

SPOOKY

HIGH FIXED TARGETS

By striking targets right «SHADES CANAL» is switched on.

SHADES CANAL

By throwing the ball into the canal when the lamp is lit, sequence Red Special moves forwards.

SPOOKY SPECIAL

By throwing the ball into the canal the sequence «S-P-O-O-K-Y-S-P-E-C-I-A-L» moves forwards. When the sequence is over the lamp «Red Special» turns on.

RED SPECIAL

By climbing in the canal when the lamp Red Special is lit, you get programmed prize.

CENTRAL FIXED TARGETS

By striking targets, one lamp of Orange Special targets is switched off.

ORANGE SPECIAL TARGETS

By striking fixed and movable targets, Orange Special sequence moves forwards.

ORANGE SPECIAL HOLE

When ball goes into the hole and the special is lit, you get programmed prize.

LOW INSIDE CANALS

By going in the canal when lamp is lit, sequence Spider Canal moves forwards.

SPIDER CANAL

When sequence is over, bonus multiplier moves forwards.

SPOOKY

TOP TARGETS

Hitting the top right targets activate «SHADES CANAL».

SHADES CANAL

Shooting the ball into the canal when the lamp is lit, advances Red Special sequence.

SPOOKY SPECIAL

Shooting the ball into the left ramp advances «S-P-O-O-K-Y-S-P-E-C-I-A-L» sequence. When the sequence is complete, the lamp «Red Special» is lit.

RED SPECIAL

Shooting the left ramp when Red Special is lit, awards Red Special.

CENTRAL TARGETS

When hitting the targets, one lamp of Orange Special targets is switched off.

ORANGE SPECIAL TARGETS

Hitting (drop) targets advances Orange Special sequence.

ORANGE SPECIAL HOLE

Shooting the ball into the hole when lit, awards Orange Special.

INSIDE LOWER CANALS

Entering the inlanes when lit, advances Spider Canal sequence.

SPIDER CANAL

Shooting the Spider Canal when sequence is complete, advances bonus multiplier.

SPOOKY

BERSAGLI FISSI ALTI

Colpendo i centrini si abilita lo «SHADES CANAL» di destra.

SHADES CANAL

Lanciando la pallina nel canale con la lampada accesa avanza la sequenza Red Special.

SPOOKY SPECIAL

Lanciando la pallina nel canale avanza la sequenza «S-P-O-O-K-Y-S-P-E-C-I-A-L». Quando la sequenza è ultimata si accende la lampada Red Special.

RED SPECIAL

Salendo nel canale con la lampada Red Special accesa si ottiene la vincita programmata.

BERSAGLI ORANGE SPECIAL

Colpendo i bersagli fissi e quello mobile avanza la sequenza Orange Special.

ORANGE SPECIAL HOLE

Entrando con la pallina nella buca con lo special acceso viene data la vincita programmata.

CANALI INTERNI BASSI

Passando nel canale con la lampada accesa avanza la sequenza Spider canal.

SPIDER CANAL

Quando la sequenza è completata avanza il bonus multiplier.

Font used: HelveticaNeueLT Std Med

Cards status:

Instruction card English confirmed.

Instruction card English corrected to represent common used language.

Instruction card French needed.

Instruction card German needed.

Instruction card Italian 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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