

TIME MACHINE

TIME HOLE (MACHINE)

The moving bumper assembly will rise and fall every time the ball enters the time hole (machine). When the assembly falls, the game goes into the world of the past and the player has the opportunity to score by hitting the top fixed targets.

TOP FIXED TARGETS (1-2-3-4-5-6-7)

When all targets are extinguished, the green special lights and advances the sequence of the special Hole (Machine).

DROPPING TARGETS AND	}	Advance Red Special Sequence Lights
MOVING BUMPER ASSEMBLY		Advance Orange Special Sequence Lights
TARGETS (A-B-C-E-D-E-F)		Advance Bonus Lights

TIME BRIDGE

The time bridge advances the bonus Multiplier.

GREEN SPECIAL

If hit when lit score 150.000.

ORANGE SPECIAL

If hit when lit gives special, (as described on label on the right).

RED SPECIAL

If hit when lit advances special hole sequence.

SPECIAL HOLE (MACHINE)

If the ball enters the Hole when hole light is lit, special! (as described on label on the right).

Mod. 167

Font used: HelveticaNeueLT Std Med, HelveticaNeueLT Pro 33 ThEx

Cards status:

Instruction card English Mod. 167 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

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