 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.

FOR  
AMUSEMENT  
ONLY

# 1 OR 2 CAN PLAY

M-1508-52-A

## INSTRUCTIONS

 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.

FOR  
AMUSEMENT  
ONLY

# 1 OR 2 CAN PLAY

M-1508-52-B

## INSTRUCTIONS

 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.

FOR  
AMUSEMENT  
ONLY

# 1 OR 2 CAN PLAY

M-1508-52-C

## INSTRUCTIONS

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

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

**5 BALLS PER GAME**

FOR  
AMUSEMENT  
ONLY

## ALADDIN’S CASTLE

FOR  
AMUSEMENT  
ONLY

M-1508-52-D

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

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

**3 BALLS PER GAME**

FOR  
AMUSEMENT  
ONLY

## ALADDIN’S CASTLE

M-1508-52-E

FOR  
AMUSEMENT  
ONLY

2 COINS - 3 PLAYS

ADJUSTMENT

25¢ ADJ.

PLUG

BR 60 -7 21 -6 BLU-R

48 -6 G-B

OFF ON

4

PLACE IN ON POSITION

2

2nd COIN CHUTE

ADJ. PLUG

GRAY 90-4 1

R 10-4 2

GRAY-W 95-10 3

3rd COIN CHUTE

ADJ. PLUG

Y-R 31-2 6

BLU-W 25-5 5

G-Y 43-1 4

G-W 45-4 3

W-R 51-2 2

-O- 70-2 1

PLACE ( O-W) 75-1 WIRE  
 IN #6 POSITION

3

PLACE ( BR-W) 65-3 WIRE  
 IN #2 POSITION

PLACE ( Y-B ) 38-2 WIRE  
 IN #3 POSITION

1

**1 REPLAY FOR EACH SCORE OF 61,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 99,000 POINTS.**

M-1508-52-F

**1 REPLAY FOR EACH SCORE OF 86,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 99,000 POINTS.**

M-1508-52-G

**1 REPLAY FOR EACH SCORE OF 54,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 78,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 99,000 POINTS.**

M-1508-52-H

**1 REPLAY FOR EACH SCORE OF 62,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 86,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 99,000 POINTS.**

M-1508-52-I

**1 REPLAY FOR EACH SCORE OF 68,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 99,000 POINTS.**

M-1508-52-J

**1 REPLAY FOR EACH SCORE OF 58,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 82,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 99,000 POINTS.**

M-1508-52-K

**1 REPLAY FOR EACH SCORE OF 72,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 99,000 POINTS.**

M-1508-52-L

**1 REPLAY FOR EACH SCORE OF 76,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 99,000 POINTS.**

M-1508-52-M

**1 EXTRA BALL FOR EACH SCORE OF 78,000 POINTS.  
1 EXTRA BALL FOR EACH SCORE OF 94,000 POINTS.**

M-1508-52-N

**1 REPLAY FOR EACH SCORE OF 83,000 POINTS.  
1 REPLAY FOR EACH SCORE OF 99,000 POINTS.**

M-1508-52-O

**1 EXTRA BALL FOR EACH SCORE OF 68,000 POINTS.  
1 EXTRA BALL FOR EACH SCORE OF 84,000 POINTS.**

M-1508-52-P

**1 EXTRA BALL FOR EACH SCORE OF 73,000 POINTS.  
1 EXTRA BALL FOR EACH SCORE OF 89,000 POINTS.**

M-1508-52-Q

**1 EXTRA BALL FOR EACH SCORE OF 83,000 POINTS.  
1 EXTRA BALL FOR EACH SCORE OF 94,000 POINTS.**

M-1508-52-R

**1 EXTRA BALL FOR EACH SCORE OF 63,000 POINTS.  
1 EXTRA BALL FOR EACH SCORE OF 79,000 POINTS.**

M-1508-52-S

**1 REPLAY FOR EACH SCORE OF . . . . . . POINTS.  
1 REPLAY FOR EACH SCORE OF . . . . . . POINTS.  
1 REPLAY FOR EACH SCORE OF . . . . . . POINTS.**

M-1508-52-T

**1 REPLAY FOR EACH SCORE OF . . . . . . POINTS.  
1 REPLAY FOR EACH SCORE OF . . . . . . POINTS.**

M-1508-52-U

**1 EXTRA BALL FOR EACH SCORE OF . . . . . . POINTS.  
1 EXTRA BALL FOR EACH SCORE OF . . . . . . POINTS.**

M-1508-52-V

#1065 MOUNTING BOARD GAME

ADJUSTMENT PLUGS

2 COIN

3 PLAY

10-4 21-6

-R- BLU-R

93-6 48-6

GRAY-Y G-B

52-7

W-BLU

71-6 48-6

O-R G-B

60-7

-BR-

COIN

CREDIT

15-4 25-5

R-W 1 6 BLU-W

70-2 2 7 31-2

-O- Y-R

51-2 3

W-R

45-4 4 10 18-7

G-W R-B

43-1 5 12 48-7

G-Y G-B

BALLS

PER

GAME

38

Y-B

51-8 83

W-R B-Y

81-1 90-1

B-R GRAY

3 5

2nd COIN

CHUTE

52-7

W-BLU 1

10-4

-R- 2

95-10

GRAY-W 3

1st COIN

CHUTE

15-9

1 R-W

85-2 72-1

B-W 2 O-BLU

###### 10 100 1000 SCORE 2nd

###### POINT POINT POINT RESET PLAYER

844

844

###### SCORE MOTOR CAMS

###### 11 10 9 8 7 6 5 4 3 2 1

###### -12

###### 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

1000 6000

2000 7000

3000 8000

4000 9000

5000 0000

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

HI-SCORE  
FEATURE

85-2 41

B-W G-R

85-2 41

B-W G-R

CREDIT X-BALL

MATCH  
FEATURE

13-4

R-Y

65-10

BR-W

ON OFF

**SCORE**

**MOTOR**

**UNIT**

**–9**

**SERVICE**

**OUTLET**

**LINE**

**VOLTAGE –37**

**THUMPER**

**BUMPER**

**ASSEMBLY**

**–18**

**THUMPER**

**BUMPER**

**ASSEMBLY**

**–18**

**THUMPER**

**BUMPER**

**ASSEMBLY**

**–18**

**THUMPER**

**BUMPER**

**ASSEMBLY**

**–18**

**E-133-8**

**8 AMP.**

**–49**

ALADDINS

ALLEY

UNIT

845

###### OUT BONUS

###### R.O. ADVANCE 300

845

###### ALADDINS OVER

###### ALLEY THE TOP

###### DELAY

846

###### 2 COINS 3rd 2nd

###### 3 PLAYS COIN COIN

###### CHUTE CHUTE

###### COIN CREDIT LOCK

###### RESET DELAY OUTHOLE

###### BALL TILT

###### INDEX

846

###### EXTRA BONUS

###### BALL SCORE

###### 50 V.

###### 10 A.

###### 6 V.

###### 15 A.

###### 6 V.

###### 15 A.

###### -15

21-1 13  
 BLU-R R-Y

21-1 13  
 BLU-R R-Y

52-1 65-4  
 W-BLU BR-W

52-1 65-4  
 W-BLU BR-W

LIB. CONS.

ALADDINS

ALLEY

ADJUSTMENT

1065 MTG.

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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