

SINBAD

INSTRUCTIONS

ONE, TWO, THREE OR FOUR PLAYERS — 3 BALLS PER PLAYER

**INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE.
REPEAT FOR ADDITIONAL PLAYERS.**

**DROP TARGETS SCORE 3000 POINTS, LIGHTS CORRESPONDING ROLLOVERS
AND TARGETS AND INCREASES BONUS VALUE.**

**HITTING WHITE DROP TARGETS LIGHTS 2 X BONUS, HITTING WHITE AND
YELLOW DROP TARGETS LIGHTS 3 X BONUS VALUE, HITTING WHITE,
YELLOW AND PURPLE DROP TARGETS LIGHTS 4 X BONUS VALUE.
COMPLETING ALL DROP TARGETS LIGHTS 5 X BONUS, RESETS ALL
DROP TARGETS AND SCORES BONUS AS INDICATED.**

**SWINGING TARGET AND ROLLOVER BUTTONS SCORE 100 POINTS AND
ADD ADVANCE. 5 ADVANCES ADDS ONE BONUS AND 1000 POINTS.**

BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL IN PLAY.

A TILT DOES NOT DISQUALIFY A PLAYER.

**MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS
ON BACK GLASS AFTER GAME IS OVER SCORES ONE REPLAY.**

412 SS

B-18311-1

SINBAD

INSTRUCTIONS

ONE, TWO, THREE OR FOUR PLAYERS — 5 BALLS PER PLAYER

**INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE.
REPEAT FOR ADDITIONAL PLAYERS.**

**RED DROP TARGETS SCORE 3000 POINTS AND INCREASES BONUS VALUE.
ALL OTHER DROP TARGETS SCORE 500 POINTS AND INCREASES
BONUS VALUE.**

**HITTING WHITE DROP TARGETS LIGHTS 2 X BONUS, HITTING WHITE AND
YELLOW DROP TARGETS LIGHTS 3 X BONUS, HITTING WHITE, YELLOW
AND PURPLE DROP TARGETS LIGHTS 4 X BONUS. COMPLETING ALL
DROP TARGETS LIGHTS 5 X BONUS, RESETS ALL DROP TARGETS,
SCORES BONUS AS INDICATED AND RESETS 5 X BONUS LIGHT.**

**COMPLETING GROUPS OF WHITE, YELLOW AND PURPLE DROP TARGETS
LIGHTS CORRESPONDING ROLLOVERS AND TARGET FEATURES.
COMPLETING RED DROP TARGETS LIGHTS RED ROLLOVER
ALTERNATELY FOR "SPECIAL".**

**SWINGING TARGET AND ROLLOVER BUTTONS SCORE 10 POINTS AND ADD
ADVANCE. 5 ADVANCES ADDS ONE BONUS AND 1000 POINTS.**

BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL IN PLAY.

A TILT DOES NOT DISQUALIFY A PLAYER.

**MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS
ON BACK GLASS AFTER GAME IS OVER SCORES ONE REPLAY.**

412 SS

B-18311-1

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**INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE.
REPEAT FOR ADDITIONAL PLAYERS.**

**DROP TARGETS SCORE 3000 POINTS, LIGHTS CORRESPONDING ROLLOVERS
AND TARGETS AND INCREASES BONUS VALUE.**

**HITTING WHITE DROP TARGETS LIGHTS 2 X BONUS, HITTING WHITE AND
YELLOW DROP TARGETS LIGHTS 3 X BONUS VALUE, HITTING WHITE,
YELLOW AND PURPLE DROP TARGETS LIGHTS 4 X BONUS VALUE.
COMPLETING ALL DROP TARGETS LIGHTS 5 X BONUS, RESETS ALL
DROP TARGETS AND SCORES BONUS AS INDICATED.**

**SWINGING TARGET AND ROLLOVER BUTTONS SCORE 100 POINTS AND
ADD ADVANCE. 5 ADVANCES ADDS ONE BONUS AND 1000 POINTS.**

BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL IN PLAY.

A TILT DOES NOT DISQUALIFY A PLAYER.

MAKING "SPECIAL" SCORES ONE EXTRA BALL.

MAXIMUM ONE BALL PER BALL IN PLAY.

412 SS

B-18312-1

SINBAD

INSTRUCTIONS

ONE, TWO, THREE OR FOUR PLAYERS — 5 BALLS PER PLAYER

**INSERT COIN AND/OR PRESS CREDIT BUTTON TO RESET MACHINE.
REPEAT FOR ADDITIONAL PLAYERS.**

**RED DROP TARGETS SCORE 3000 POINTS AND INCREASES BONUS VALUE.
ALL OTHER DROP TARGETS SCORE 500 POINTS AND INCREASES
BONUS VALUE.**

**HITTING WHITE DROP TARGETS LIGHTS 2 X BONUS, HITTING WHITE AND
YELLOW DROP TARGETS LIGHTS 3 X BONUS, HITTING WHITE, YELLOW
AND PURPLE DROP TARGETS LIGHTS 4 X BONUS. COMPLETING ALL
DROP TARGETS LIGHTS 5 X BONUS, RESETS ALL DROP TARGETS,
SCORES BONUS AS INDICATED AND RESETS 5 X BONUS LIGHT.**

**COMPLETING GROUPS OF WHITE, YELLOW AND PURPLE DROP TARGETS
LIGHTS CORRESPONDING ROLLOVERS AND TARGET FEATURES.
COMPLETING RED DROP TARGETS LIGHTS RED ROLLOVER
ALTERNATELY FOR "SPECIAL".**

**SWINGING TARGET AND ROLLOVER BUTTONS SCORE 10 POINTS AND ADD
ADVANCE. 5 ADVANCES ADDS ONE BONUS AND 1000 POINTS.**

BONUS IS SCORED AND FEATURES RESET AFTER EACH BALL IN PLAY.

A TILT DOES NOT DISQUALIFY A PLAYER.

MAKING "SPECIAL" SCORES ONE EXTRA BALL.

MAXIMUM ONE BALL PER BALL IN PLAY.

412 SS

B-18312-1

1 REPLAY FOR EACH SCORE OF 160,000 POINTS
1 REPLAY FOR EACH SCORE OF 240,000 POINTS
1 REPLAY FOR EACH SCORE OF 310,000 POINTS
3 REPLAYS FOR BEATING HIGH SCORE TO DATE

A-18379

1 REPLAY FOR EACH SCORE OF 160,000 POINTS
1 REPLAY FOR EACH SCORE OF 240,000 POINTS
1 REPLAY FOR EACH SCORE OF 310,000 POINTS

A-18379

1 REPLAY FOR EACH SCORE OF 190,000 POINTS
1 REPLAY FOR EACH SCORE OF 270,000 POINTS
1 REPLAY FOR EACH SCORE OF 340,000 POINTS
3 REPLAYS FOR BEATING HIGH SCORE TO DATE

A-18382

1 REPLAY FOR EACH SCORE OF 190,000 POINTS
1 REPLAY FOR EACH SCORE OF 270,000 POINTS
1 REPLAY FOR EACH SCORE OF 340,000 POINTS

A-18382

SCORE CARDS ARE LISTED FROM LIBERAL TO CONSERVATIVE.
RECOMMENDED CARDS ARE MARKED * FOR 3 BALL AND † FOR 5 BALL.

REPLAY SCORES

A-18375 130,000 - 200,000 - 270,000
A-18375 140,000 - 210,000 - 280,000
A-18377 150,000 - 220,000 - 290,000
A-18378 150,000 - 230,000 - 300,000
* A-18379 160,000 - 240,000 - 310,000
A-18380 170,000 - 250,000 - 320,000
A-18381 180,000 - 260,000 - 330,000
† A-18382 190,000 - 270,000 - 340,000
A-18383 210,000 - 280,000 - 350,000
A-18384 230,000 - 290,000 - 360,000
A-18495 250,000 - 310,000 - 380,000

ADD-A-BALL SCORES

A-18385 80,000 - 150,000 - 220,000
A-18386 90,000 - 160,000 - 230,000
* † A-18387 100,000 - 170,000 - 240,000
A-18388 110,000 - 180,000 - 250,000
A-18389 120,000 - 190,000 - 260,000

NOTE: IF GAME IS OPERATED WITHOUT "HIGH GAME TO DATE" FEATURE
TURN SCORE CARD OVER.

412 SS

A-18372-1

SCORING 100,000 POINTS ADDS 1 BALL
SCORING 170,000 POINTS ADDS 1 BALL
SCORING 240,000 POINTS ADDS 1 BALL

A-18387

Used fonts: Futura Hv BT, Futura Md BT, Helvetica, News Gothic Std.

Cards status:

B-18311-1 instruction card confirmed.

B-18312-1 instruction card confirmed.

A-18379 or A-18382 score card front and back needed to verify.

A-18387 score (add a ball) card confirmed.

A-18372-1 score index card confirmed.

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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