HOUSE OF DIAMONDS

— THE CENTRAL SPINNING TARGET CHANGES THE LIGHT OF THE TOP, HOLE AND  
 THE JOKER ARROWS ON THE CARDS.

— WHEN THE BALL ENTERS THE TOP HOLE, THE LIT FEATURE IS SCORED, THE BUMPERS  
 FLASH, AND THEIR SCORE VALUE IS INCREASED.

— THE TOP LEFT CANAL IS THE JOKER, WHEN THE BALL PASSES THROUGH THIS CANAL,  
 THE CARD INDICATED BY THE LIT ARROW, LIGHTS.

— WHEN THE BALL PASSES THROUGH THE TOP RIGHT HAND TUNNEL, THE DOUBLE  
 BONUS LIGHT IS LIT AND 5,000 POINTS ARE SCORED.

— LIGHTING ALL THE CARDS 1 TO 10 THE FIRST TIME LIGHTS THE JACK. LIGHTING ALL  
 THE CARDS 1 TO 10 THE SECOND TIME LIGHTS THE QUEEN. LIGHTING ALL THE  
 CARDS 1 TO 10 THE THIRD TIME LIGHTS THE KING.

— THE JACK, QUEEN, KING CARDS INCREASE THE TARGET SCORE TO THE AMOUNT  
 SHOWN ON THE LIT CARD.

— WHEN THE SPECIAL LIGHT ON THE TARGETS IS FLASHING HITTING ALL THE TARGETS  
 SCORES 50,000 POINTS.

— WHEN THE BOTTOM LEFT SPECIAL ROLLOVER LAMPS ARE FLASHING, THEY GIVE  
 BONUS BALL WHEN HIT.

— WHEN THE BALL LEAVES THE PLAYFIELD THE BONUS SCORE ON THE TAIL OF THE  
 PEACOCK IS OBTAINED.

Font used: HelveticaNeueLT Std Med

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

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