

INSTRUCTION FOR « COMBAT »

3 BALLS PER GAME

- 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.

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5 BALLS PER GAME

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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

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