

**1 OR 2  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR SECOND PLAYER.
- ★ BALL THRU ALADDIN'S ALLEY SCORES LIT VALUE, 1 BONUS ADVANCE, AND ADVANCES TO NEXT HIGHEST SCORE VALUE.
- ★ **1 REPLAY** FOR BALL THRU ALADDIN'S ALLEY OR EITHER BOTTOM OUT LANE WHEN LIT, WHEN ALADDIN'S ALLEY SPECIAL LITE IS LIT.
- ★ **1 EXTRA BALL** FOR MAKING A-B-C-D.
- ★ MAKING 'A' AND 'B' LITES SPINNER TO SCORE 100 POINTS AND LITES TWO BOTTOM OUT LANES TO SCORE ALADDIN'S ALLEY SCORE VALUE.
- ★ MAKING 'C' AND 'D' LITES **DOUBLE BONUS**.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ MAXIMUM — **1 EXTRA BALL** PER BALL IN PLAY.
- ★ **1 REPLAY** FOR EACH PLAYER MATCHING LAST TWO NUMBERS ON SCORE REELS WITH NUMBER WHICH LITES ON BACK GLASS AT END OF GAME.

M-1508-52-A

**1 OR 2  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR SECOND PLAYER.
- ★ BALL THRU ALADDIN'S ALLEY SCORES LIT VALUE, 1 BONUS ADVANCE, AND ADVANCES TO NEXT HIGHEST SCORE VALUE.
- ★ **1 REPLAY** FOR BALL THRU ALADDIN'S ALLEY OR EITHER BOTTOM OUT LANE WHEN LIT, WHEN ALADDIN'S ALLEY SPECIAL LITE IS LIT.
- ★ **1 EXTRA BALL** FOR MAKING A-B-C-D.
- ★ MAKING 'A' AND 'B' LITES SPINNER TO SCORE 100 POINTS AND LITES TWO BOTTOM OUT LANES TO SCORE ALADDIN'S ALLEY SCORE VALUE.
- ★ MAKING 'C' AND 'D' LITES **DOUBLE BONUS**.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ MAXIMUM — **1 EXTRA BALL** PER BALL IN PLAY.

M-1508-52-B

**1 OR 2  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ INSERT COIN AND WAIT FOR MACHINE TO RESET BEFORE INSERTING COIN FOR SECOND PLAYER.
- ★ BALL THRU ALADDIN'S ALLEY SCORES LIT VALUE, 1 BONUS ADVANCE, AND ADVANCES TO NEXT HIGHEST SCORE VALUE.
- ★ **1 EXTRA BALL** FOR BALL THRU ALADDIN'S ALLEY OR EITHER BOTTOM OUT LANE WHEN LIT, WHEN ALADDIN'S ALLEY SPECIAL LITE IS LIT.
- ★ **1 EXTRA BALL** FOR MAKING A-B-C-D.
- ★ MAKING 'A' AND 'B' LITES SPINNER TO SCORE 100 POINTS AND LITES TWO BOTTOM OUT LANES TO SCORE ALADDIN'S ALLEY SCORE VALUE.
- ★ MAKING 'C' AND 'D' LITES **DOUBLE BONUS**.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ MAXIMUM — **1 EXTRA BALL** PER BALL IN PLAY.

M-1508-52-C

**FOR  
AMUSEMENT  
ONLY**

## **ALADDIN'S CASTLE**

**FOR  
AMUSEMENT  
ONLY**

**1 REPLAY FOR EACH SCORE OF 80,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 99,000 POINTS.**

**5 BALLS PER GAME**

M-1508-52-D

**FOR  
AMUSEMENT  
ONLY**

# **ALADDIN'S CASTLE**

**FOR  
AMUSEMENT  
ONLY**

**1 REPLAY FOR EACH SCORE OF 65,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 99,000 POINTS.**

## **3 BALLS PER GAME**

M-1508-52-E

Fonts used: News Gothic MT Std, News Gothic MT Std Condensed.

**Cards status: complete**

M1508-52-A confirmed.

M1508-52-B confirmed.

M1508-52-C confirmed.

M1508-52-D confirmed.

M1508-52-E confirmed.

All other cards are just different score levels.

Some for replays, some for extra balls.

Read the manual for the recommended settings (page 10).

These can be changed easy by adjusting the text in the file.

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](http://www.inkochnito.nl)