**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

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