**INSTRUCTIONS FOR WINTER SPORTS**

1. WHEN THE BALL ENTERS THE TOP CENTRE HOLE THE TOP LEFT AND RIGHT  
CANALS LIGHT THE SPINNING TARGET SCORE IS ADVANCED AND THE PLAYER  
SCORES 5,000 POINTS.

2. THE TOP LEFT ROLLOVERS SCORES 500 POINTS AND ADVANCES THE BONUS.  
WHEN LIT THE TOP LEFT ROLLOVER WILL LIGHT THE BOTTOM LEFT ROLLOVER  
WHEN HIT.

THE TOP RIGHT ROLLOVERS SCORES 500 POINTS AND ADVANCES THE BONUS SCORE.  
WHEN LIT THE TOP RIGHT ROLLOVER WILL LIGHT THE BOTTOM RIGHT ROLLOVER  
WHEN HIT.

3. ONLY ONE BONUS BALL PER BALL OF THE GAME.

4. THE TOP LEFT CANAL SCORES 2,000 POINTS AND LIGHTS DOUBLE BONUS. THE  
BALL LEAVING THE PLAYFIELD SCORES THE BONUS SCORE.

5. THE TOP RIGHT CANAL SCORES 1,000 POINTS AND ADVANCES BONUS.

6. HITTING RIGHT DROPPING TARGET SCORES 10,000 POINTS AND FLASHES BUMPERS.  
7. BUMPERS WHEN FLASING SCORE 1,000 POINTS.

8. HITTING ALL FIVE ARROW TARGETS THE FIRST TIME MULTIPLIES THEIR SCORE  
VALUE BY 10.

HITTING ALL FIVE ARROW TARGETS THE SECOND TIME MULTIPLIES THEIR SCORE  
VALUE BY 100.

9. WHEN ONE OF THE TARGET ARROWS IS FLASHING, HITTING CORRESPONDING  
TARGET SCORES ONE REPLAY.

10. THE LAST BALL WILL SCORE A BONUS SCORE MULTIPLIED BY 10 IF THE WORD  
« ON » IS LIT ON THE BACKGLASS.

11. MATCHING LAST NUMBER ONE REPLAY.

Font used: HelveticaNeueLT Std Med, Rockwell.

**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

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