



Tales of the Arabian Nights

- OBJECT - COLLECT THE 7 JEWELS OF THE ARABIAN NIGHTS TO RESCUE THE PRINCESS.
- SKILL SHOT - FLY THE BALL INTO PLAY, HIT THE BASKET WITH SNAKE IN IT.
- MULTIBALL - SPELL GENIE TO LIGHT LOCKS. HIT THE GENIE WHEN LIT TO START MULTIBALL.
- JACKPOT - DURING MULTIBALL, HIT THE GENIE TO SCORE JACKPOT. SHOOT THE LIT TIGER LOOP TO RE-LIGHT JACKPOT.
- LAMP - SPIN THE LAMP TO: SCORE BONUS, LIGHT WISH AND SCORE LIGHTNING VALUE WHEN LIT.
- JEWELS - COMPLETE LIT GOLDEN SYMBOLS THEN SHOOT MAGIC CARPET TO COLLECT JEWELS.
- BAZAAR - ADVANCE BAZAAR LETTERS. ORBS ADD BONUS X VALUE WHEN LIT.
- EXTRA BALL - SHOOT THE RIGHT PASSAGEWAY TO SCORE EXTRA BALL WHEN LIT.
- GENIE BATLE - STRIKE THE GENIE WHEN ALL 7 JEWELS ARE LIT TO BEGIN GENIE BATTLE.

Tales of the Arabian Nights

Your Wish is Granted!

Design
John Popadiuk

Software
Louis Koziarz



Art
Pat McMahon

Sound
Dave Zabriskie

Williams
May, 1996
3,128 units

tales of the **Arabian Nights**

Williams
May, 1996
3,128 units

Design
John Popadiuk

Your Wish is Granted!

Art
Pat McMahon

Software
Louis Koziarz



Sound
Dave Zabriskie



tales of the **Arabian Nights**

- **OBJECT** - COLLECT THE 7 JEWELS OF THE ARABIAN NIGHTS TO RESCUE THE PRINCESS.
- **SKILL SHOT** - FLY THE BALL INTO PLAY, HIT THE BASKET WITH SNAKE IN IT.
- **MULTIBALL** - SPELL GENIE TO LIGHT LOCKS. HIT THE GENIE WHEN LIT TO START MULTIBALL.
- **JACKPOT** - DURING MULTIBALL, HIT THE GENIE TO SCORE JACKPOT. SHOOT THE LIT TIGER LOOP TO RE-LIGHT JACKPOT.
- **LAMP** - SPIN THE LAMP TO: SCORE BONUS, LIGHT WISH AND SCORE LIGHTNING VALUE WHEN LIT.
- **JEWELS** - COMPLETE LIT GOLDEN SYMBOLS THEN SHOOT MAGIC CARPET TO COLLECT JEWELS.
- **BAZAAR** - ADVANCE BAZAAR LETTERS. ORBS ADD BONUS X VALUE WHEN LIT.
- **EXTRA BALL** - SHOOT THE RIGHT PASSAGEWAY TO SCORE EXTRA BALL WHEN LIT.
- **GENIE BATTLE** - STRIKE THE GENIE WHEN ALL 7 JEWELS ARE LIT TO BEGIN GENIE BATTLE.