

INSTRUCTION'S FOR AEROBATICS

- **LOOP THE LOOP FEATURE**
LEFT HAND SPINNING TARGET CHANGES LOOP THE LOOP LIGHTS FOR BONUS BALL. ADVANCE LETTER, X 10 BONUS VALUE, AND FLASHING BUMPER FEATURES. THESE ARE SCORED WHEN THE BALL ENTERS THE LEFT HOLE.
- **TOP HOLE FEATURE**
RIGHT HAND SPINNING TARGET AND GREEN TARGET CHANGE TOP HOLE LIGHTS. TOP HOLE SCORES FEATURE INDICATED BY LIT LIGHT.
- **DROP TARGET FEATURE**
KNOCKING DOWN ALL THREE DROP TARGETS ADVANCE A-B-C-D-E. WHEN A LETTER IS FLASHING KNOCKING ALL THREE TARGETS DOWN SCORES 1 REPLAY.
- **SPECIAL BUTTON ROLLOVERS**
WHEN THE SPECIAL BUTTON ROLLOVERS ARE FLASHING THE BALL PASSING THROUGH THEM GIVES A BONUS BALL.
- **BONUS SCORES**
ARE ADVANCED BY RIGHT HAND SPINNING TARGET, YELLOW TARGET AND BOTTOM INSIDE ROLLOVERS, BALL LEAVING PLAYFIELD SCORES BONUS SCORE OR 10 TIMES THE BONUS SCORE IF THE X 10 BONUS IS LIT.
- **THE POP BUMPERS AND THE RIGHT HAND SPINNING TARGET SCORE 10.000 POINTS WHEN FLASHING.**
- **MATCHING LAST NUMBER GIVES 1 REPLAY.**

Font used: Helvetica.

Cards status:

Instruction card English confirmed.

Instruction card French needed.

Instruction card German needed.

Instruction card Italian needed.

Score and Balls-Per-Game cards are available in a separate file called Zaccaria_score_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

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