

**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

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- ★ MAKING 'C' AND 'D' LITES **DOUBLE BONUS**.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ MAXIMUM — **1 EXTRA BALL** PER BALL IN PLAY.

M-1508-52-B

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CAN PLAY**

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- ★ 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

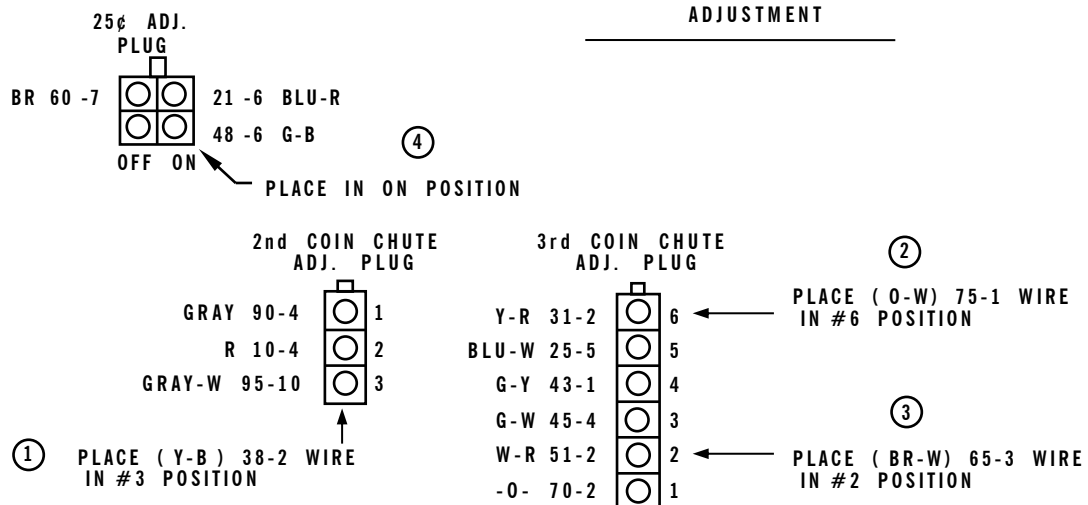
1 REPLAY FOR EACH SCORE OF 65,000 POINTS.

1 REPLAY FOR EACH SCORE OF 99,000 POINTS.

## 3 BALLS PER GAME

M-1508-52-E

### 2 COINS - 3 PLAYS ADJUSTMENT



<p>1 REPLAY FOR EACH SCORE OF 61,000 POINTS.</p> <p>1 REPLAY FOR EACH SCORE OF 99,000 POINTS.</p>	M-1508-52-F
<p>1 REPLAY FOR EACH SCORE OF 86,000 POINTS.</p> <p>1 REPLAY FOR EACH SCORE OF 99,000 POINTS.</p>	M-1508-52-G
<p>1 REPLAY FOR EACH SCORE OF 54,000 POINTS.</p> <p>1 REPLAY FOR EACH SCORE OF 78,000 POINTS.</p> <p>1 REPLAY FOR EACH SCORE OF 99,000 POINTS.</p>	M-1508-52-H
<p>1 REPLAY FOR EACH SCORE OF 62,000 POINTS.</p> <p>1 REPLAY FOR EACH SCORE OF 86,000 POINTS.</p> <p>1 REPLAY FOR EACH SCORE OF 99,000 POINTS.</p>	M-1508-52-I
<p>1 REPLAY FOR EACH SCORE OF 68,000 POINTS.</p> <p>1 REPLAY FOR EACH SCORE OF 99,000 POINTS.</p>	M-1508-52-J
<p>1 REPLAY FOR EACH SCORE OF 58,000 POINTS.</p> <p>1 REPLAY FOR EACH SCORE OF 82,000 POINTS.</p> <p>1 REPLAY FOR EACH SCORE OF 99,000 POINTS.</p>	M-1508-52-K
<p>1 REPLAY FOR EACH SCORE OF 72,000 POINTS.</p> <p>1 REPLAY FOR EACH SCORE OF 99,000 POINTS.</p>	M-1508-52-L
<p>1 REPLAY FOR EACH SCORE OF 76,000 POINTS.</p> <p>1 REPLAY FOR EACH SCORE OF 99,000 POINTS.</p>	M-1508-52-M
<p>1 EXTRA BALL FOR EACH SCORE OF 78,000 POINTS.</p> <p>1 EXTRA BALL FOR EACH SCORE OF 94,000 POINTS.</p>	M-1508-52-N

<p>1 REPLAY FOR EACH SCORE OF 83,000 POINTS.</p> <p>1 REPLAY FOR EACH SCORE OF 99,000 POINTS.</p>	M-1508-52-O
<p>1 EXTRA BALL FOR EACH SCORE OF 68,000 POINTS.</p> <p>1 EXTRA BALL FOR EACH SCORE OF 84,000 POINTS.</p>	M-1508-52-P
<p>1 EXTRA BALL FOR EACH SCORE OF 73,000 POINTS.</p> <p>1 EXTRA BALL FOR EACH SCORE OF 89,000 POINTS.</p>	M-1508-52-Q
<p>1 EXTRA BALL FOR EACH SCORE OF 83,000 POINTS.</p> <p>1 EXTRA BALL FOR EACH SCORE OF 94,000 POINTS.</p>	M-1508-52-R
<p>1 EXTRA BALL FOR EACH SCORE OF 63,000 POINTS.</p> <p>1 EXTRA BALL FOR EACH SCORE OF 79,000 POINTS.</p>	M-1508-52-S
<p>1 REPLAY FOR EACH SCORE OF . . . . . POINTS.</p> <p>1 REPLAY FOR EACH SCORE OF . . . . . POINTS.</p> <p>1 REPLAY FOR EACH SCORE OF . . . . . POINTS.</p>	M-1508-52-T
<p>1 REPLAY FOR EACH SCORE OF . . . . . POINTS.</p> <p>1 REPLAY FOR EACH SCORE OF . . . . . POINTS.</p>	M-1508-52-U
<p>1 EXTRA BALL FOR EACH SCORE OF . . . . . POINTS.</p> <p>1 EXTRA BALL FOR EACH SCORE OF . . . . . POINTS.</p>	M-1508-52-V



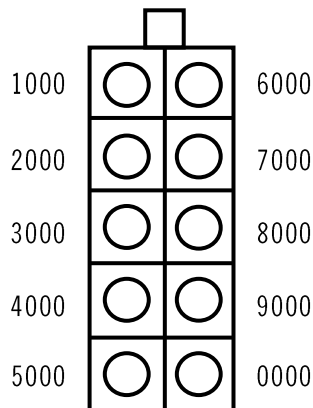
### SCORE ADJUSTMENT

PLUG IN GRAY-RED WIRE  
FOR SCORES  
31,000 TO 40,000

WHITE WIRE  
41,000 TO 50,000

BROWN WIRE  
51,000 TO 60,000

ORANGE WIRE  
61,000 TO 70,000



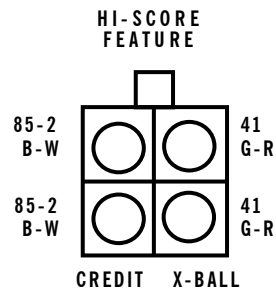
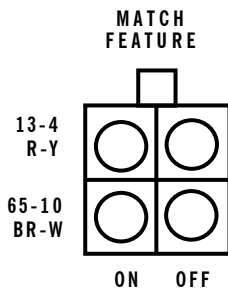
BLACK WIRE  
71,000 TO 80,000

GRAY WIRE  
81,000 TO 90,000

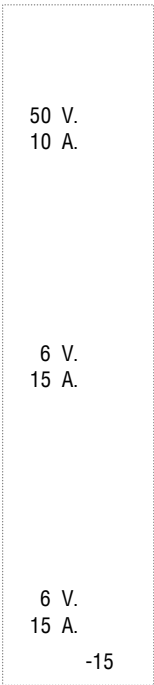
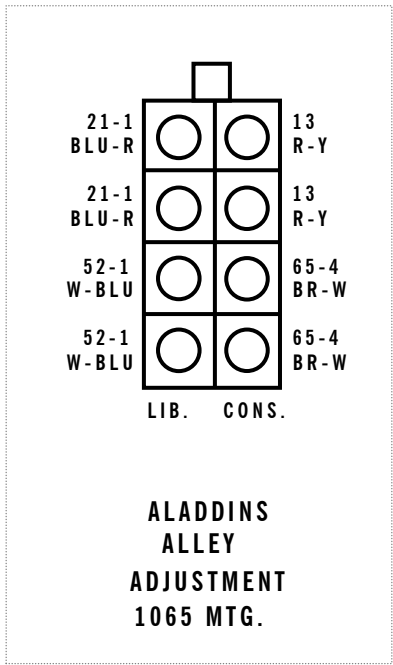
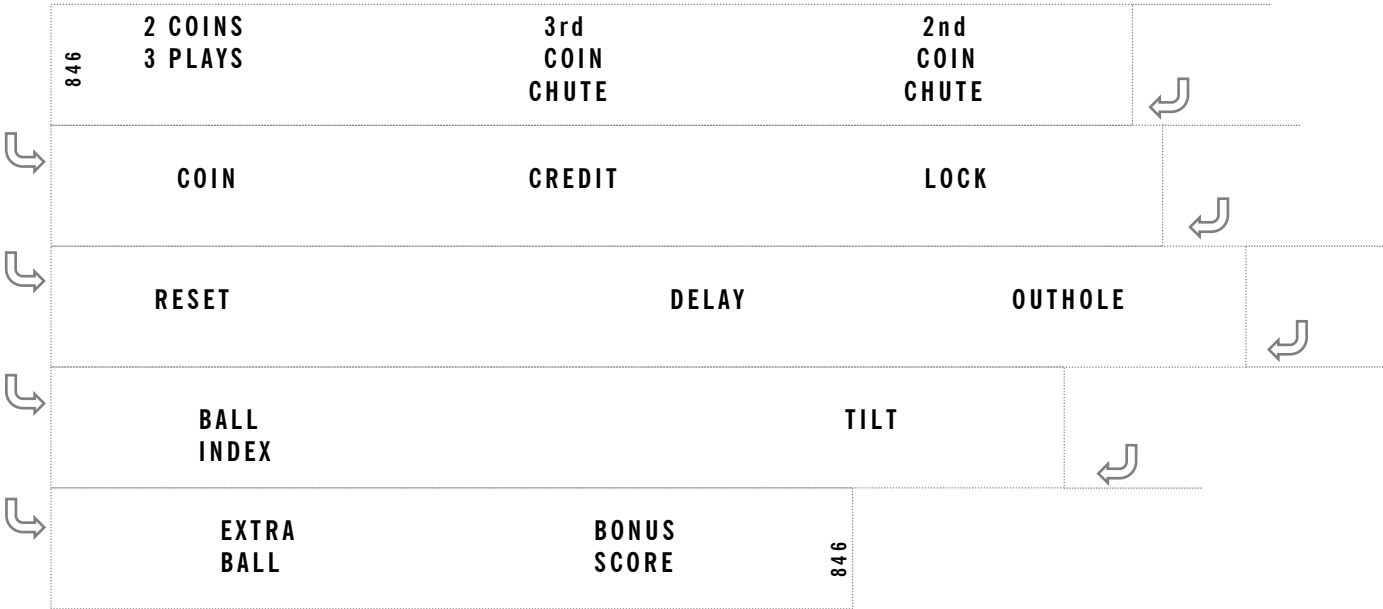
RED WIRE  
91,000 TO 100,000

EXAMPLE: DESIRED SCORE 50,000 PLUG WHITE WIRE INTO  
0000 SOCKET.  
DESIRED SCORE 65,000 PLUG ORANGE WIRE INTO  
5000 SOCKET.

### 1065 BACK CABINET GAME ADJUSTMENT PLUGS



SCORE MOTOR UNIT -9	THUMPER BUMPER ASSEMBLY -18	THUMPER BUMPER ASSEMBLY -18
SERVICE OUTLET LINE VOLTAGE -37	THUMPER BUMPER ASSEMBLY -18	THUMPER BUMPER ASSEMBLY -18
E-133-8 8 AMP. -49	ALADDINS ALLEY UNIT	



Fonts used: News Gothic MT Std, News Gothic MT Std Condensed, Wingdings, NewsGoth Cn BT,  
Helvetica Condensed, Courier Prime.

**Cards status: complete**

M1508-52-A confirmed.

M1508-52-B confirmed.

M1508-52-C confirmed.

M1508-52-D confirmed.

M1508-52-E confirmed.

Score inserts M1508-52-F thru M1508-52-V confirmed.

Coin adjustment card confirmed.

Mounting Board Adjustment Game Plugs card confirmed.

Score Adjustments card confirmed.

Various small assembly labels confirmed.

Score Motor strip and relay strips confirmed.

The relay strip 844 confirmed, but the number is unsure.

The relay strip 845 is only two parts long. (confirmed)

The relay strips for 846 should be placed one behind the other (5 parts) to create one long strip for 846. (confirmed)

Aladdins Alley Adjustment card confirmed.

Fuse strip -15 confirmed.

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)

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