

Game Select button — You can cycle through the seven games by pressing the Game Select button. Each new game will automatically begin with option 1.

Option Select button — By choosing the right option, you can match the paddle size, playing conditions and number of balls to your skills.

Reset button — The one that starts it all. Begin each new game by pressing the Reset button.

Paddle Control knob — Moves the paddle from side to side.

Ball Serve — Put the ball in play by depressing the serve button.

Flipper buttons — Put the flip in your flippers and the bound in your Rebound.

FLIPPER PINBALL 1 & PADDLE PINBALL 1

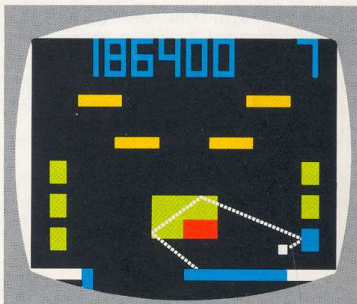


FIG. 4 — Flipper Pinball 1

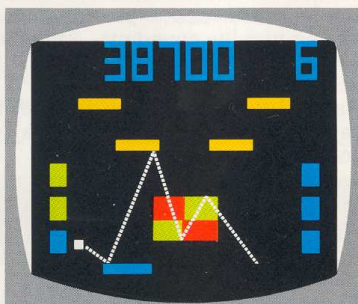


FIG. 5 — Paddle Pinball 1 Playfield

Flipper Pinball 1 and Paddle Pinball 1 playfields are similar. The major play action difference between the two games is the way you control the ball:

- In Flipper Pinball, use the FLIPPER buttons on either side of the Console to move the paddles at the bottom of the playfield. (The paddles only remain in upward position momentarily when you push the FLIPPER BUTTONS).
- In Paddle Pinball, use the PADDLE control knob to move the paddle horizontally at the bottom of the playfield.

The game automatically serves the ball when you press the BALL SERVE button. The object of the game is to direct the ball to the bars and blocks on the playfield. Each bar and block is worth different points.

Scoring — Yellow Top Bars

When the ball hits one of the four yellow bars at the top of the playfield, you score 200 points. The first time a ball is hit, its color changes to red. The bar's red and yellow colors alternate after each hit. You will notice that the ball speed increases after it hits one of these bars.

Scoring — One Yellow Center Block

The yellow block in the center of the playfield will change color from red to green when the ball enters. You score 100 points every time the ball bounces off an inside wall.

Scoring — Six Green Side Blocks

When the ball hits any green side block, you get 100 points and the block changes color to blue. When you hit the blue block, you score 200 points and the blue color turns to red. Hit the red block and you score 400 points and the block disappears. Eventually, all your side blocks will disappear! The blocks will automatically reappear when you change ALL of the four TOP BARS of the playfield to the same color (red or yellow). Plus you score 1500 points.

NOTE: The paddle in Paddle Pinball will shrink to half original size when the six side blocks reappear. Even when you are playing with the half paddle option, the paddle will shrink to half size again. The paddle returns to full size on the next serve.

FLIPPER PINBALL 2 & PADDLE PINBALL 2

Playing action for Flipper Pinball 2 and Paddle Pinball 2 is the same as Flipper Pinball 1 and Paddle Pinball 1. The only difference is the scoring and playfield.

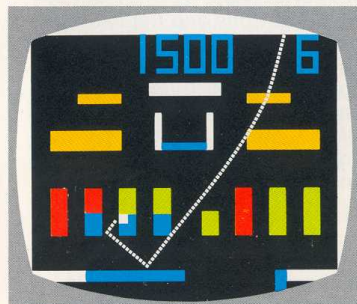


FIG. 6 — Flipper Pinball 2 Playfield

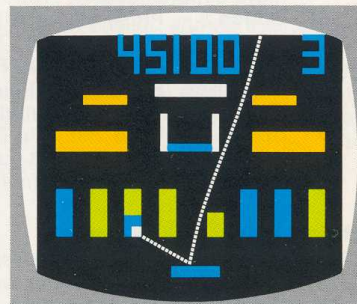


FIG. 7 — Paddle Pinball 2 Playfield

Scoring — White Bar

The white top bar scores 200 points when the ball passes through the top of it. No points are made when the ball strikes the bottom side of the bar.

Scoring — Two Small Yellow Side Bars

Score 200 points when the ball passes through them. Score 100 points when the ball bounces off the long sides of the bars.

Scoring — Two Side Boxes

After the ball enters each box, you score 100 points every time it bounces off an inside wall. Score 200 points when through the box.

Scoring — Center Hoop

When the ball passes through the hoop from the bottom, you get 200 points. Score 800 points when the ball goes through from the top of the hoop.

NOTE: In Paddle Pinball 2, the ball speed increases after the ball goes through the hoop from the top

Scoring — Color Block Rows

Each block in the two rows of color blocks at the bottom of the playfield is worth points depending on its color:

Green Block -100

Blue Block -200

Red Block -400

When the ball hits a red block, the block disappears. When any row of blocks is gone, make the row reappear by passing the ball through the center hoop. The row will reappear and you score 1500 points. If both rows are gone, go through the hoop again. The second row will reappear and you score another 1500 points.

Flipper Pinball 1 and 2 Options

Select any one of the following options to create a variation of the basic Flipper Pinball Game:

- **Option 1** — Press the two FLIPPER buttons and the flippers move simultaneously. You have seven balls.
- **Option 2** — Press the two FLIPPER buttons and the two flippers move simultaneously. You have five balls.
- **Option 3** — Press the right FLIPPER button and the right flipper moves. Press the left button and the left flipper moves. Flippers will not move simultaneously. You have five balls.
- **Option 4** — Press the right FLIPPER button and the right flipper moves. Press the left button and the left flipper moves. Flippers will not move simultaneously. You have three balls.

Paddle Pinball 1 and 2 Options

- **Option 1** — The paddle is regular size. You have seven balls.
- **Option 2** — The paddle is regular size. You have five balls.
- **Option 3** — The paddle is one half size. You have five balls.
- **Option 4** — The paddle is one half size. You have three balls.