— Dropping the 7 drop targets on the top, each one will score: the 1st time  
 10.000 points and the next times, 3 bonus, 10.000 points, 5 bonus,  
 30.000 points and prepares special by the targets located in the middle  
 of the playfield.

— Dropping the 4 drop targets at the bottom, each one scores, the 1st time  
 10.000 points, the 2nd time 20.000 points and the 3rd time special.

— The central targets multiply bonus X3, X4, X5.

— Passing the 4 captive balls the player will get an extra ball.

— Lighting A, B, C, D, E, F the bottom right hand corridor will score 100.000  
 points.

— Kick-out hole prepares special by the captive balls corridor.

— The central targets prepare special by the out lanes.

— TILT only penalizes ball in play.

## Instructions “ZIRA” 4 Players

— By the left hand side out lane.

— By the right hand side out lane.

— By the captive balls corridor.

— By high score.

— By match feature.

— By scoring more than “HIGH SCORE TO DATE”.

3 BALLS PER GAME

1 Replay at points

2 Replays at points

3 Replays at points

**REPLAYS**

Fonts used: Helvetica

**Cards status:**

Instruction card confirmed.

Replay card needed to verify.

Card size needed to verify. (95x143mm)

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)

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