

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 TARGET 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.**

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 TARGET 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.