

# **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

# **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.

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**

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

**A-18387**

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

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

412 SS

A-18372-1

Used fonts: Futura Md BT, Helvetica

**Cards status:**

A-18311-1 instruction card confirmed.

A-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.

Change the score on the score card to fit other scores.

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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