PINBALL SPECTACULAR

commodore 64

BONUS 1000

BALL

commodore

INSTRUCTIONS

PINBALL SPECTACULAR

STARTING THE GAME

1. Turn OFF your Commodore 64 before inserting or removing any cartridge.

2. Insert the cartridge, with label side up, into the expansion port on the back of the Commodore 64. The expansion port is the opening farthest to the right when the keyboard is facing you.

3. Turn ON the Commodore 64. The opening PINBALL SPECTACULAR title screen should appear. If the screen remains blank after 5 seconds, turn the computer off, then on again, If this doesn't work, turn the computer OFF and remove the cartridge. Then carefully re-insert the cartridge and try again.

4. PINBALL SPECTACULAR is now in the DEMO mode. Press the fire button on your paddle to start the game.

GAME DESCRIPTION

From the moment you see PINBALL SPECTACULAR, you know that it's no ordinary pinball game. In place of the usual flippers, you'll find two sliding paddles, one at the bottom of the screen and one near the center. The bottom paddle operates like a normal flipper, hitting the ball up into play and preventing it from being lost off the pinball "table". The top paddle adds a new dimension to flipper use by giving you the ability to deflect the ball from below as well as direct it from above. The table is filled with popping, ponging, ringing, clashing, colorchanging obstacles, gates, rows, and bumpers.

At the top of the screen you'll notice 2 large multicolored grids of breaker blocks. Wipe out each block to score points. Clearing all the blocks on a side will close the cor-responding drain lane in the bottom corner. To make the

blocks reappear, hit the ball with the bottom paddle. In between the grids is PINBALL SPECTACULAR'S Super Commodore Logo. Hit it to score big points, as shown at the top of the screen. Hit the bumpers in the top, left and right corners for the points listed. To increase bumper points, shoot your ball into the side chutes. The chutes will increase bumper values to 500, but the next time you enter that chute, bumper values will return to 100 points. Around the board you will notice 6 letters. The letters correspond to the COMMODORE lights in the center of the playfield. Hit a letter and the corresponding lights will light up. Lighting all the letters multiplies the bonus points. In addition, when the arrow near a letter is flashing, you can light that letter by hitting the gate under the Super Logo. If you hit a letter when the arrow pointing to it is flashing, the sides of the gate under the Super Logo will start to flash. Hit the gate when the sides are flashing and you get a barrier at the bottom of the screen. This barrier will stay on only until the ball hits it one time. Otherwise, you lose your ball if it drops down the open pit or the drain lanes at the bottom of the screen. You can score and EXTRA BALL if you hit the gate under the Super Logo when it flashes purple. The gate flashes purple only when your bonus points are a multiple of 1000. In the middle of the playfield is a spinning gate. Score points for passing through the gate. The faster you pass through the gate, the more it will spin, and the more points you'll rack up. If your game points total more than one of the top 5 totals for the day (10,000 points minimum) you can enter your score and initials in the HIGH SCORE section of the game.

CONTROLS

PINBALL SPECTACULAR is designed to be used with PADDLES. Plug your paddles into CONTROL PORT-1.

MOVEMENT

PADDLE

Turn your paddle CLOCKWISE to move your flippers to the RIGHT. Turn your paddle COUNTER-CLOCKWISE to move your flippers to the LEFT.

SPECIAL FUNCTIONS

Press the FIRE BUTTON to start the game. Select 1 or 2 PLAYERS by turning the paddle knob COUNTER CLOCK-WISE for 1 PLAYER or CLOCKWISE until the 2 PLAYERS notice appears in the center of your screen. Once you've chosen 1 or 2 players press the FIRE BUTTON to make your selection. Press the FIRE BUTTON to launch each ball. After the game ends, you can put your INITIALS in the HIGH SCORE record by turning your paddle knob in either direction until you reach the letter you want. Then press the FIRE BUTTON to SAVE the LETTER you've chosen.

DEMO MODE

If you don't hit the fire button when you turn on the PINBALL SPECTACULAR cartridge, the game goes into DEMO MODE. The game screens and the title page will be displayed. Your computer will play the game until you press the fire button to start.

SCORE VALUES

Blocks

Yellow...40 points each
Red...50 points each
Green..60 points each
Blue..70 points each
Purple...80 points each
Bumpers...100-500 as shown
Spinner Gate.......................................10 points per revolution
Targets... 100 points per letter
Side Pockets ....500 points per hit
Center Gate..100 points per hit
Closing Drains..500 points per save
Commodore Super Logo.....................as indicated above logo
Erase 1 Row of Blocks.......................................advance bonus
Light All Commodore Letters.......................advance bonus 5X
Flashing Gate at Multiples of 1000.............................Extra Ball

STRATEGY HINTS

Choose your ball launch position carefully. If you pick the right spot, you can increase bumper values, light the Super Logo gate, or even make it to the top of the breaker blocks. For example, launching a ball when the paddle is between R and E in COMMODORE will send ball to side chute that advances bumper bonus on the right side. Experiment with ball launch positioning. Shooting a ball through the spinner gate usually slows the ball's speed. Try to hit the blocks from the top and hit the Super Logo to really rack up points. Use your top flipper to block the ball and keep it from leaving the bumper areas.

Commodore 64

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This cartridge may only be used with the Commodore 64 system.