1) THE BUTTONS AT THE TOP OF THE PLAYFIELD ADVANCE THE BONUS AND SCORE  
 BY 5000 WHEN LIT.

2) THE HOLE AT THE TOP OF THE LEFT HAND CANAL SCORES THE AMOUNT LIT  
 IN THE LEFT HAND CANAL AND FLASHES THE BUMPERS. WHEN THE LEFT HAND  
 CANAL LIGHTS ARE FULLY ADVANCED THE YELLOW LIGHT LIGHTS AND THE BALL  
 ENTERING THE HOLE SCORES 5000 POINTS ALSO THE BOTTOM LEFT AND RIGHT  
 RED ROLLOVERS LIGHT ALTERNATELY AND GIVE A BONUS BALL WHEN HIT.

3) THE BALL IN THE RIGHT HAND GUN CANAL SCORES 5000 POINTS AND INCREASES  
 THE BONUS SCORE X10 WHEN THE BALL LEAVES THE PLAYFIELD THE GUN CANAL  
 ALSO FLASHES THE POP BUMPERS.

4) THE POP BUMPERS WHEN FLASHING SCORE 1000 POINTS.

5) KNOCKING DOWN THE BOMB TARGETS TOTALLY THE FIRST TIME LIGHTS THE  
 RED TARGET THE BOMB TARGETS THEN SCORE 10000 WHILST THE RED TARGET  
 IS LIT.

6) THE SPINNING TARGET SCORE 1000 POINT WHEN LIT AND ADVANCES THE LIGHTS  
 IN THE TOP LEFT CANAL.

7) THE TWO RIGHT HAND YELLOW TARGETS ADVANCE THE BONUS AND HOLE  
 SCORES. MATCHING LAST NUMBER GIVES 1 REPLAY.

8) WHEN THE RED SPECIAL IS LIT HITTING THE RED TARGETS GIVES 1 REPLAY.

1) THE BUTTONS AT THE TOP OF THE PLAYFIELD ADVANCE THE BONUS AND SCORE  
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 SCORES. MATCHING LAST NUMBER GIVES 1 REPLAY.

8) WHEN THE RED SPECIAL IS LIT HITTING THE RED TARGETS GIVES 1 BONUS BALL.

1) THE BUTTONS AT THE TOP OF THE PLAYFIELD ADVANCE THE BONUS AND SCORE  
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Font used: HelveticaNeueLT Std Med, Eurasia.

**Cards status:**

Replay instruction card confirmed.

Bonus ball instruction card confirmed.

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](http://www.inkochnito.nl)

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