OBSESSION

Your own personal "What goes where? And why?"**-book**

So, who made this game?

Peter Zetterberg, 24	Project Management
	Table Design
Michael Brunnström, *n*	Main Programming
Kalle Lundqvist, 19	Ball Programming
Jimmy Gustafsson, 18	Table Artwork
Per Almered, 23	Music and Sound FX
Tord Jansson, 20	Music Programming
	Menu System
Hans Härröd, 20	Additional Programming

Amiga version

Tord Jansson, 20	Project Management
	Music Programming
Patrik Wårdmark, 20	Additional Programming

For your own sake, read this:

Some people are susceptible to epileptic seizures
or loss of consciousness when exposed to certain flashing
lights or light patterns in everyday life. Such people may have a
seizure while watching television images or playing certain games. This may
happen *even if the person has no medical history of epilepsy* or has never had any
epileptic seizures.

If you experience any of the following symptoms: dizziness, blurred vision, eye or
muscle twitches, loss of consciousness, disorientation, any involuntary
movement or convulsion, while playing the game, *immediately*
discontinue use and consult your doctor.

Legal stuff...

From us to you

Thank you for buying Obsession!
We spent a bit over a year making this game,
putting in many long days (and even more nights...) trying to push
our Ataris beyond their limits. We think we succeeded, and we hope
you'll spend as much time (and have as much fun!) playing it as we
did putting it together for you.
Also, when you bought this game, you did something very
important: You proved to us that all the time and money we put into
this project was worthwhile. Thank you!

Pinball history

In the beginning, pinball games had little in common with the games we come across in pool-halls and arcades today. The first game with any greater resemblance to today's pinball games was the game "Bagatelle", which was refined in 1871 into the game "Fortuna", in which a steel ball fell from the top of a slanted board, bouncing against pins, until it landed, giving the player a score depending on which pocket it landed in.

The first "real" pinball game was constructed in 1930 by american Harry Williams. The game was purely mechanical, using only weights and strings. In 1933 he developed his idea further, and built the first electro-mechanical pinball game with counting devices. Other manufacturers even made machines that paid your winnings in cash, like slot machines. This led legislators to take actions against pinball-machines, and the industry suffered badly.

In 1947, David Gottlieb introduced the flipper buttons, greatly increasing the demand for skill, and in the 1950's pinball games regained their popularity, and around this time the first pinball games appeared in Europe.

Today, pinball games are electronical masterpieces, with entire LED displays containing separate sub-games, magnets under the table to grab the ball, and around 100 Mb of software.

Contact us?

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Aquatic Adventure

*Bobby Bubble is truly an adventurer;
not only did he escape Captain Notpolite's secret dungeons, he also
stole the Captain's secret map, and now he's heading for the Sitnalta archipelagos.*

*The map leads to a strange uninhabited island with a great coral reef called Shark's
Nest surrounding it. Bobby straps on his diving gear and enters the warm but deadly
water. Little does poor Bobby know that Captain Notpolite is watching him from
his stealth submarine 137. Now it's entirely up to you if Bobby
will find the treasure or end up as shark snack...*

Gameplay

If you manage to spell **DIVE** (2), you have two options:

1) You can increase the **Bonus Multiplier** shown at the bottom of the table (3) by shooting the ball at the **IB** lamp (4) when it's flashing.

2) Enter a **Dive Mission** by shooting the ball up the **Mission Ramp** (5). There are five missions to be completed:

Mission	Accomplished
Deep Dive	1 500 000
Wreck Dive	2 500 000
Treasure Search	5 000 000
Shark Chase	7 000 000
Submarine Hunt	10 000 000

To finish a mission you will have to shoot the ball up the different ramps and passages according to the flashing lamps.

Specials

The **Starfish** ball trap (6) gives random awards, ranging from a measly 50 000 points to an **Extra Ball**. To increase the odds for a bonus, light the **SEA** lights (7) (which will also increase your **Bonus!**).

If you light up **PEARL** (8), you activate the **Million Hunt**, which, if you succeed, gives you 3 million points the first time, and 6 million if you do it again. Each **PEARL** letter is awarded 200 000 points.

Every time a new ball is launched you have 15 seconds to shoot the ball into the **Dolphin Passage** (9) for 2 million points, or shoot at the **IB** arrow (4) to increase the **Bonus Multiplier**.

To **Hold Bonus**, light up the **H** and **B** at (11), and shoot the ball at the **HB** arrow (12). This means that your **Bonus Multiplier** and **Bonus** remain intact at the end of a ball.

On the left side is the **DEEP** ramp (1). It leads to a spring at the left bottom of the table. When visiting that ramp you make Bobby descend deeper into the coral reef. The **DEEP** ramp gives a 50 000 point bonus and visiting it often gives you the chance to activate the **Kickback**, gain 2 million points, win a **Safe Ball** or even an **Extra Ball**!

Tips 'n Tricks

Always keep an eye at the middle of the table! If an arrow flashes, go there!

Also remember that most of the missions have a time-limit, so don't waste any time...
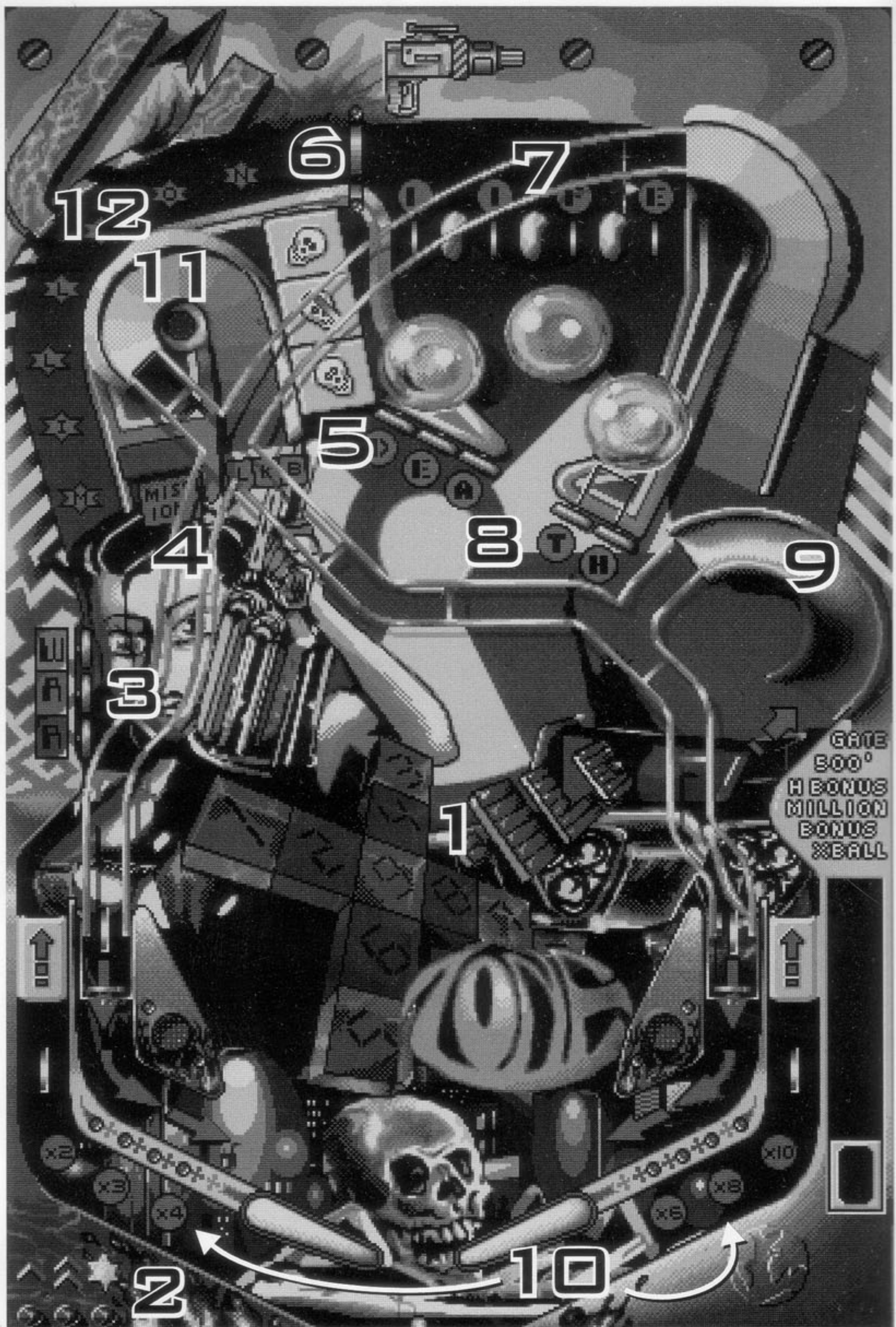
X-ile Zone

The X-ile Zone. June 2058.
The sky is dark purple. It usually is after a nuke attack.
The shock wave has only just faded out and I make a final check of my combat
gear and head for the electrified fence. The Suits at Mission Control took all morning to
brief me, but all there was to it was four simple words. There is no room for
misinterpretation. My objective is crystal clear.
Kill enemy tribe leader.

Gameplay

The primary objective is sub-divided into missions, which must be accomplished before taking on the evil enemy tribe leader.

The nine missions are displayed in the middle of the table (1). Your current rank is shown in the lower left corner of the table (2).

To accomplish a mission you have to light **DEATH** (3) and shoot the ball into the **Mission Ball Trap** (4). The LED display confirms the mission. If you lose the ball you lose only unaccomplished missions.

MISSION	ACCOMPLISHED
	Rank: Sergeant
1 Deactivate security	1 700 000
2 Go undercover	775 500
3 Steal security card level 1	1 800 000
	Rank: 1st Lieutenant
4 Log into mainframe	902 100
5 Locate tribe leader	2 000 000
6 Steal security card level 2	2 450 000
	Rank: Captain
7 Send Code Green to troops	950 000
8 Ambush tribe leader	9 050 000
9 Assassinate tribe leader	24 850 000

Specials

Light **WAR** (3) to either activate the **Kickbacks** by going through the **Checkpoint Kalle Ramp** ('1 1), or increase the **Bonus Multiplier** (1 0) by entering the **Skull Ball Trap** (5).

When shooting the **Berserk Ramp** (9) on the right side of the table you activate the **Berserk**-mode. You now have 15 seconds to enter the ramp again to activate:

GATE: Opens the **Gate** (6). When shooting the ball through the gate you get 2 million points.
500: Gives you 500 000 points.
HOLD BONUS: Preserves your **Bonus** for the next ball.
MILLION: Enter the ramp to get n million points depending on how quick you are.
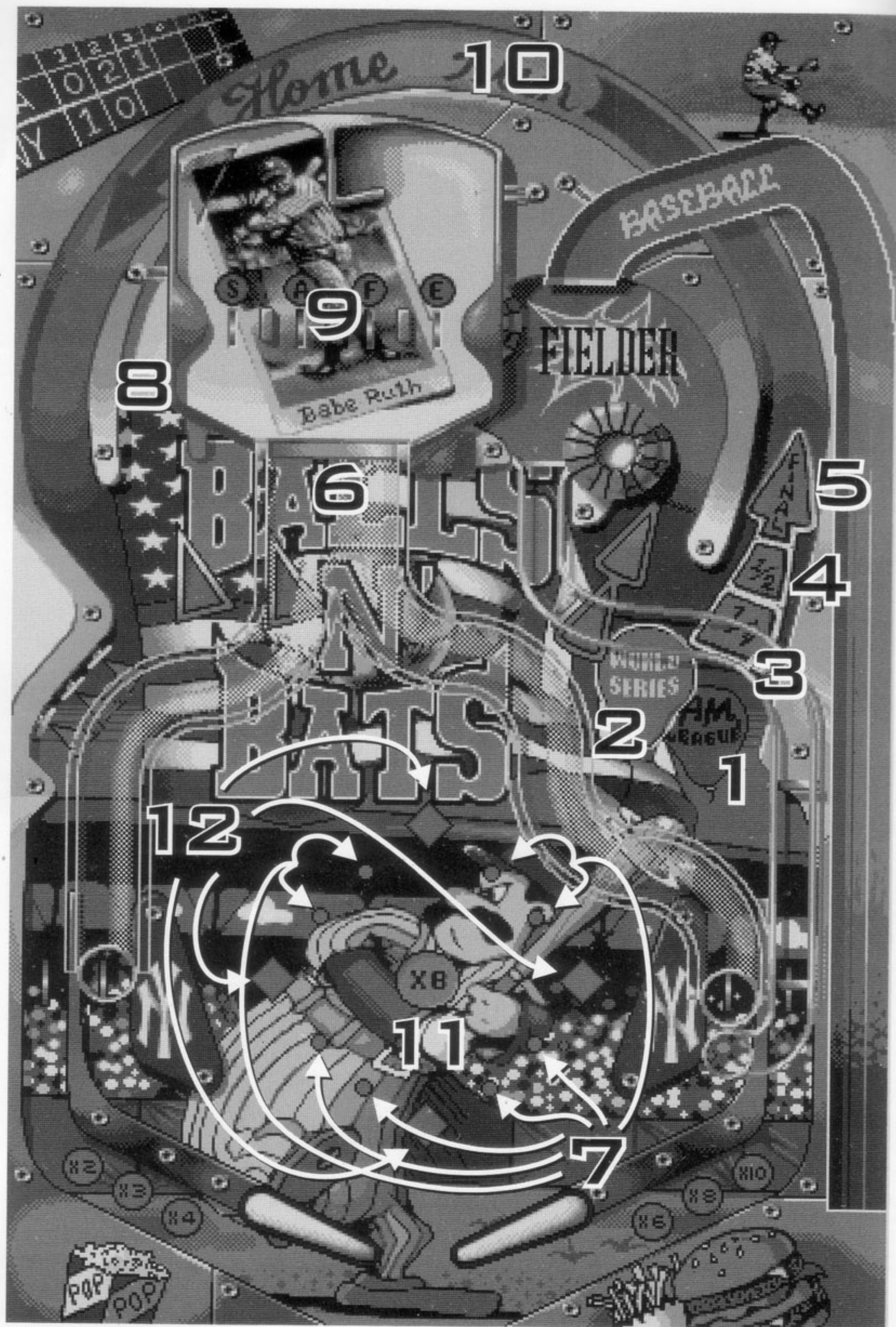**BONUS**: Increases the **Bonus Multiplier** and doubles your **Bonus**.
XBALL: Gives you an extra ball!
The rest is for you to explore...

Tips 'n Tricks

When the game starts, a complete **Million Passage** (1 2) run-through (in effect: all the stars lit) will give you 1 Million points, but for each time you light **LIFE**, this potential score is increased by 1 Million!

Balls & Bats

*Have you got what it takes
to win the World Series? Are you ready
to face the crowds, bat in hand, palms sweating like the
Niagara Falls, your whole team expecting the ball to leave the stadium?*

If you think you can stand the pressure, Balls & Bats is for you!

Gameplay

The entire table is built like a baseball field. Your team starts out in the **American League** (1). The final objective is winning the **World Series** (2). The season is divided into **Quarter Finals** (3), **Semi-Finals** (4) and the **Finals** (5).

The gameplay consists of two modes, **Normal Mode** and **Pitching Mode**. In **Normal Mode**, all you can do is play the ball around the table, collecting score. To enter **Pitching Mode**, shoot the ball into the **Pitcher's Box** (6)..

On entering the **Pitcher's Box**, the game halts for a second or two, and the Pitcher throws one of his three available specials at you: **Fast Ball**, **Slow Ball** or **Curve Ball**. Now it's up to your reflexes to use the flippers as bats to hit the ball, or it'll go right out the bottom of the screen, giving you a **Strike**. Three Strikes, and **You're Out**, meaning you've lost your current ball.

Once you've hit the ball, a clock starts ticking down, indicated both on the LED display and on the small lamps around the **Field** (7). To increase the time, enter the **Babe Ruth Passage** (8) and light a **SAFE** lamp (9), and you'll get an extra 16 seconds.

To advance a **Base** (12), enter the **Home Run Passage** (10). When you have lit all Bases you have won the **Match** and will advance in the **Series**. You will also get a **Match Won!** score increase of 1 million points for the first **Match**, 2 million for the second, 4 million for the third etc.

Specials

In **Normal Mode**, light a **SAFE** lamp to advance a base automatically when you enter **Pitching Mode**.

When you have lit all the **SAFE** lamps (and this applies to both **Normal** and **Pitching Mode!**) you'll receive any one of the following bonuses: **200 000 points**, **500 000 points**, **2 Million**, **Bonus Increase** or **Xtra Ball**.

Tips 'n Tricks

In **Normal Mode** the scoring is more on the generous side, so try to use this to your advantage.

Desert Run

*If you thought this would be your average Sunday drive, you're dead wrong!
It's going to take skill, courage, endurance and a large can of water in the back seat to
get from Paris to Dakar. Clench your teeth, turn the ignition key and switch on your
turbo. Bid farewell to roads and try earning the title "Desert Runner"!*

Gameplay

At the start of the game you're at the first **Stage** of your race between Paris and Dakar, as indicated on the **Map** (1). To finish a stage you have to light all the **Pitstop** lamps around the **Pitstop Passage** (2). To light a lamp in the **Pitstop Passage** you have to have enough **Fuel Units**, which must be bought.

Money (**Kronor**) will be given to you at two places: The first is the **Hundring Ramp** (3), which will pay you 100 **Kronor**, and the second is the **SPEED Passage**, which lights up according to your entry speed:

Lights lit	Kronor awarded
1-2	100
3-4	200
5-6	300
7-8	400
9-10	500

Also, at the **SPEED Passage**, you receive a 200 000 score increase and a 75 000 **Bonus**. If you manage to light the 9th light, you'll get 300 000 points and a 125 000 **Bonus**.

Once you have enough **Kronor**, the arrow pointing towards the **Gas Station** (5) and the **GAS sign** (6) will start flashing. Enter the **Gas Station** to buy **Gas** for your **Kronor** (1 **Fuel Unit** per 100 **Kronor**). Now enter the **Pitstop Passage** and watch the **Pitstop** lamps light up, each lamp costing you 1 **Fuel Unit**.

When you have lit all the **Pitstop** lamps you have completed a **Stage**, and you'll receive a **Stage Complete** score increase of 1 million points for the first **Stage**, 2 million for the second, 4 million for the third etc.

Specials

To get the highest score possible you must finish every **Stage** as the 1st or 2nd car over the finishing line. To increase your position in the race, go through the **PLACE Passage** (7). When your nearest opponent is 5 seconds away, your current position (8) will start flashing, indicating that you've got to reenter the **PLACE Passage**, or lose your position! If you finish a **Stage** as the first car you'll be awarded an **Extra Ball**!

If you light the **OIL** lamps (9) you have 16 seconds to enter the **Traffic Lights Ball Trap** (10) to fill your engine with **Rocket Fuel**, enabling you to complete your current **Stage** by entering the **Pitstop Passage**. And, all **Pitstop** lamps will accompany you to the next **Stage**!

Tips 'n Tricks

To speed up the completion of a **Stage**, don't enter the **Pitstop Passage** until you have at least 7 **Fuel Units**. This way you'll only need to enter the **Pitstop Passage** once per **Stage**.

Instructions
Obsession

To start Obsession, make sure your computer has been switched off for approx. 40 seconds. Insert Obsession Disk I and turn on the computer and your monitor/TV. After a few seconds Obsession starts loading, and after a while you'll find yourself in the main menu.

Main menu

⬆ and ⬇: Rotate the select bar

Enter: Load and start the selected table

Space : Toggle highscores shown on/off

F1 through F4: Fast-select and start table

Esc: If, for some strange reason, you would like to stop playing and get some sleep, this is your key.

Help: Enter Options menu

Options menu

⬆ and ⬇: Select which option to change. Here you can turn on or off the background music, the sound effects and the jingles. Also, if you're having troubles seeing the LED display, you can choose to see it compressed. The "Bass Boost" option should normally be left "on", but on some TV sets you might get better results turning it off (this option is not available on the Falcon 030). Use the Enter key to toggle an option.

Esc: Leave the Options menu

In the game:

Once you've loaded a table, use the F1 through F8 keys to select the number of players. The left and right Shift keys control the flippers.

M: Toggle music on/off

J: Toggle jingles on/off

S: Toggle sound effects on/off

B: Toggle Bass Boost on/off

L: Toggle LED panel size

Esc: To pause the game. Pressing Y exits to the main menu, and any other key continues play.

Alt, Space and Caps are used to tilt the table from the left, middle and right respectively.