 CREDIT</p>	496-22
<p>_____ SCORES 1 CREDIT</p> <p>_____ SCORES 1 CREDIT</p>	496-24
<p>220,000 SCORES 1 CREDIT</p> <p>340,000 SCORES 1 CREDIT</p>	496-26

<p>240,000 SCORES 1 CREDIT</p> <p>360,000 SCORES 1 CREDIT</p>	496-28
<p>260,000 SCORES 1 CREDIT</p> <p>380,000 SCORES 1 CREDIT</p>	496-30
<p>280,000 SCORES 1 CREDIT</p> <p>400,000 SCORES 1 CREDIT</p>	496-32
<p>300,000 SCORES 1 CREDIT</p> <p>420,000 SCORES 1 CREDIT</p>	496-34
<p>320,000 SCORES 1 CREDIT</p> <p>440,000 SCORES 1 CREDIT</p>	496-36
<p>340,000 SCORES 1 CREDIT</p> <p>460,000 SCORES 1 CREDIT</p>	496-38
<p>_____ SCORES 1 CREDIT</p> <p>_____ SCORES 1 CREDIT</p>	496-40
<p>400,000 SCORES 1 CREDIT</p> <p>550,000 SCORES 1 CREDIT</p>	496-42
<p>420,000 SCORES 1 CREDIT</p> <p>570,000 SCORES 1 CREDIT</p>	496-44
<p>440,000 SCORES 1 CREDIT</p> <p>590,000 SCORES 1 CREDIT</p>	496-46

<p>460,000 SCORES 1 CREDIT</p> <p>610,000 SCORES 1 CREDIT</p>	<p>496-48</p>
<p>480,000 SCORES 1 CREDIT</p> <p>630,000 SCORES 1 CREDIT</p>	<p>496-50</p>
<p>500,000 SCORES 1 CREDIT</p> <p>650,000 SCORES 1 CREDIT</p>	<p>496-52</p>
<p>520,000 SCORES 1 CREDIT</p> <p>670,000 SCORES 1 CREDIT</p>	<p>496-54</p>
<p>_____ SCORES 1 CREDIT</p> <p>_____ SCORES 1 CREDIT</p>	<p>496-56</p>
<p>120,000 SCORES 1 EXTRA BALL</p>	<p>496-58</p>
<p>160,000 SCORES 1 EXTRA BALL</p>	<p>496-60</p>
<p>200,000 SCORES 1 EXTRA BALL</p>	<p>496-62</p>
<p>120,000 SCORES 1 EXTRA BALL</p> <p>250,000 SCORES 1 EXTRA BALL</p>	<p>496-64</p>
<p>160,000 SCORES 1 EXTRA BALL</p> <p>290,000 SCORES 1 EXTRA BALL</p>	<p>496-66</p>

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**

<p>250,000 SCORES 1 CREDIT</p> <p>380,000 SCORES 1 CREDIT</p> <p>500,000 SCORES 1 CREDIT</p>	496-9
<p>270,000 SCORES 1 CREDIT</p> <p>400,000 SCORES 1 CREDIT</p> <p>520,000 SCORES 1 CREDIT</p>	496-11
<p>290,000 SCORES 1 CREDIT</p> <p>420,000 SCORES 1 CREDIT</p> <p>540,000 SCORES 1 CREDIT</p>	496-13
<p>310,000 SCORES 1 CREDIT</p> <p>440,000 SCORES 1 CREDIT</p> <p>560,000 SCORES 1 CREDIT</p>	496-15
<p>330,000 SCORES 1 CREDIT</p> <p>460,000 SCORES 1 CREDIT</p> <p>580,000 SCORES 1 CREDIT</p>	496-17
<p>350,000 SCORES 1 CREDIT</p> <p>480,000 SCORES 1 CREDIT</p> <p>600,000 SCORES 1 CREDIT</p>	496-19
<p>370,000 SCORES 1 CREDIT</p> <p>500,000 SCORES 1 CREDIT</p> <p>620,000 SCORES 1 CREDIT</p>	496-21
<p>390,000 SCORES 1 CREDIT</p> <p>520,000 SCORES 1 CREDIT</p> <p>640,000 SCORES 1 CREDIT</p>	496-23
<p>_____ SCORES 1 CREDIT</p> <p>_____ SCORES 1 CREDIT</p>	496-25
<p>230,000 SCORES 1 CREDIT</p> <p>350,000 SCORES 1 CREDIT</p>	496-27

<p>250,000 SCORES 1 CREDIT</p> <p>370,000 SCORES 1 CREDIT</p>	496-29
<p>270,000 SCORES 1 CREDIT</p> <p>390,000 SCORES 1 CREDIT</p>	496-31
<p>290,000 SCORES 1 CREDIT</p> <p>410,000 SCORES 1 CREDIT</p>	496-33
<p>310,000 SCORES 1 CREDIT</p> <p>430,000 SCORES 1 CREDIT</p>	496-35
<p>330,000 SCORES 1 CREDIT</p> <p>450,000 SCORES 1 CREDIT</p>	496-37
<p>350,000 SCORES 1 CREDIT</p> <p>470,000 SCORES 1 CREDIT</p>	496-39
<p>_____ SCORES 1 CREDIT</p> <p>_____ SCORES 1 CREDIT</p>	496-41
<p>410,000 SCORES 1 CREDIT</p> <p>560,000 SCORES 1 CREDIT</p>	496-43
<p>430,000 SCORES 1 CREDIT</p> <p>580,000 SCORES 1 CREDIT</p>	496-45
<p>450,000 SCORES 1 CREDIT</p> <p>600,000 SCORES 1 CREDIT</p>	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

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_____ SCORES 1 CREDIT

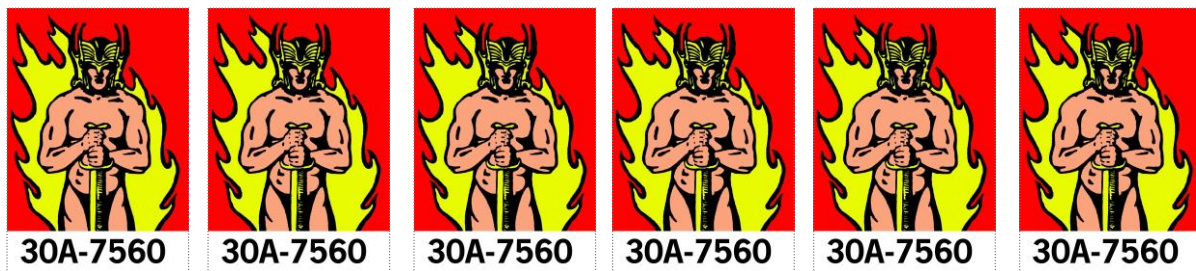
_____ SCORES 1 CREDIT

_____ SCORES 1 EXTRA BALL

Spielanleitung

- Münze einwerfen und warten, bis Kredit angezeigt wird.
- Alle Spielanzeigen (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.

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

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