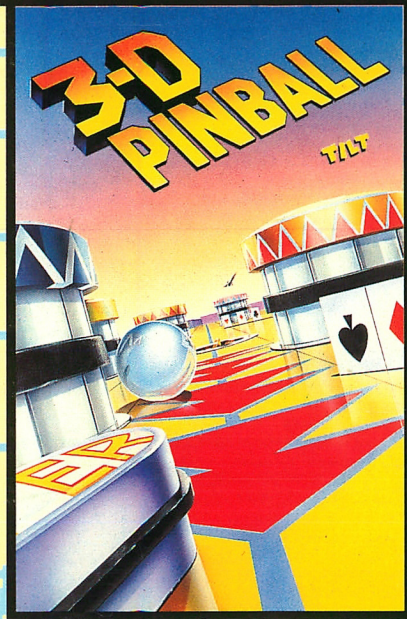
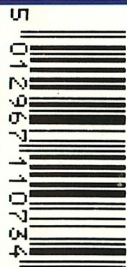


Sure Plays A Mean Game Of Pinball
High-speed action awaits you in this super-realistic pinball simulation. Enjoy the features of a full-scale table as you rack up high score after high score on the route to Pinball Wizardry.

299

3D-PINBALL

M
plus



MASTERTRONiC plus

Loading instructions

Hold down Shift Key and press Run/Stop.

Press Play on tape.

F1 to start game

F7 to launch the ball

The flippers are controlled by the Commodore Key and Cursor Right key.

Chasing A High Score

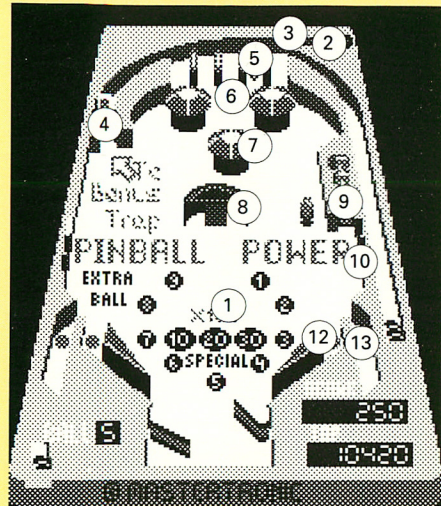
The rules of pinball are simple - keep the ball in play for as long as possible and rack up as many points as you can. In this implementation of the game, the machine doesn't eat coins - and no matter how much you shove and pull on the flippers, there's no danger of getting the dreaded TILT message! So on you go As with a real pinball machine, a little care and thought can add points to your game. Don't just hit the flippers every time the ball gets near - try and catch the ball, let it come to rest and then bash it back into play with an aimed shot. And real bonus rounds can increase their score considerably by letting the bonus value on the dial build up before collecting the bonus value with a well-aimed shot through the bonus trap feature.

WARNING: ALL RIGHTS OF THE PRODUCER AND THE OWNER OF THE WORK REPRODUCED RESERVED. UNAUTHORISED COPYING, HIRING, LENDING, PUBLIC PERFORMANCE, RADIO OR TV BROADCAST OR DIFFUSION OF THIS CASSETTE PROHIBITED. THIS PROGRAMME IS SOLD ACCORDING TO VIRGIN MASTERTRONIC TERMS OF TRADE AND CONDITIONS OF SALE COPIES OF WHICH ARE AVAILABLE ON REQUEST.

© Virgin Mastertronic Limited 1989

Made in Great Britain

Finding Your Way Around The Table



(1) Bonus Dial

Bonus points are awarded in hundreds - the circular counter keeps track of the bonus score, lighting the 20, 30 and SPECIAL lights when 2,000, 3,000 and 4,000 bonus points have been accrued. The bonus score showing on the counter is automatically added to your score and the counter is reset to zero whenever you manage to get the ball into the Bonus Trap. If SPECIAL is lit when you get the ball into the Bonus trap, you are awarded an extra ball, and from then on while the current ball remains in play, there's no need to get it into the Bonus Trap to collect bonus points - they are automatically added to your score each time you

clock up 1,000. If you do bash the ball into the Bonus Trap again, you collect 5,000 points, so it's still worth going for. When the ball goes out of play, the Bonus Dial resets to zero.

(2) Bonus Trap.

Get your ball in here when there's a decent bonus showing on the clock. You've got to get the Gate (3) open first however, and it is only open while the Revolver (4) is spinning round. Some nifty work with the right flipper is called for ... And you collect ten points for each revolution of the Revolver, so go for it.

(5) Rollover Lanes.

Putting the ball through one of these earns 50 points and lights the lane light. Light all three lane lights and you score 200 points and advance the Bonus Dial by 400. Flipping the flippers shuffles the lights, so you can get an unlit light in a lane just before the ball rolls through it.

(6) The Black Hole.

Nestle the silver ball in here to collect 200 points and advance the Bonus Dial by 300.

(7) Bumpers

British Standard Pinball Bumpers - bounce the ball of 'em to collect ten points a time.

(8) Hairpin

Whizz the ball round this mini Wall of Death as fast as you can - the faster the ball travels, the more points you earn up to a maximum of 200 with an advance of 300 on the Bonus Dial.

(9) Tombstone Targets

Knock down Target One for 100 points and a Bonus Dial advance of 100; Target Two collects 200 points and advances 200; Target Three, yes you've got it, collects 300 points and advances the Bonus Dial by 300. Then drop the ball into the Target Pit at the end of the channel to reset the Tombstones and start again ...

(10) Sidebar Lights

Worth 60 points a pop; light the set of six and collect 400 points and advance the Bonus Dial by 500.

(12) Inner Rollover Lanes.

If the light is lit when the ball passes through, the Bonus Dial is boshed up by 100.

(13) Outer Rollover Lanes.

Pretty lights glow when the SPECIAL light has been lit. With the light lit, snuggling the ball down here earns a whopping 2,500.

FRANCAIS: INSTRUCTIONS DE CHARGEMENT :

Maintenez la touche SHIFT enfoncée et appuyez sur RUN/STOP. Appuyez sur PLAY sur le magnétophone. Appuyez sur F1 pour commencer le jeu. Appuyez sur F7 pour lancer la balle. Les flippers sont commandés par la touche commodore et la touche droite du curseur.

DEUTSCH: LADEANWEISUNGEN:

Die SHIFT-Taste gedrückt halten und auf RUN/STOP drücken. PLAY auf dem Recorder drücken. F1 startet das Spiel. F7 setzt den Ball in Bewegung. Die Flipper werden mit der Commodore-Taste und der rechten Cursorstaste gesteuert.

ITALIANO:ISTRUZIONI DI CARICAMENTO:

Tieni schiacciato il tasto SHIFT e premi RUN/STOP. Premi PLAY sul registratore. F1 per avviare il gioco. F7 per tirare la biglia. I flipper si controllano con il tasto Commodore e il tasto cursore di destra.

Commodore 64 version by Stephen Walters
Conversions by Activemagic
PRODUCED BY TERRY HAYNES AND ANDREW WRIGHT